

EarthBound FAQ/Walkthrough

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For enemy and item info:

<http://starmen.net/mother2/ebdb/>

For game mechanics:

<http://starmen.net/mother2/gameinfo/technical/equations.php>

A video walkthrough:

https://www.youtube.com/view_play_list?p=8444EB8D30C3AE30

How to Use This Walkthrough

If you are stuck: Check the *Outline* at the beginning of each section, or read the more detailed *Walkthrough* under a subsection.

For strategies on how to defeat an enemy: See the *Enemies* list under a subsection.

For information on items: Search the *Item List* or *Jeff's Tools*

Game Basics

Controls

L: *Talk* to NPCs, *check* containers and objects, advance dialogue, and select menu options. This is a handy multi-purpose button.

Directional pad (D-pad): Moves your characters on the field and cycles through menu options.

A: Opens the main menu outside of battle; selects menu options and advances dialogue.

B: Shows HP/PP and money carried on hand when pressed outside of battle. Cancels and closes menu windows or answers "no" when asked a question. Also advances dialogue.

Select: Same as the B-Button.

X: Displays a map of the current town. This works only after you receive the **Map** in the first town.

R: Ring your bell when riding a Bicycle.

Start/Y: No function.

Main Menu Options

Open the main menu by pressing **A** outside of battle. The menu options are as follows:

Talk to: Talk to any non-player character (NPC) you're standing next to. You can also just press **L** to talk to people.

PSI: Use special **psychic** (PSI) abilities. PSI moves are automatically learned as characters get stronger, and they cost psychic points (PP) to use. The PSI moves usable outside of battle are **Lifeup** (recovers HP), **Healing** (cures ailments), and **Teleport** (travel to another town).

Check: Open gift boxes and other containers to obtain any items they hold, or examine objects to interact with them depending on the situation. You can also press **L** to check objects.

Goods: Open the inventory menu (see the next section for info).

Equip: Equip your party with weapons and armor. An item must be in a party member's inventory before he or she can equip it.

Status: Open the **status menu**, which shows detailed information on each party member.

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Inventory Menu

Press **A** outside of battle to open the main menu and select *Goods* to view your inventory. Select an item with **A** to access some options:

Use: Use the selected item, or give the item to an NPC in some situations.

Give: Transfer the item to someone else's inventory, or give the item to the same character to move the item to the bottom of the list.

Drop: Get rid of the item. Keep in mind that dropped items can't be retrieved. Items that can be found in only one place in the game can't be dropped but can be stored (see **Escargo Express**).

Help!: View a short (and sometimes humorous) description of the selected item.

You can access any party member's inventory outside of battle, but each character can use only what is in his or her own inventory during a fight.

Status Menu

Select *Status* from the main menu to view each character's attributes and abilities. The information shown in the status window is as follows:

Level: A character's level is a measure of his or her strength. When characters increase in level, their attributes increase and they may learn new PSI abilities.

Status Effect: If a character is afflicted by an ailment, such as poison or paralysis, it will be shown beneath their level.

Hit Points: Hit points (HP) represent the amount of life a character has. When HP reaches 0, the character falls unconscious and can't do anything. HP can be restored while conscious by eating food, using the PSI move **Lifeup**, resting at a **Hotel**, or talking to certain people. Unconscious party members can be revived by going to a **Hospital**, using certain medicinal items, or using the gamma or omega version of the PSI move **Healing**.

Psychic Points: Psychic points (PP) are needed to use **PSI abilities**. Much like HP, PP can be recovered by resting at a Hotel, eating PP recovery food items, or talking to certain people.

Experience Points: Experience (exp.) points are earned by fighting and defeating enemies. When a certain amount of exp. points is accumulated, a party member increases in level.

PSI Info: Press **A** while in the status window to view short descriptions of a party member's PSI abilities. Press **B** to return to the status window.

Attributes: The status window also displays each party member's **attributes**.

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 1. Exploring the Underworld
 2. Eighth Sanctuary Location
15. Magicant
 1. Internal Struggle
16. Saturn Valley/Onett
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Battle System

The battle system in EarthBound is similar to turn-based fighting systems of many RPGs. Each character takes turns attacking to decrease the enemies' HP, and enemies are defeated when their HP reaches 0. Like your party members, all enemies have attributes and maximum HP and PP values, but they do not increase in level and get stronger.

When your party wins a battle, they're awarded experience points and possibly receive an item dropped by an enemy. If the party loses a battle, they'll lose 50% of the money they were carrying and will return to your last save point with only Ness conscious at 0 PP.

Approaching Enemies

Battle begins when your party makes contact with an enemy on the field. If the party and the enemy meet face-to-face, battle begins normally. If the party approaches an enemy from behind, you'll have one free round where the enemy won't attack. If the enemy approaches the party from behind, the enemy will get one free round instead.

Weak Enemies

Most enemies that are significantly weaker than the party try to run away, making it easy for you to approach them from behind or avoid fighting. If the enemy is weak enough, you'll get an instant victory. Approaching an enemy from behind increases your chances of getting an instant victory, while no instant victory will be awarded if an enemy approaches the party from behind.

Rolling HP Counter

Party members' HP are shown on a rolling drum display that counts up or down when a character takes damage or recovers HP. A party member will fall unconscious only if their HP counter reaches 0. Thus, if you recover someone who has taken mortal damage quickly enough, the character will avoid falling unconscious.

Surviving Mortal Blows

When a party member receives damage greater than the amount of HP he or she currently has, there is a slight chance the character will survive with 1 HP remaining. The probability of this occurring is greater with a higher Guts attribute.

Battle Menu Options

Bash/Shoot: Use a party member's standard attack. *Bash* is displayed when equipped with a melee weapon, while *shoot* is shown when using a projectile weapon.

Bash attacks have some chance of getting SMAAAASH!! hits that inflict 2x to 3x more damage to most targets. The probability of getting SMAAAASH!! hits is

increased with a higher Guts attribute. *Shoot* attacks can't get SMAAAASH!! hits, but their damage isn't reduced by shields.

PSI: Use a party member's [[PSI abilities]].

Goods: Open a character's inventory. Each party member can use items only in their own inventory during battle.

Defend: Spend a turn defending instead of attacking. While defending, damage inflicted by some types of physical attacks is reduced by 50%. Damage inflicted by PSI attacks isn't affected. The following attacks don't seem to be affected either:

Jeff's *shoot*

- Jeff's Heavy Bazooka
- Bottle Rockets (all types)
- Bombs
- Super Bombs
- Yo-yos and Slingshots
- "biting attack"
- "take a bite using its poisonous fangs"
- "bite you hard"
- "charge forward"
- "tear into you"
- "peck at your eyes"
- "fire a beam"
- "growl and lunge forward"
- "stomp with its huge foot"
- "jab with a spear"
- "utilize a paint attack"

"burst into flames" (death action)

"explode into bits" (death action)

Run Away: Attempt to escape a battle. This isn't guaranteed to work, and important fights can't be escaped. You have a greater chance of running away from slower enemies than from faster ones, and your odds of success increase the more rounds you spend in a fight.

Auto Fight: Let the computer control your party during a battle. The computer relies on standard attacks and uses PSI only when someone is heavily injured or is afflicted by an ailment. Press **B** to cancel.

Status Attributes

Offense

Determines the amount of damage the character's physical attacks inflict. The higher the number, the greater the damage.

Defense

Determines the amount of damage suffered from physical attacks. The higher the number, the less damage received. Defense doesn't reduce damage from PSI attacks, such as Freeze or Fire.

Speed

Determines the order of turns in battle. Usually the character with higher Speed attacks before a slower character, though this isn't always the case when Speed values are close to each other.

Characters with higher Speed also seem to dodge enemy attacks and Bottle Rockets more often. Bottle Rockets inflict less damage or don't work at all on targets faster than Jeff.

Guts

Determines the chance a *bash* attack will be a SMAAAASH!! hit or the chance a party member survives a mortal blow with only 1 HP left. The higher the value, the better the chances.

Vitality

Determines how much a character's max HP increases when leveling up. When Vitality increases, the character's max HP increases significantly:

Vitality increase	Max HP increase
0	0~3
1	4~20
2	20~30
3	30~45

In general, max HP is about 15 times Vitality (e.g. if Ness has 10 Vitality, he should have about 150 max HP).

IQ

Similar to Vitality, except it affects max PP:

IQ increase	Max PP increase
0	0~2
1	3~7
2	8~20

In general, max PP is about 5 times IQ (an exception is for Ness near the end of the game, when his max PP is about 10 times his IQ).

For Jeff, who can't use PSI, IQ determines what broken items he can repair. Each broken item has an IQ requirement that Jeff must meet before he can repair it.

Luck

Luck determines the success rate of some PSI moves and items. Characters with higher Luck are more likely to avoid taking damage or being affected by moves such as Defense Down or items such as the Counter-PSI Unit (source: starmen.net).

Town Services

Almost every town in the game offers the following services:

Drugstore/Shop/Marketplace

Drugstores offer not only medicine but also weapons, armor, food, and whatever else you might want. You can also sell your items at a 50% markdown.

When buying weapons or armor, your party members' HP/PP windows either flash, stay the same, or dim. A flashing HP/PP window means the selected item will improve the character's stats; otherwise, the window stays the same. A dimmed HP/PP window means the character can't equip or use the selected item.

Hotel

Conscious party members can sleep at Hotels to restore HP and PP. Hotels in towns that appear later in the game are usually more expensive than in earlier towns, though some places let you sleep for free.

Hospital

Go to a Hospital to cure any ailment or revive unconscious party members. Hospitals in towns that appear later in the game usually charge more than in earlier towns, though some places provide treatment for free.

The people in a typical Hospital are:

- **Receptionist:** Talk to the receptionist near the entrance of most Hospitals to revive someone unconscious.
- **Doctor:** Doctors can cure **colds**, **poison**, **nausea**, and **sunstroke**.
- **Healer:** The blue-haired Healers' treatments are *soften* (cures **diamondization**), *restore feeling* (**paralysis**), and *purify* (**possession**).

Healers cure **mushroomization** as well. When he sees a mushroom growing on someone's head, the Healer offers to buy it for \$50. Answer "yes" to remove the mushroom.

ATM

Almost every Hotel and Store have an ATM. Your balance automatically increases as you win fights and never decreases as long as you don't withdraw any money, but cash carried on hand is cut in half when the party loses a battle.

Telephone/Pay Phone

You can use a telephone to call family members or request commercial services. Black phones found in most Hotels are free, while tan phones in most stores cost \$1 per call.

The people you can call are:

- **Dad:** Call Ness's dad to save your game.
- **Mom:** Call Ness's mom when Ness is **homesick** to make him feel better.
- **Escargo Express:** Escargo Express stores unneeded items for you. Call Ness's mom to learn their number. Call Escargo Express to request a deliveryman to either pickup or drop off items. The deliveryman can carry up to 3 items and charges \$18 per delivery.
- **Mach Pizza:** Mach Pizza shops can be found in the early towns of the game. Go inside and talk to the cashier to learn their number. Call Mach Pizza to order either a small or large Pizza (medium pizzas are always sold out). Small Pizzas recover 120 HP for one person, while Large Pizzas recover 240 HP for the entire party. Delivery takes about 3 minutes.

General Information and Strategies

Party Members

Without special equipment, all party members are vulnerable to **Fire**, **Freeze**, **Flash**, **Paralysis**, and **Hypnosis**.

Ness

Offense: high

Defense: medium
Speed: low
Guts: high
Max HP: high
Max PP: medium
Luck: high

The main character of the game is a strong physical fighter with good survivability and a powerful standard attack. Ness's high Offense and Guts make his *bash* effective even against bosses, and his high Vitality gives him enough HP to stay alive in most fights without trouble.

In terms of PSI, Ness is more of a defensive and support character. He can learn the moves **Lifeup** and **Healing** to recover HP and cure ailments, and he has several abilities that can debilitate enemies with status effects. He has only one **PSI ability** that inflicts damage to enemies, but this move can quickly deplete Ness's PP if you're not careful, and it occasionally fails to work. It's often better to save Ness's PP for Lifeup and Healing and use his PSI attacks only against bosses and groups of enemies.

Ness's main weakness is his low to mediocre Speed. He usually attacks last or second to the last among the four party members, and he may sometimes fail to save someone's life in time if one of his friends is low on HP or mortally wounded. You can compensate for this weakness by having your fastest party member always carry some food.

Use any Guts Capsules you find on Ness to increase his chances of getting SMAAAASH!! hits, and equip him with the Night Pendant to protect him from **Flash**; given the effectiveness of Ness's *bash*, it will hinder your party if he starts uncontrollably crying. Furthermore, you don't want him to be instantly defeated because he has the best chance of reviving or healing everybody else.

Paula

Offense: low
Defense: low
Speed: high
Guts: medium
Max HP: low
Max PP: high
Luck: high

Paula is the main PSI attacker in your party. She acts as the main line of attack against most bosses and can make short work of some strong normal enemies. As such, you should keep Paula well protected, or else you might find yourself severely handicapped in tough fights. You can think of Ness and Paula as forming the anchor of the party, with each character's strengths making up for the other's weaknesses.

Unlike Ness, Paula has a weak standard attack and poor survivability. To help Paula stay alive, equip her with your best armor and give her any Vital Capsules you find to boost her HP. Protect her from **Thunder** and **Fire** with the Franklin Badge and the Flame Pendant as well.

Paula's strong points are her Speed and IQ. Her high PP allows her to use PSI attacks often, and her high Speed is critical when you need to put up a **shield** to defend against powerful enemy PSI attacks. Give her Speed Capsules or equip her with armor that increases Speed if she isn't able to put up a shield in time to protect the party from the PSI attacks Fire and **Starstorm**.

Paula's special ability is *pray*, a move that causes some random effect that can help you or hurt you. Use this ability only as a last resort. The different prayer effects are as follows:

Subtle light: Recovers 6% of max HP for all allies. This seems to occur the most often.

Warm light: Recovers 12% of max HP for all allies.

Golden light: Recovers some HP for a single ally. The amount recovered is equal to the difference between the target's max HP and Paula's current HP (source: starmen.net).

Mysterious light: Recovers minuscule PP for all allies.

Dazzling light (type 1): **Flash alpha** on all allies and enemies. The battle dialogue window describes this light as enveloping Ness and his friends.

Dazzling light (type 2): Moderate damage to a single enemy. The battle dialogue window describes this light as chasing an enemy.

Mysterious aroma: Puts all allies and enemies to sleep.

Heaven rending sound: Makes all allies and enemies feel strange.

Heavy air: Slightly decreases the Defense of all allies and enemies for the duration of the battle.

Rainbow colored light: Revives all unconscious allies and defeated enemies to full HP.

Jeff

Offense: high
Defense: medium
Speed: low

Guts: medium

Max HP: low

Luck: medium

Jeff is a scientific whizz kid who can repair broken items and use tools that no other party member can use. He is unable to use PSI, but he is the only party member who can utilize guns, bazookas, and Bottle Rockets, which are one-time use weapons that can inflict 150 to over 1000 HP of damage depending on the type of rocket used.

Jeff's guns can boost his Offense to the second highest or sometimes even the highest among his friends. His *shoot* can't get SMAAAASH!! hits, but it's more accurate than *bash*, its damage isn't reduced by shields, and it doesn't revert enemies feeling strange to normal.

In boss fights, Bottle Rockets usually make Jeff your biggest offensive force. Bottle Rockets are sold throughout the game at a cheap price, and they inflict enough damage to take away about a quarter to half of most bosses' HP.

The Heavy Bazooka is another noteworthy item for Jeff. Obtained by repairing the Broken Bazooka found near the Fifth Sanctuary location, the Heavy Bazooka can inflict more damage than Jeff's *shoot*, and it never runs out of ammo.

These are Jeff's most powerful items, but his other tools can be useful in more specific situations. I describe each of his items in **Jeff's Tools**.

Most of Jeff's best weapons can be obtained only by repairing broken items. Each broken item requires Jeff to have an IQ above a certain amount to be fixed, and Jeff automatically repairs something if possible when the party rests. Unfortunately, there is no guarantee Jeff will repair something if his IQ meets or exceeds the requirement, so try to rest somewhere free when you want him to repair something. Many repaired or broken items can't be thrown away and can only be given to **Escargo Express** if you want to get rid of them.

Jeff's main weakness is Speed, and he almost always goes last or second to the last among his friends. His Vitality is the second lowest in the party, making him somewhat vulnerable against stronger enemies but still manageable compared to Paula. Equip Jeff with your second best armor to keep him alive.

Jeff's special ability is *spy*. *Spy* reveals an enemy's Offense, Defense, and PSI vulnerabilities and takes any item the enemy might be carrying. Be sure to use *spy* before using status affecting PSI attacks such as **Flash** or **Hypnosis** because those abilities are unlikely to work on enemies not vulnerable to them.

Poo

Offense: low (but high growth rate)

Defense: medium

Speed: high (very high with the **Cloak of Kings**)

Guts: low

Max HP: high

Max PP: low

Luck: low (very high with the **Bracer** and **Diadem of Kings**)

Poo is mostly a PSI specialist who has a versatile set of offensive and recovery PSI abilities but low Offense. His **Freeze** and **Starstorm** can inflict heavy damage to most normal enemies and bosses, and his **Lifeup** and **Healing** can keep everyone alive and healthy. Unfortunately, Poo has less PP than Ness and Paula, so be sure to buy Bottles of DXwater (recovers 40 PP for only Poo) or use **PSI Magnet** when going through long dungeons.

Poo's biggest weakness is his low Offense. While his Offense has a high natural growth rate, his *bash* will likely remain weaker than Paula's unless you spend time leveling him up. The **Sword of Kings**, Poo's only weapon, can offset this weakness, but this weapon is extremely rare and increases Offense by just 30. To offset his weak *bash*, give Poo offensive items, such as Super Bombs, Mummy Wraps, and the Monkey's Love, or use Freeze.

Don't equip Poo with the same weapons and armor the other party members use--they actually decrease Poo's stats. There are only four items Poo should equip: the Sword of Kings, the Cloak of Kings, the Bracer of Kings, and the Diadem of Kings. Only the Sword of Kings can be difficult to get; the others are found in gift boxes.

Don't use most food items on Poo because they recover only about 6 of his HP. Only a few food items work for Poo, and they are actually better for him than for everyone else. These items are:

Brain Food Lunch: recovers about 600 HP and 100 PP

Bottle of Water: recovers about 10 PP

Bottle of DXwater: recovers about 40 PP

Medicinal items, such as Secret Herbs, and PP recovery items other than the ones listed here work normally.

Poo's special ability is *mirror*, which allows him to acquire an enemy's stats and moves. Its success rate is about 50%, though it doesn't work on bosses and on stronger enemies. The only worthwhile use I've found for *mirror* is to use it on enemies that can recover HP without using PP. Otherwise, most enemies susceptible to *mirror* are weaker than Poo and not worth mimicking.

Status Effects

This section gives information on all the status effects in the game and how to deal with each. They are listed in alphabetical order.

The cures listed under each status effect are the most practical ways of removing the status effect rather than all of them. Characters and objects that cure almost everything for free such as the Saturn Valley doctor or the Instant Revitalizing Device are generally not mentioned.

Cold

Effects:

- Inflicts 4 HP of damage each turn in battle
- Inflicts 2 HP of damage every 4 seconds outside of battle

Cures:

- **Healing *alpha***
- Use a **Cold Remedy**

Catching a cold is a problem in only one place early in the game. Use **Healing *alpha*** outside of battle or after you have defeated any enemies that can give you a cold to cure this status effect. If you have **Cold Remedies**, use those up before using **Healing** when travelling away from town.

Crying

Effect:

- Reduces the accuracy of a character's standard attack by 50%

Cures:

- **Healing *beta***
- End the battle

Ness and Jeff are hindered the most by crying. If you're fighting normal enemies and only one person starts crying, it can usually be ignored. If both Ness and Jeff start crying and you're fighting more powerful enemies, either use **PSI attacks** or use **Healing *beta*** on Ness (Jeff can use the **Heavy Bazooka** if he has it).

This status effect doesn't seem to reduce the accuracy of some enemy attacks, such as "tore into" or "lunge forward."

Diamondize

Effect:

- Affected person can't do anything

Cures:

- **Healing *gamma***
- Use a **Secret Herb**, **Cup of Lifenoodles**, or a **Horn of Life**

Diamondization is equivalent to being unconscious, except HP isn't depleted. Use **Healing *gamma***, a **Secret Herb**, or a **Cup of Lifenoodles** to restore anyone diamondized as soon as possible.

Feel strange

Effect:

- Affected character sometimes targets a random character--self, friend, or foe--with whatever move used

Cures:

- **Healing *beta***
- Get *bashed*
- End the battle

Feeling strange isn't much of a problem if only one person is affected by it. In those cases, ignore it and have the affected character *defend* or stick to standard attacks. If multiple party members start feeling strange, end the fight as soon as possible with your strongest **PSI attacks** or use **Healing *beta***.

Homesick

Effect:

- Ness randomly wastes turns in battle

Cures:

- Call Ness's mom
- Visit a Sanctuary spot

This status effect occurs rarely but randomly. Call or talk to Ness's mom to cure homesickness. Regularly calling Ness's mom doesn't prevent homesickness.

Mushroomize/mashroomize

Effects:

- Same as **feeling strange** in battle
- Rotates movement controls outside of battle

Cures:

- Talk to a Healer in any Hospital
- Talk to the girl in Peaceful Rest Valley
- Wade in a hot spring

Mushroomization is much worse than feeling strange because it persists outside of battle and can't be healed by **PSI** or items. The best course of action is to defeat mushroom enemies first in any battle. Luckily, this status effect is a problem at only three places in the game.

If someone becomes mushroomized, get rid of the mushroom before venturing into dangerous territory if possible or have the affected character stick to using standard attacks, **Lifeup/Healing**, or food items.

If a party member is mushroomized, your movement controls change after a few seconds. From what I can tell, the button assignments on the control pad seem to rotate either to the left, to the right, or by 180 degrees. For example, if the button assignments rotate to the right, the control pad works like this:

Up = move left

Right = move up
Down = move right
Left = move down

Nausea

Effects:

- Inflicts 16~24 HP of damage each turn in battle
- Reduces the accuracy of standard attacks by 50% (source: starmen.net)
- Inflicts 10 HP of damage every 2 seconds outside of battle

Cures:

- **Healing *beta***
- Use a **Refreshing Herb**

Heal anyone nauseous with Healing *beta* or a Refreshing Herb outside of battle or after all enemies that can cause nausea are defeated.

Numb/paralysis

Effects:

- Renders a character unable to physically attack, use items, or *defend*; PSI is still usable

Cures:

- **Healing *gamma***
- Use a **Secret Herb**

Use Healing *gamma* or a Secret Herb on anyone paralyzed as soon as possible. Equipping items such as the **Travel Charm** or the **Great Charm** protect from the PSI move **Paralysis** but not numbness caused by **Flash**.

Poison

Effects:

- Inflicts 16~24 HP of damage each turn in battle
- Inflicts 10 HP of damage every 2 seconds outside of battle

Cures:

- **Healing *beta***
- Use a **Refreshing Herb**

Use Healing *beta* or a Refreshing Herb outside of battle or after any enemies that can cause poison are defeated.

Possess

Effect:

- A Tiny Li'l Ghost attacks a party member each round in battle

Cures:

- Healer in any Hospital
- Saturn Valley doctor

There are very few enemies that can cause possession, and it's more of a nuisance than a threat. The Tiny Li'l Ghost has 2 attacks: a standard attack that usually inflicts 1 HP of damage and a "reach out with its icy hand" attack that can solidify one person. The ghost has high Speed and usually attacks first in each round, even in battles near the end of the game when the party is at higher levels. The Tiny Li'l Ghost attacks only once per round even if multiple party members are possessed.

You can cure possession by going to a Healer at a Hospital and selecting the *purify* option. You can also go to the doctor in Saturn Valley and have the ghost removed for free.

Special attacks or PSI moves that target the entire party, such as **Starstorm** or **Fire**, also damage the ghost and may defeat it, though shields that protect the entire party also protect the ghost. The Tiny Li'l Ghost has about 100 HP.

Sleep

Effect:

- Affected character can't do anything for a random number of rounds

Cures:

- **Healing *alpha***
- Receive damage
- Wait a few rounds
- End the battle

Sleep is usually nothing to worry about and can be ignored. Someone who has fallen asleep may wake up if physically attacked.

Solidify

Effect:

- Incapacitates a character for a single turn (occasionally more)

Cures:

- Wait 1 or 2 rounds
- End the battle

Solidification poses a minor threat and can be ignored. It usually lasts for one turn, but some attacks such as the Arachnid's spider silk can immobilize a target for two or more turns.

Sunstroke

Effects:

- Inflicts 4 HP of damage each turn in battle
- Inflicts 2 HP of damage every 4 seconds outside of battle

Cure:

- **Healing** *alpha*

Sunstroke can randomly occur whenever you're in a desert and you see beads of sweat spouting from the party. Press **B** or **Select** to check for sunstroke if you start seeing the screen flash red. Don't bother to buy **Wet Towels** for healing sunstrokes; Healing *alpha* is sufficient.

Unable to concentrate

Effect:

- Prevents PSI use for 4 rounds

You will rarely, if ever, see a party member become unable to concentrate. Only a few enemies can cause this status effect, and attacks that disrupt concentration tend to have low success rates.

A person carrying the **Brain Stone** is immune to this status effect.

PSI Abilities

OFFENSE

PSI Rockin

PSI Rockin is Ness's special PSI attack. It inflicts significant damage to all enemies on screen. This ability is named after whatever you enter as your *Favorite Thing* at the beginning of the game.

PSI Rockin is powerful, but it can be a drain on Ness's PP and becomes less useful when Paula joins Ness and offers a more versatile set of PSI attacks. Try to conserve Ness's PP for recovery PSI instead for the most part. Don't use PSI Rockin except in boss fights and against groups of normal enemies, and stick to PSI Rockin *beta* for its low cost and decent damage.

This attack sometimes fails to work: the higher the target's Speed, the more likely PSI Rockin will fail (source: starmen.net). While some normal enemies have enough Speed to often avoid damage, the failure rate against bosses is usually low enough to ignore.

Counter: There are only two enemies that can use PSI Rockin. I discuss them in the walkthrough.

alpha

Level Learned: 8 (Ness)

Damage: 40~120 HP

The alpha version of PSI Rockin is useful during the beginning of the game before Paula joins Ness. Use it in early boss fights and when you are overpowered by a group of enemies.

beta

Level Learned: 22 (Ness)

Damage: 90~270 HP

This ability is the most cost-effective version of PSI Rockin and is useful against groups of enemies and bosses for most of the game. Go with this move for general use even after PSI Rockin *gamma* and *omega* are learned.

gamma

Level Learned: 49 (Ness)

Damage: 190~450 HP

PSI Rockin *gamma* and *omega* are usually too costly to use until the very end of the game. Use these attacks only once or twice against bosses or in emergencies.

omega

Level Learned: 75 (Ness)

Damage: 430~920 HP

Flash

Flash randomly causes all enemies on screen to start **uncontrollably crying**, **feel strange**, become **paralyzed**, or be instantly defeated. Some enemies are vulnerable to Flash and are almost always affected, while others are resistant.

Flash will most likely cause uncontrollable crying, but in my experience enemies aren't hindered enough by crying to help much. The later versions of Flash have a decent chance of instantly defeating something, but the PP cost and unreliable success rate of Flash limit its usefulness; better alternatives are usually available.

Counter: **PSI Shield** *sigma* will suffice. The Night Pendant protects from Flash and can be found near the middle of the game--equip it on Ness. Note that enemy moves equivalent to Flash, such as "emit a glorious light," can be defended against only with Flash protective armor and not a PSI Shield.

alpha

Level Learned: 18 (Ness)

Status Effects:

Cry (~85%)

Feel strange (~15%)

beta

Level Learned: 38 (Ness)

Status Effects:

Cry (~60%)

Feel strange (~10%)

Paralysis (~15%)

Instant defeat (~15%)

gamma

Level Learned: 61 (Ness)

Status Effects:

Cry (~45%)

Feel strange (~15%)

Paralysis (~20%)

Instant defeat (~20%)

omega

Level Learned: 67 (Ness)

Status Effects:

Cry (~35%)

Feel strange (~10%)

Paralysis (~15%)

Instant defeat (~40%)

Fire

Fire inflicts mediocre damage to an entire row of enemies. Some enemies are vulnerable to Fire and receive extra damage, while others are resistant or almost immune.

Use Fire when you want to soften up a row of enemies weak against it. Follow that up with standard attacks to defeat multiple enemies in a single round. Fire is also usually the best PSI attack against bosses resistant to Freeze.

Counter: **PSI Shield** *sigma* will suffice. Fire protective armor (e.g. the Flame Pendant) can help protect Paula and Jeff, who have low HP. Note that Fire equivalent attacks, such as "breathe fire," can't be defended against with a PSI Shield, but damage is reduced by Fire protective armor.

alpha

Level Learned: 3 (Paula)

Damage: 25~40 HP (60~100 HP to susceptible targets)

beta

Level Learned: 19 (Paula)

Damage: 50~80 HP (120~200 HP to susceptible targets)

gamma

Level Learned: 37 (Paula)

Damage: 70~120 HP (180~300 HP to susceptible targets)

omega

Level Learned: 64 (Paula)

Damage: 100~160 HP (240~400 HP to susceptible targets)

Freeze

Freeze inflicts significant damage to a single target and has a 25% chance of causing solidification (source: starmen.net). Some enemies are vulnerable to Freeze and suffer extra damage, while others are resistant or almost immune.

Freeze is arguably the most useful PSI attack in the game because of its low PP cost and effectiveness against bosses. Use Freeze when Paula or Poo's standard attack is weak or when facing strong enemies that give you trouble. For enemies resistant to Freeze, Fire is usually the best alternative.

Counter: Only a few enemies can use Freeze. Use **PSI Shield sigma** for protection or take advantage of the rolling HP counter and defeat the enemy as quickly as possible.

alpha

Level Learned:

1 (Paula)

15 (Poo)

Damage: 55~90 HP (150~230 HP to susceptible targets)

Status Effects: Solidify (25%)

The low PP cost and high damage of Freeze *alpha* make it effective against non-boss enemies in the early and middle parts of the game.

beta

Level Learned:

11 (Paula)

15 (Poo)

Damage: 110~180 HP (270~450 HP to susceptible targets)

Status Effects: Solidify (25%)

gamma

Level Learned:

31 (Paula)

33 (Poo)

Damage: 170~250 HP (405~675 HP to susceptible targets)

Status Effects: Solidify (25%)

omega

Level Learned: 46 (Paula)

Damage: 230~350 HP (540~900 HP to susceptible targets)

Status Effects: Solidify (25%)

Thunder

Depending on what version of this attack you use, Thunder summons 1 to 4 lightning bolts that either hit a random enemy or hit nothing. The probability that each bolt will strike something increases with the number of enemies on screen (source: starmen.net):

1 enemy: 25%

2 enemies: 50%

3 enemies: 75%

4+ enemies: 100%

Thunder also eliminates any **PSI Shield** protecting a target in one strike, though PSI Shield *beta* and *omega* reflect damage before disappearing.

Thunder *alpha* and *beta* are somewhat useful for eliminating PSI shields early in the game before Jeff gets the **Neutralizer** or the **Shield Killer**. However, because of the randomness of Thunder, it may sometimes be better to repeatedly use **Freeze alpha** instead to eliminate a PSI shield.

For inflicting damage, use Thunder *gamma* against groups of enemies not vulnerable to **Fire** or as a low-cost alternative to **Starstorm**. Based on the above probabilities, you should probably use Thunder only when facing 3 or more enemies.

Thunder *gamma* is probably the only version of this move good enough for general use. Thunder *alpha* and *beta* don't hit enough targets to be very reliable, while Thunder *omega* is less damaging and less cost-effective than Starstorm without being much cheaper in PP cost.

Counter: The best protection is the Franklin Badge, which should be kept in Paula's inventory for the most part. PSI shields usually shouldn't be necessary. Note that PSI shields don't protect against Thunder equivalent attacks such as "Electrical shock attack."

alpha

Level Learned:

8 (Paula)
15 (Poo)

Effect: summons 1 lightning bolt; eliminates PSI shields on hit
Damage: 65~170 HP per bolt

beta

Level Learned:

25 (Paula)
15 (Poo)

Effect: summons 2 lightning bolts; eliminates PSI shields on hit
Damage: 65~170 HP per bolt

gamma

Level Learned:

57 (Paula)
41 (Poo)

Effect: summons 3 lightning bolts; eliminates PSI shields on hit
Damage: 115~280 HP per bolt

omega

Level Learned: 55 (Poo)

Effect: summons 4 lightning bolts; eliminates PSI shields on hit
Damage: 115~280 HP per bolt

Starstorm

Like Ness's **PSI Rockin**, Poo's Starstorm inflicts significant damage to all enemies on screen. Starstorm is actually a little better than PSI Rockin because Starstorm has a 100% success rate, has smaller damage spread, and costs less PP. However, Poo also has less PP than Ness does, so this attack is still costly to use. Use Starstorm only in emergencies. It's usually better to conserve Poo's PP for **Freeze** and **Lifeup/Healing**.

Counter: Always use **PSI Shield** *sigma* or *omega* when facing an enemy that can use Starstorm, and be sure Paula has sufficient Speed to go before the enemy attacks. If Paula doesn't have enough Speed to put up a shield in time, equip her with the **Rabbit's Foot** found in the Seventh Sanctuary Cave or the **Crystal Charm** sold in Scaraba. If you get hit by Starstorm, use Lifeup *omega* or give priority to recovering Ness and Poo before their HP counters reach 0 (Ness will probably survive this attack most of the time). Those two characters can then revive Paula and Jeff.

alpha

Level Learned: n/a (Poo learns this at a certain point in the game)
Damage: 300~435 HP

omega

Level Learned: n/a (ditto)
Damage: 580~860 HP

RECOVER

Lifeup

Lifeup restores lost HP and keeps you alive. It's an essential ability, and how you use it can make the difference between winning and losing a fight.

At low levels when Ness has little PP, you'll get into trouble if Ness can't use Lifeup while away from town. To avoid wasting PP, try to think 1 or 2 rounds ahead in battle and estimate the maximum possible damage your enemies can inflict, taking into account the likelihood that Ness or the enemy will attack first. Use Lifeup or eat food when someone's HP falls below this maximum.

If you have any food, use those up before resorting to Lifeup while away from town. Save your best food for recovery during battle and use your weakest food to recover after fights. Give some food to your fastest party member before entering difficult fights just in case someone gets mortally wounded.

Once Poo joins the party, have him use Lifeup instead of Ness when possible because Poo has higher Speed and can recover PP with **PSI Magnet** or Bottles of DXwater. In later parts of the game, take advantage of the rolling HP counter and avoid using Lifeup until someone's HP falls below 150 or 200.

Counter: A lot of enemies can use Lifeup *alpha*, but it's usually not a problem. Just concentrate your attacks on one target at a time.

alpha

Level Learned:

2 (Ness)
15 (Poo)

Recovery: 70~120 HP

Food items such as the **Hamburger** are good alternatives to Lifeup *alpha* in the early parts of the game. Always carry some food to prepare for major fights or travels away from town.

beta

Level Learned:

20 (Ness)
15 (Poo)

Recovery: 230~370 HP

gamma

Level Learned:

39 (Ness)
46 (Poo)

Recovery: max HP

omega

Level Learned: 70 (Ness)
Recovery: 310~470 HP for all allies

Healing

Healing removes a single status effect from one person. Healing can't cure all types of status effects, but the number of ailments that Healing can cure increases with each successive version of this move.

The rule for using Healing is simple: use the move that heals an ailment with the lowest PP cost. Listed below are the status effects each version of Healing should be used to cure.

A few items can act as alternatives to Healing: **Refreshing Herbs** for curing poison and nausea, **Secret Herbs** for paralysis and diamondization, and **Cups of Lifenoodles** and **Horns of Life** for reviving someone unconscious. Buy 1 or 2 of these items when they're available if Ness or Poo haven't learned Healing moves that cure these ailments.

Counter: The only time Healing should give you trouble is when an enemy uses Healing *omega* to revive an already defeated enemy. Fortunately, this happens rarely and only near the end of the game. Just defeat the enemy that can use Healing *omega* first.

alpha

Level Learned:

10 (Ness)
15 (Poo)

Cures: **cold, sleep, sunstroke**

beta

Level Learned:

24 (Ness)
15 (Poo)

Cures: **poison, nausea, feeling strange, uncontrollable crying**

gamma

Level Learned:

53 (Ness)
36 (Poo)

Cures: unconscious (restores 25% of max HP), **diamondization, paralysis**

Healing *gamma* has a chance of failing when reviving someone unconscious, so this move is best used to revive someone outside of battle.

omega

Level Learned: 52 (Poo)

Cures: unconscious (restores full HP)

Healing *omega* can revive someone unconscious with a 100% success rate. Use this move when reviving someone in battle.

PSI Magnet

PSI Magnet steals PP from enemies. While each use of PSI Magnet might not recover much PP, frequent use of it can make a noticeable difference in maintaining your PP while far from a place to rest.

Use PSI Magnet against enemies that don't pose much of a threat (e.g. paralyzed enemies) or when Paula or Poo's *bash* is ineffective. PSI Magnet *omega* is also very effective when facing a group of weak PSI using enemies such as Foppies or Pit Bull Slugs.

If you find this move tedious to use, you can either hunt for Magic Truffles in Deep Darkness (if you didn't find them all already), buy Magic Tarts in Summers, or buy Bottles of DXwater for Poo in Scaraba or Deep Darkness.

You can also recover PP by hunting for Magic Butterflies. Magic Butterfly rooms/areas are often found near the middle of Sanctuary caves and other dungeons. Repeatedly walk away from and return to these areas to make Magic Butterflies appear as many times as you want.

Counter: PSI Magnet can be a problem when Ness is at low levels. Defeat any enemy that can use PSI Magnet as soon as possible when away from town to avoid being left stranded without PP.

alpha

Level Learned:

15 (Paula)

21 (Poo)

Effect: drains 2 to 8 PP from a single target

omega

Level Learned:

24 (Paula)

27 (Poo)

Effect: drains 2 to 8 PP from all enemies

ASSIST

Shield

Shield protects from some forms of physical attacks. All versions of Shield reduce damage by 50%, but *beta* and *omega* also reflect 50% of inflicted damage. The battle command *defend* can be used with Shield to reduce damage even further.

Each use of Shield protects from 3 physical attacks (up to a maximum of 8 attacks), though a SMAAAASH!! hit eliminates a Shield in one strike. Also, shields that reflect and shields that don't can't be used together. For example, using Shield *alpha* and then Shield *beta* on the same character gives you a reflecting shield that protects from 3 hits rather than 6.

Shield doesn't reduce damage inflicted by all types of physical attacks, though *beta* and *omega* always reflect physical damage. Damage from the following attacks aren't reduced by Shield:

Jeff's *shoot*

Jeff's Heavy Bazooka

Bottle Rockets (all types)

Bombs

Super Bombs

Bag of Dragonite

Yo-yos and Slingshots

"biting attack"

"take a bite using its poisonous fangs"

"bite you hard"

"charge forward"

"tear into you"

"growl and lunge forward"

"fire a beam"

"peck at your eyes"

"stomp with its huge foot"

"utilize a paint attack"

"jab with a spear"

"burst into flames" (death action; no reflection)

"explode into bits" (death action; no reflection)

The battle command *defend* also doesn't seem to work against these moves.

Counter: Some later enemies have Shield *alpha* or *beta* on them from the beginning of battle. Attack with Freeze to bypass the shield, or use Jeff's **Neutralizer** or **Shield Killer**.

Also, before you use a Bag of Dragonite, keep in mind that Shield *beta* and *omega* reflect its damage.

alpha

Level Learned:

12 (Ness)

15 (Poo)

Effect: protects a single character

beta

Level Learned:

34 (Ness)

16 (Poo)

Effect: protects a single character; reflects 50% of inflicted damage

sigma

Level Learned: 15 (Poo)

Effect: protects all allies

omega

Level Learned: 51 (Poo)

Effect: protects all allies; reflects 50% of inflicted damage

PSI Shield

PSI Shield absorbs all damage inflicted by PSI, and PSI Shield *beta* and *omega* reflect 100% of damage back to the PSI user. The shield doesn't protect against Assist or Recovery PSI moves or the following PSI-equivalent attacks:

"emit a glorious light" -- equivalent to **Flash** *omega*

"breathe fire" -- **Fire** *gamma*

"shoot out a spray of fire" -- **Fire** *omega*

"crashing boom bang attack" -- **Thunder** *beta*

"electrical shock attack" -- **Thunder** *beta*

Only PSI protective items such as the Franklin Badge, the Night Pendant, and the Sea Pendant protect against these attacks.

Each use of PSI Shield protects from 3 PSI attacks, up to a maximum of 8 attacks. Shields that reflect damage and shields that don't can't be used together.

Only PSI Shield *sigma* is good for general use. The other moves either don't offer enough protection or cost too much PP, though PSI Shield *omega* can defeat any **Starstorm** user in a single round.

Counter: Use Jeff's **Neutralizer** or **Shield Killer** to eliminate an enemy's PSI Shield; **Thunder** can also eliminate a PSI shield in one hit, but its randomness can make it unreliable. Keep in mind that some enemies are protected with a reflecting PSI shield from the start of a fight.

alpha

Level Learned: 6 (Paula)

Effect: protects a single character

beta

Level Learned: 51 (Paula)

Effect: protects a single character; reflects 100% of damage

sigma

Level Learned: 27 (Paula)

Effect: protects all allies

omega

Level Learned: 60 (Paula)

Effect: protects all allies; reflects 100% of damage

PSI Shield *omega* costs too much PP for general use. The damage reflection can be useful against some enemies that use Starstorm, but most enemies shouldn't require the 42 PP cost.

Hypnosis

Hypnosis can put someone to sleep. Characters that are asleep can't do anything until they wake up after a random number of rounds or after being attacked. Some enemies are vulnerable to Hypnosis while others are resistant or immune.

Hypnosis can be helpful when facing a group of enemies. If an enemy is susceptible to Hypnosis, putting that enemy to sleep can reduce the number of foes you have to deal with while you concentrate on defeating its cohorts. As with most status affecting PSI moves, use Hypnosis only against enemies that are vulnerable to it (use Jeff's *spy* ability to see an enemy's PSI weaknesses). Hypnosis is not very helpful in battles against a single enemy because a sleeping enemy can wake up if attacked.

Counter: Sleep can usually be ignored; use Healing *alpha* if you need to wake someone up.

alpha

Level Learned: 4 (Ness)

Effect: targets a single character

omega

Level Learned: 27 (Ness)

Effect: targets all enemies

Paralysis

Paralysis renders a character unable to physically attack or use items, though PSI is still usable.

Paralysis is one of the most powerful status-affecting abilities because paralyzed enemies waste most turns doing nothing, and some powerful enemies are vulnerable to it. Unfortunately, like most status-affecting moves, Paralysis has a low success rate against many enemies, and you should check with Jeff's *spy* to see if an enemy is susceptible to Paralysis before using it.

Counter: The Travel Charm, Great Charm, and Crystal Charm can be equipped for protection, but those items should be replaced with **Flash** or **Fire** protective armor later in the game. Heal any paralyzed party member with **Healing gamma** or a Secret Herb as soon as possible.

alpha

Level Learned: 14 (Ness)

Effect: targets a single character

omega

Level Learned: 29 (Ness)

Effect: targets all enemies

Offense Up

Offense Up increases someone's Offense by a small amount. The increase in Offense is cumulative with successive uses of this move, but it stops working once someone's Offense is increased by a certain amount. Generally, you can use Offense Up up to 4 times on one person.

Offense Up isn't very useful because the increase in Offense it provides doesn't make much of a difference. You're usually better off attacking rather than investing in stats increases.

Counter: All stats increasing moves don't make much of a difference and can be ignored.

alpha

Level Learned: 21 (Paula)

Effect: increases the Offense of a single character

Offense Increase:

6% of current Offense the first three times

4~5% of current Offense the last fourth time

0 for the fifth time and after

omega

Level Learned: 40 (Paula)

Effect: increases the Offense of all allies

Offense Increase:

6% of current Offense the first three times
4~5% of current Offense the last fourth time
0 for the fifth time and after

Defense Down

Defense Down works just like Offense Up except it lowers enemies' Defense and sometimes fails to work. Defense Down stops working once someone's Defense is decreased by a certain amount. In general, you can use it up to 5 times on a single target.

The problem with Defense Down is the same as that of Offense Up, namely the decrease in Defense is too small to make much of a difference.

Counter: All stats reducing attacks don't pose much of a threat and can be ignored.

alpha

Level Learned: 29 (Paula)
Effect: targets a single character
Success Rate: 80~100% (lower for some targets)
Defense Decrease:

6% of current Defense the first four times
4~5% of current Defense the last fifth time
0 for the sixth time and after

omega

Level Learned: 54 (Paula)
Effect: targets all enemies
Success Rate: 80~100% (lower for some targets)
Defense Decrease:

6% of current Defense the first four times
4~5% of current Defense the last fifth time
0 for the sixth time and after

Brainshock

Brainshock can cause an enemy to feel strange and randomly target anyone, including itself, with whatever move used. Enemies feeling strange revert to normal if hit with *bash* but not Jeff's *shoot*.

Brainshock is worthwhile to use only in a few places. Enemies susceptible to Brainshock are usually weak to begin with, and anyone feeling strange can easily revert to normal if *bashed*.

Counter: Use Healing *beta* or a Refreshing Herb if an important character starts to feel strange. Otherwise, have the affected character *defend* or use standard attacks if no one is heavily injured.

alpha

Level Learned: 24 (Poo)
Effect: targets a single character

omega

Level Learned: 44 (Poo)
Effect: targets all enemies

OTHER

Teleport

Teleport lets you instantly travel to any town you've already visited. The party needs a running start to use this move, and colliding with an obstacle causes failure. You can use the **D-pad** to control the party's running path.

alpha

Level Learned:
17 (Poo)
Ness learns this move after a certain event

Effect: the party runs in a straight line before teleporting; you can use the **D-pad** to control the party's path

beta

Level Learned:

18 (Poo)

Ness learns this move after a certain event

Effect: the party runs in tight circles before teleporting; you can use the **D-pad** to adjust the party's path

Jeff's Tools

This section contains information and strategies on items usable only by Jeff. Items are listed in alphabetical order.

The main drawback of most of Jeff's weapons is a low success rate. Since most broken or repaired items can't be discarded or sold, give things you don't need to **Escargo Express**.

Items Jeff should hold on to are Big/Multi Bottle Rockets, the Heavy Bazooka, the Neutralizer, the Shield Killer, and the Slime Generator.

Bad Key Machine

Effect: opens certain locked doors

Obtained: Maxwell in Snow Wood Boarding House

The Bad Key Machine isn't used once Jeff joins Ness and Paula. Give it to Escargo Express as soon as possible.

Bazooka

Damage: 50~120 HP; 20~60 HP to adjacent targets (has unlimited ammo)

Obtained: merchant in southern Scaraba outside the Pyramid exit

The Bazooka isn't very useful because Jeff's *shoot* usually inflicts more damage. Don't buy this weapon.

Big Bottle Rocket

Effect: fires 5 Bottle Rockets at a single target (usually causes about 500 HP of damage)

Obtained:

- Arms dealer in Fourside Department Store
- Arms dealer in Scaraba Hotel

The Big Bottle Rocket can make many boss fights much easier. Its price is cheap considering the damage it inflicts, and you should always keep at least 1 or 2 of these in Jeff's inventory once they become available and until you're able to buy **Multi Bottle Rockets**. Note that enemies with high Speed receive less damage (see Bottle Rockets section below).

Bottle Rocket

Effect: inflicts 100~150 HP of damage to a single target

Obtained:

- Arms dealer in Threed
- Arms dealer in Dusty Dunes Desert
- Arms dealer in Fourside Department Store
- Arms dealer in Scaraba Hotel

The Bottle Rocket is useful in a few early boss fights.

Damage inflicted by this item and the **Big/Multi Bottle Rocket** isn't reduced by **Shield**, though damage can be reflected and inflict mortal damage to Jeff.

The accuracy of all types of Bottle Rockets depends on Jeff and the target's Speed (source: starmen.net). The faster an enemy is over Jeff, the more likely a Bottle Rocket will miss. Big/Multi Bottle Rockets fire multiple rockets at once, and the accuracy calculation is made for each rocket.

Counter-PSI Unit

Effect: renders a single target unable to use PSI for 4 rounds

Success Rate: depends on enemy (usually about 60%)

Obtained: repair the Broken Machine (1 IQ required), which can be found in a trash can inside Apple Kid's house

The Counter-PSI Unit doesn't work very often against bosses or powerful PSI users. Give it to **Escargo Express**.

Defense Shower

Effect: increases the entire party's Defense

Defense Increase:

- 6% of current Defense the first three times
- 4~5% of current Defense the last fourth time
- 0% for the fifth time and after

Obtained: repair the Broken Trumpet (40 IQ required), which can be found near the end of the **Stonehenge Base** in Winters

The Defense Shower might be helpful if you encounter an enemy you're unprepared to fight, but I've never felt the need to use it. If you ever do use this item, use it multiple times for a cumulative effect. Give it to **Escargo Express** if you don't need it.

Heavy Bazooka

Damage: 140~400 HP; 70~200 HP to adjacent targets (has unlimited ammo)

Obtained: repair the Broken Bazooka (45 IQ required), which can be found in a trash can in the Fourside Sewers (the **Fifth Sanctuary Location**)

The Heavy Bazooka is very useful because it usually inflicts more damage than Jeff's *shoot* and doesn't miss even if Jeff is crying. Unless you take the time to level up Jeff, the Heavy Bazooka will likely be more damaging than Jeff's *shoot* until the end of the game.

HP-sucker

Effect: drains HP from a single target and gives it to Jeff

HP Drain: 10~20% of target's max HP

Success Rate: depends on enemy (usually about 70~100%)

Obtained: trash can in **Master Belch's Factory**

The HP drain of the HP-sucker isn't significant, and it's usually better to have Jeff *shooof* instead of use this item. You can sell it to earn some money.

Hungry HP-sucker

Effect: drains HP from all enemies and gives it to Jeff

HP Drain: 10~20% of target's max HP

Success Rate: depends on enemy (usually about 70~100%)

Obtained: repair the Broken Tube (36 IQ required), which can be found in the **Monkey Cave** in Dusty Dunes Desert

Use the Hungry HP-sucker rather than Lifeup for recovering Jeff when facing multiple normal enemies. Use this in boss fights only when Jeff doesn't have anything else to do, since the success rate of this item against bosses is usually low.

The HP drained by this item is added to the current amount displayed by Jeff's HP counter even while it's rolling (source: starmen.net). Hence, to recover as much as possible, avoid pressing **A** or **L** when targeting multiple enemies.

Multi Bottle Rocket

Effect: fires 20 **Bottle Rockets** at a single target (usually inflicts about 1000~2000 HP of damage)

Obtained:

- Merchant in southern Scaraba outside the Pyramid exit
- Arms dealer in Deep Darkness

The Multi Bottle Rocket can make a few late game boss fights much easier. Its only weakness is its ineffectiveness against enemies with high Speed, though most bosses don't have this characteristic. (The final bosses of the game being exceptions.)

Always keep at least 1 or 2 Multi Bottle Rockets in Jeff's inventory once they become available. The best place to buy them is from the arms dealer in Deep Darkness.

Neutralizer

Obtained: gift box in the **Monkey Cave** in Dusty Dunes Desert

The Neutralizer resets any stat changes due to PSI moves, such as Offense Up or Defense Down, or items, such as the Defense Spray. This item also removes all shields protecting enemies and party members and has a 100% success rate.

The most useful function of the Neutralizer is to remove enemy shields, since some bosses and enemies are protected with reflecting shields from the start of a fight. The Shield Killer, another one of Jeff's tools, also removes enemy shields, but it sometimes fails to work and affects only one target at a time. I usually prefer the Neutralizer because of its 100% success rate, though the Shield Killer can be useful when you need a shield yourself.

Shield Killer

Effect: removes any shield protecting a single target

Success Rate: ~80%

Obtained: repair the Broken Pipe (30 IQ required), which can be found in Dr. Andonuts's Lab in Winters

As mentioned above, the Shield Killer's main drawback is it occasionally fails to work, though I usually keep both the Shield Killer and the Neutralizer. Use the Shield Killer against enemies that can attack with **Starstorm**, **Fire**, or **Flash**, and use the Neutralizer against everything else.

Slime Generator

Effect: solidifies a single random enemy in battle

Success Rate: depends on enemy (usually about 60~100%)

Obtained: fix the Broken Iron (10 IQ required), which can be found in a gift box in Brick Road's maze in Winters and in a trash can in the Fourside sewers; the Broken Iron can also be bought at Burglin Park or from a dealer in northern Fourside

The success rate of the Slime Generator can be pretty high against some strong enemies. Use this item in each round to pin down such enemies.

Inventory Management

Inventory management is one of the more annoying things about this game because each character can carry a limited number of items. Here are some suggestions that can make inventory management easier:

Use Escargo Express

If an unneeded item can't be sold or discarded, call Escargo Express and have it stored. You can learn Escargo Express's phone number by calling Ness's mom over any telephone outside of Ness's house. Required items that are used only once, such as the Backstage Pass, and many of Jeff's obsolete repaired items should be given to Escargo Express.

Don't horde your food

Food is common in the game and should be used when far from a place to rest to conserve Ness and Poo's PP. Save good food items for recovery during fights and use weak food items to recover after fights. Give your best food to your fastest party member to improve your chances of saving someone mortally wounded.

Get the For Sale Sign

The For Sale Sign summons a customer to buy an item from you as long as you're outside. It can be a convenient way to sell unneeded items when you're far from a store. You can buy it from the shaggy haired kid at Burglin Park in Twoson.

What each character should carry

Here are a few general suggestions on what kind of items to give to each party member:

- **Ness:** Have Ness carry medicine that can revive someone unconscious or cure status effects such as **paralysis** and **diamondization**.
- **Paula:** Give Paula most of your food because she has high Speed and has a good chance of recovering someone mortally wounded. She should also carry all required items that Ness doesn't have to carry, such as the Backstage Pass and the Jar of Fly Honey.
- **Jeff:** Jeff's inventory will likely become full with gadgets only he can use or repair, but give him food and medicine as backup in case Ness or Paula becomes unable to use items. Give Jeff offensive items such as **Bombs** and **Insecticide Sprays** as well.
- **Poo:** Give Poo offensive items, such as **Super Bombs** and the **Monkey's Love**, and use them when his *bash* and PSI aren't effective.

Set Up

Set text speed to *fast* when starting your game to make the most of the rolling HP counter. If you've set text speed to a slower setting, you can select *set up* when opening your file to change it.

Also, throughout the guide I refer to characters and your "favorite thing" as the first suggestion offered by the *don't care* option on the naming screen:

- **Main Character:** Ness
- **Girl:** Paula
- **Friend:** Jeff
- **Second Friend:** Poo
- **Pet:** King
- **Food:** Steak
- **Thing:** Rockin

Onett

"The legends from the ancient times tell of three boys and a girl who defeat Giygas."

-Buzz Buzz

Photo Spots:

- In front of Ness's house, after daybreak
- Inside the house for sale in southwest Onett

Outline

1. Get the Cracked Bat from Tracy's room
2. Leave Ness's house and walk up to the impact site
3. Talk to Pokey
4. Return to Ness's house, talk to Ness's mom, and go to bed
5. Answer the door
6. Talk to Ness's mother
7. Talk to King to get his help (optional)
8. Answer the phone
9. Go to the impact site and talk to Picky
10. Head to Pokey's house
11. Enter Pokey's house and talk to his father
12. Talk to Buzz Buzz
13. Receive the [[Mr. Baseball Cap]] in the treehouse north of the Library (optional)
14. Go to the arcade and defeat **Frank**
15. Go to City Hall, talk to Mayor Pirkle, and receive the Key to the Shack

16. Unlock the shack in northern Onett
17. Record the **First Sanctuary Melody**
18. Exit the cave and talk to the police officer
19. Go to the **police station** in southern Onett and defeat the police officers
20. Travel south to Twoson

The Beginning

Jump to **Enemies** or the full **Walkthrough**

Recommended Level: 1

<i>Equipment</i>	Ness
Weapon	*Cracked Bat
Body	(nothing)
Arms	(nothing)
Other	(nothing)
* = new	

Items

Cracked Bat

Use: weapon for Ness; Offense +4

Obtained: gift box in Tracy's room

Don't forget the Cracked Bat. Obtain and equip it before leaving Ness's house.

Sound Stone

Use: required item; allows you to see which Sanctuary Locations were visited and listen to the melodies recorded

Obtained: from Buzz Buzz, after returning Pokey and Picky to their home

The Sound Stone can't be removed from Ness's inventory once obtained. However, if Ness's inventory is full at the time Buzz Buzz tries to give this item to Ness, it is sent to Ness's sister Tracy instead. This frees a space in Ness's inventory for most of the game.

The best way to fill Ness's inventory is to fight **Spiteful Crows** and collect the **Cookies** they drop. Even without the Sound Stone, Sanctuary melodies will be recorded and you can properly progress through the game.

Gift Boxes

Item	Description	Location
Cracked Bat	Weapon for Ness; Offense +4	Tracy's Room in Ness's house
Bread Roll	Recovers 30 HP	Northern Onett, along the path to the impact site

Enemies

Coil Snake

Attacks

Biting attack

Damage: 1~4 HP

Coil

Effect: solidifies a single target for one turn

Strategy

Two or three hits from Ness and King's attacks should defeat the Coil Snake.

Ness:

- *bash*
- Recover with **Lifeup** *alpha* if HP falls to 8 or lower

Runaway Dog

Vulnerable: Fire, Freeze, Flash, Paralysis, Hypnosis

Attacks

Biting attack

Damage: 5~6 HP

Loud, piercing howl

Effect: none

Strategy

Two hits from Ness and King's attacks each should defeat the Runaway Dog. This enemy sometimes drops a **Bread Roll** when defeated.

Ness:

- *bash*
 - Recover with **Lifeup alpha** if HP falls to 12 or below
-

Spiteful Crow

Vulnerable: Fire, Freeze, Flash, Paralysis

Attacks

Peck at your eyes

Damage: 6~9 HP

Comments: Make sure Ness has enough HP to survive two hits from this attack.

Try to steal something

Effect: steals a random nonessential item

Has a big grin on his face

Effect: none

Strategy

About 3 or 4 hits from Ness and King's attacks should defeat the Spiteful Crow. This enemy always drops a **Cookie** when defeated; eat the Cookie after fights if Ness receives more than 6 HP of damage.

Ness:

- *bash*
 - Recover with **Lifeup alpha** if HP falls to 18 or lower
-

Walkthrough

The Impact Site

The game begins with the sound of a meteorite landing and Ness getting out of bed. Leave Ness's room and enter the next door into Tracy's room. Open the gift box to find the Cracked Bat, Ness's first weapon. Equip it and go downstairs.

You can talk to Ness's mother and have Ness change into his regular clothes if you want, but I prefer walking around in his jammies. Leave Ness's house.

Follow the path that initially leads southwest to go to the impact site. Nothing special happens if you talk to the people on the way, though they give you a sense of the quirkiness and humor this game has to offer.

There is a gift box on the way to the impact site containing a **Bread Roll**. Don't grab the Bread Roll just yet because there is a chance it will get stolen by an enemy that appears soon.

Talk to Pokey upon reaching the impact site. Return to Ness's home after doing so and talk to Ness's mother; answer "yes" to her suggestion.

Buzz Buzz

When Ness wakes up again, go downstairs and approach the door. Pokey barges in on his own and explains his predicament. Answer "yes" to his request; answering "no" just causes Pokey to ask again.

Talk to Ness's mother (who mysteriously seems to know Ness is about to go on a long adventure) and have Ness change into his regular clothes.

Talk to Tracy and she will give Ness a Cookie. The Cookie recovers only 6 HP, but you can use it to recover after battles.

Talk to Ness's dog, King, to temporarily gain his help. He has moderate Offense and will make early fights easier.

The phone suddenly rings when you try to leave the house with Pokey. Answer the phone and talk to Ness's father (who also seems to know Ness is about to go on a long adventure). Leave Ness's house.

The neighborhood is now infested with wild animals. Eat 1 or 2 Cookies after fights if Ness sustains about 6 to 12 HP of damage; use Lifeup (learned at level 2) to heal more serious damage. During battle, you should recover with Lifeup when Ness's HP drops to a point where he can't survive two hits from the enemy's strongest attack. For example, the **Spiteful Crow** can inflict about 9 HP of damage at most with its main attack. Since the Spiteful Crow usually attacks before Ness, you should try to keep Ness's HP above 18 when fighting this enemy. Try to estimate minimum HP values like this in the first few towns of the game to help you survive battles without wasting PP and food.

Note: Later in the game, Ness receives an item called the Sound Stone, which is required to stay in his inventory at all times. However, if Ness's inventory is full at the time he is given this item, the Sound Stone is sent to Ness's sister Tracy instead. If you want to free up a space in Ness's inventory, fight the enemies around Ness's house and collect the items they drop. The best enemy to fight is the Spiteful Crow because it always drops a Cookie.

Don't talk to Tracy if the Sound Stone was sent to her; she gives it to Ness if you do.

Upon reaching the impact site, King gets scared and runs back home. Talk to Picky, the boy sleeping beside a tree.

As you try to walk back to Pokey's house, Buzz Buzz emerges from the meteorite and tells his story. Answer "yes" when prompted to continue; answering "no" causes Buzz Buzz to retell his story from the beginning.

Start heading towards Pokey's house. On the way, you will be ambushed by the Starman Jr. The battle is easy because Buzz Buzz does all the work.

Enter Pokey's house and talk to Pokey's father, Aloysius Minch. At this point, Pokey, Picky, and Buzz Buzz leave Ness's company.

Talk to Buzz Buzz and answer "yes" when prompted the first time and "no" the second time to receive the Sound Stone; otherwise, Buzz Buzz repeats himself.

Dawn will break when you leave Pokey's house.

EXTRA

Lier X. Agerate

Purpose: none

You will no doubt notice Lier X. Agerate's house on your way to the impact site. Talking to him during the night does nothing, but his dialogue changes between your first and second trips to the impact site.

After daybreak, return to his house and you'll see him standing next to a hole. Talk to him and he will lead Ness down the hole and through a short cave, at the end of which will be Lier's "treasure." Nothing is gained by examining the statue or talking to Lier, but this treasure plays an important role in the story later in the game.

The Sharks

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 3

<i>Equipment</i>	Ness
Weapon	*Tee Ball Bat
Body	(nothing)
Arms	*Cheap Bracelet
Other	*Mr. Baseball Cap
* = new	

Items

Mr. Baseball Cap

Use: armor (*Other*) for Ness; Defense +6

Obtained: kid in the tree house north of the Library

The Mr. Baseball Cap is the best *Other* armor Ness can get until the next town. To obtain this item, look for a shaggy haired kid west of the Library. Enter the recess in the trees next to this kid and walk north to enter a tree house. Talk to one of the kids inside and he'll give you the Mr. Baseball Cap.

Map

Use: press **X** to view a map of your current town

Obtained: librarian in Onett Library

The Map is free and works in almost every major town in the game. If you decide you don't need the Map, give it to Ness's sister Tracy or call **Escargo Express** and have them store the item.

Shopping List

Drugstore

Item	Price	Description
------	-------	-------------

Cheap Bracelet	\$98	Armor (<i>Arms</i>); Defense +5
Tee Ball Bat	48	Weapon for Ness; Offense +8

Gift Boxes

Item	Description	Location
Hamburger	Recovers 50 HP	Trash can next to the Burger Shop
Can of Fruit Juice	Recovers 6 HP	Trash can next to the Arcade

Enemies

Skate Punk

Attacks

Standard attack

Damage: 1 HP with the Cheap Bracelet (5~8 HP without the Cheap Bracelet)

Shred fiercely on a skateboard

Damage: 5~8 HP with the Cheap Bracelet (11~15 HP without the Cheap Bracelet)

Call for help

Effect: either a Yes Man Junior or a Pogo Punk might join the battle; success rate is roughly 75%

Strategy

About two or three hits from Ness's *bash* should defeat the Skate Punk. Avoid fighting this enemy without the Cheap Bracelet.

This is the only Shark that can call for help. If you're below level 5, defeat this enemy first when it appears in a group.

Ness:

- *bash*
 - Recover with Lifeup *alpha* when HP falls to 25 or lower when facing a group
-

Pogo Punk

Attacks

Standard attack

Damage: 1~3 HP with the Cheap Bracelet (7~9 HP without the Cheap Bracelet)

Charge forward

Damage: 8~12 HP with the Cheap Bracelet (14~18 HP without the Cheap Bracelet)

Fall down

Effect: none

Strategy

About two or three hits from Ness's *bash* should defeat the Pogo Punk. Defeat this enemy last if it appears in a group. Avoid fighting this enemy without the Cheap Bracelet.

The Pogo Punk often drops a **Hamburger**.

Ness:

- *bash*
 - Recover with Lifeup *alpha* when HP falls to 25 or lower when facing a group
-

Yes Man Junior

Attacks

Standard attack

Damage: 1~3 HP with the Cheap Bracelet (7~8 HP without the Cheap Bracelet)

Swing his hula hoop

Damage: 8~12 HP with the Cheap Bracelet (14~19 HP without the Cheap Bracelet)

Laugh hysterically

Effect: none

Strategy

About two or three hits from Ness's *bash* should defeat the Yes Man Junior. Defeat this enemy before any Pogo Punks but after any Skate Punks. Avoid fighting this enemy without the Cheap Bracelet.

The Yes Man Junior sometimes drops a **Bag of Fries** when defeated.

Ness:

- *bash*
 - Recover with Lifeup *alpha* when HP falls to 25 or lower when facing a group
-

Frank

Recommended Level: 5

Attacks

Come out swinging

Damage: 7~9 HP

Brandish a knife

Damage: 18~24 HP

Comments: Make sure Ness can survive two hits from this attack by recovering with Lifeup *alpha* or a Hamburger if his HP falls below 48.

Say something nasty

Effect: decreases **Guts** by 1 or 2 for the duration of the battle

Strategy

About four or five hits from Ness's *bash* should defeat Frank. Carry at least a couple of **Hamburger** before fighting him.

Frank should be easy if Ness is above level 6. If Ness is at level 4 or 5, you'll probably need to recover in every other round just in case Frank uses his knife attack twice in a row. You'll need a bit of luck to win this fight if you don't spend some time leveling up.

Ness:

- *bash*
 - Recover with Lifeup *alpha* or a Hamburger if HP falls to 48 or lower
-

Frankystein Mark II

Recommended Level: 5

Attacks

Generate a burst of steam

Effect: none

Comments: Frankystein generates steam in the first round and every other round thereafter.

Throw a punch

Damage: 12~17 HP

Tear into you

Damage: 25~34 HP

Comments: Be sure Ness has enough HP to survive a hit from this attack.

Strategy

About five or six hits from Ness's *bash* should defeat the Frankystein. This battle should be easier than the preceding fight against Frank because the Frankystein wastes every other turn to "generate a burst of steam." Take advantage of these wasted turns by recovering with Lifeup or a Hamburger when Ness may not survive a hit from the Frankystein's "tear into you" attack.

Ness:

- *bash*
 - Recover with Lifeup *alpha* or a Hamburger if HP falls to 34 or lower
-

Walkthrough

Going to Town

Walk south and then west to the Library. Enter the Library and talk to the librarian near the entrance to receive a Map, an item that lets you see the layout of all major towns in the game. Press **X** to view a map of the town you are in. If you decide you don't need the Map, give it to Ness's sister Tracy or call **Escargo Express**. To learn Escargo Express's phone number, simply call Ness's mom from a telephone.

To the west of the library is a kid with shaggy hair. Enter the small recess in the cluster of trees next to the kid and walk north to enter the nearby tree house. Talk to the kid wearing the large red cap to receive the **Mr. Baseball Cap** and equip it on Ness.

Follow the trail south to the main part of town and examine the trash can next to the Burger Shop to find a **Hamburger**.

Go to the Drugstore and withdraw all of your money from the ATM. Sell any Cookies you may have and buy the **Tee Ball Bat** and the **Cheap Bracelet**. If you can't afford both items, give priority to the Cheap Bracelet and fight 2 or 3 Sharks around the Arcade in southern Onett to earn more money (if you can't afford anything, battle the animals to the north). If you need to recover, return to Ness's house rather than staying at the Hotel to save money.

The Sharks can be brutal if you aren't equipped with the Cheap Bracelet; they aren't too bad otherwise. Always defeat the **Skate Punk** first when facing a group to prevent him from calling for help. If you're trying to level up or earn money, fight the couple of Sharks in the Arcade to get them out of the way for later. In general, you should recover with Lifeup when HP falls to 25 or lower. Save any Hamburgers you get for some upcoming boss battles.

Frank

Frank, the leader of the Sharks, is behind the Arcade in southern Onett. He can be difficult, and you'll need a bit of luck to defeat him if Ness is at level 4 or 5. (I was at level 4 when writing this guide; I was able to defeat Frank most of the time, but I lost a couple times when Frank was aggressive with his knife attack and Ness's *bash* missed several times.) Victory is practically guaranteed if Ness is at least level 6.

Carry at least a couple of Hamburgers before approaching Frank. If needed, recover with any Cookies, Cans of Fruit Juice, or Bread Rolls in your inventory before talking to him.

The fight against Frank is divided into two battles: one against Frank and another against **Frankstein** with no break in-between.

When fighting Frank, recover when Ness's HP falls to about 48 or lower. The fight against Frank is the harder one, so don't worry if Ness has to recover in every other round. Use up Ness's PP before resorting to Hamburgers. About four or five hits from Ness's *bash* should defeat Frank.

The fight against Frankstein is a little easier because the Frankstein wastes every other turn to "generate a burst of steam." Recover with Lifeup *alpha* or a Hamburger if Ness's HP falls to about 34 or lower.

Once you defeat the Frankstein, Frank changes his ways and becomes your friend. After Frank is done talking, enter the Arcade, reenter the yard, and talk to Frank again. He lets Ness rest and recover for free.

EXTRAS

Escargo Express

Purpose: learn Escargo Express's phone number

Escargo Express is a company that holds any unneeded items for you in a separate storage space. They can be extremely helpful because you'll often find yourself with useless items that can't be thrown away.

Simply call Ness's mom to learn Escargo Express's phone number. You can call Escargo Express to have up to 3 items delivered to or picked up from the party for \$18. You can also go to Ness's house and talk to his sister Tracy to store or pick up items for free. (Tracy and Escargo Express share the same inventory.)

House for Sale

Purpose:

- Lose \$7500
- Read a humorous story
- Get ambushed by the photographer

If you go to southern Onett and walk west past the Hospital, you'll find a house on sale for \$7500. Don't try to gain enough money to buy this house because there is no point. \$7500 becomes more affordable later in the game, so just return to Onett later if you want.

If you buy the house, you can *check* the drawer near the door to read a slightly amusing story. You can also get your picture taken by the photographer near the middle of the house.

First Sanctuary Location

Jump to [\[\[Enemies\]\]](#) or the full [\[\[Walkthrough\]\]](#)

Recommended Level: 6

<i>Equipment</i>	Ness
Weapon	Tee Ball Bat (Yo-yo for Sanctuary Boss)
Body	(nothing)
Arms	Cheap Bracelet
Other	Mr. Baseball Cap

Items

Travel Charm

Use: armor (*Body*); protects from **Paralysis**

Obtained: talk to the traveling entertainer in front of the shack after the shack is unlocked

The Travel Charm is useless because no enemies around the first couple of towns can use Paralysis. Sell it for \$30.

Shopping List

Drugstore

Item	Price	Description
Yo-yo	\$29	Weapon; Offense +6; has slightly lower accuracy than bats and can't get SMAAAASH!! hits; damage isn't reduced by shields

Gift Boxes

Item	Description	Location
Skip Sandwich	Increases walking speed for 10 sec.	First level of the cave
Cold Remedy	Cures a cold (useful in the next town)	Second level of the cave
Hamburger	Recovers 50 HP	Third level of the cave

Enemies

Attack Slug

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage: 1~3 HP

Hypnosis *alpha*

Effect: might put a single target to sleep

Comments: Attack Slugs can't use PSI for the first 4 rounds of battle.

Edge closer

Effect: none

Strategy

One or two hits from Ness's *bash* should defeat the Attack Slug. The Attack Slug is pretty weak and tends to fight in groups. They are the best enemies to fight if you want to level up.

On the field, Attack Slugs look identical to Black Antoids, which are much more dangerous. If you see a group of 3 or more specks, they are more likely to be Attack Slugs. One or two specks are usually Black Antoids. Black Antoids don't appear on the first level of the cave, and Attack Slugs don't appear after the terrace outside.

Defeat the Attack Slug last if it appears with anything else. This enemy rarely drops a **Bomb** when defeated; save the Bomb for the Sanctuary Boss.

Ness:

- *bash*
- Recover with Lifeup *alpha*, as needed

Rowdy Mouse

Vulnerable: Fire, Freeze

Attacks

Biting attack

Damage: 10~15 HP (SMAAAASH!! hit)

Comments: The Rowdy Mouse gets a SMAAAASH!! hit about 50% of the time. Other times, it inflicts only 1 HP of damage or misses.

Strategy

Two or three hits from Ness's *bash* should defeat the Rowdy Mouse. If this enemy appears with a Black Antoid, defeat the Black Antoid first.

The Rowdy Mouse sometimes drops a **Bread Roll** when defeated.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 30 or below
-

Black Antoid

Vulnerable: Fire, Freeze, Paralysis, Hypnosis

Attacks

Standard attack

Damage: 10~14 HP

Lifeup *alpha*

Effect: recover 70~120 HP

Call for help

Effect: another Black Antoid might join the fight

Strategy

Black Antoids are the strongest enemies that lurk in this cave, and they can be dangerous if they appear in a group. When facing only one or two, *bash* and recover with Lifeup *alpha* as needed. When facing more, use **PSI Rockin *alpha*** to likely defeat all Black Antoids in sight.

This enemy can summon a long chain of other Antoids to overwhelm you. If Ness is lower than level 8 and hasn't learned PSI Rockin *alpha* yet, you might want to spend some time leveling up on the lowest level of the Sanctuary cave where Black Antoids don't appear.

About two hits from Ness's *bash* should defeat this enemy. The Black Antoid sometimes drops a **Cookie**. Eat Cookies between fights if Ness isn't at max HP.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 28 or below
 - **PSI Rockin *alpha***, if facing a group
-

Titanic Ant (Sanctuary Boss)

Recommended Level: 9

Attacks

Biting attack

Damage: 17~25 HP

Biting attack

Damage: 25~45 HP

Comments: The Titanic Ant's two biting attacks have the same description in the battle dialogue window.

Shield *alpha*

Effect: reduces damage inflicted by *bash* by 50%

Comments: Damage from the **Yo-yo** sold at the Drugstore isn't reduced by Shield. Without the Yo-yo, you have to hit the shield 3 times (or more if the Titanic Ant uses Shield again) to eliminate it.

Defense Down *alpha*

Effect: reduces a single target's Defense by about 6%

PSI Magnet *alpha*

Effect: steals 2 to 8 PP from a single target

Comments: This attack can make preserving PP difficult in this fight. Use PSI early before Ness's PP gets drained by PSI Magnet.

Strategy

Have at least 4 **Hamburgers** in preparation for this fight, and buy the **Yo-yo** from the Drugstore. The Yo-yo has a slightly lower accuracy than the Tee Ball Bat and can't get SMAAAASH!! hits, but its damage isn't reduced by the Titanic Ant's shield (you can equip the Yo-yo during the fight, but it costs you a turn). Level up Ness so that he has about 90 HP as well.

Use **PSI Rockin *alpha*** as much as possible, and recover with Lifeup or a Hamburger when HP falls below 60.

Ness:

- (first few rounds) **PSI Rockin *alpha***

- *bash/shoot*
- Recover with Lifeup *alpha* or a Hamburger if HP falls below 60

Walkthrough

Preparation

Recover at Frank's hideout or at Ness's house if needed and carry at least 3 **Hamburgers**. The Hamburgers are in preparation for the First Sanctuary Boss battle and should be saved until then; go to the Burger Shop and buy a few if you need to.

Buy a **Yo-yo** from the Drugstore as well, but don't equip it yet. The damage inflicted by the Yo-yo isn't reduced by shields, and the upcoming boss might use **Shield alpha** often. Keep the Tee Ball Bat equipped until then because the Yo-yo has a slightly lower accuracy and can't get SMAAAASH!! hits.

The Shack

After defeating Frankystein, head to City Hall north of the Arcade. Go upstairs to the mayor's office and talk to Mayor Pirkle. Be his yes-man to receive the Key to the Shack.

Exit City Hall, head north to the Library, and turn left at the fork in the path. When you reach the shack, approach the door and *use* the Key to the Shack to unlock it.

Talk to one of the travelers and he will give Ness a **Travel Charm**, an item that protects from **Paralysis**. No enemies around the first couple towns can use Paralysis, so sell the Travel Charm for \$30.

Sanctuary Cave Enemies

Attack Slugs are too weak to pose a threat, but they tend to attack in groups and are the best enemies to fight if you want to level up. One or two hits from a standard attack should defeat them.

The **Rowdy Mouse** is a little more powerful, but it can also be defeated with just standard attacks. They get a SMAAAASH!! hit about 50% of the time but inflict only 1 HP of damage otherwise. Keep Ness's HP above 30 when fighting them.

The enemy to watch out for is the **Black Antoid**. If you face only one or two Antoids, *bash* and recover with Lifeup *alpha* if HP falls to about 28 or below. When facing a group, use **PSI Rockin alpha** (learned at level 8) to likely defeat all Black Antoids in sight.

The Black Antoid can summon a long chain of other Antoids and overwhelm you. To prepare for this risk, you might want to spend some time leveling up if Ness hasn't learned PSI Rockin *alpha*. Stay on the lowest level of the Sanctuary Cave where Black Antoids don't appear.

On the field, Black Antoids look identical to Attack Slugs. A group of 1 or 2 specks is likely to be Black Antoids; a larger group is likely to be Attack Slugs. Black Antoids don't appear on the lowest level of the cave, while Attack Slugs stop appearing past the terrace outside.

If you run low on PP, you can find a Magic Butterfly outside the third level of the cave.

Getting Through the Cave

The first few cave openings you see lead to small rooms with gift boxes. The first room holds a **Skip Sandwich**, the second has nothing, and the third holds a **Cold Remedy**. Obtain the Cold Remedy in preparation for the next town (get it after defeating the boss to avoid enemies).

Your first goal is to reach the Magic Butterfly area. The exit on the third level of the cave leads to a small terrace outside. A Magic Butterfly often spawns here, so exit and reenter this place if you don't see one. You can return to recover with Lifeup as needed and use the Butterfly to restore PP.

There is a gift box containing a Hamburger in the room following the Magic Butterfly area. Save it for the upcoming boss.

Sanctuary Boss

Level up Ness until he has about 90 HP. You should be able to survive this fight with at least 4 Hamburgers. Before the fight, equip the Yo-yo and use weak food items to recover HP. (You can also equip the Yo-yo during the fight, but it costs a turn.)

Use PSI Rockin *alpha* until Ness's PP is depleted. The **Sanctuary Boss** can surprise you with a powerful biting attack that can inflict over 40 HP of damage, so recover when Ness's HP falls below 60 just in case.

The Police

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 10

<i>Equipment</i>	Ness
Weapon	Tee Ball Bat
Body	(nothing)
Arms	Cheap Bracelet
Other	Mr. Baseball Cap

Items

Exit Mouse

Use: instantly returns the party to the entrance of a cave or dungeon

Obtained: in the house on the road to Twoson

There is no need to carry one of these now; leave them to save space in your inventory.

Gift Boxes

Item	Description	Location
Hamburger	Recovers 50 HP	South of Onett, on the road to Twoson

Enemies

Cop

Attacks

Standard attack

Damage: 11~15 HP

Attack with a crushing chop

Damage: 26~29 HP

Strategy

Carry at least 4 Hamburgers before fighting the Onett Police force. Recover with a Hamburger if Ness's HP falls below 55 or Lifeup if HP falls below 45.

This enemy sometimes drops a **Hamburger** when defeated.

Ness:

- *bash*
 - Recover with a Hamburger if HP falls to 55 or lower
 - Recover with Lifeup if HP falls to 45 or lower
-

Captain Strong

Recommended Level: 10

Attacks

Come out swinging

Damage: 19~25 HP

Grapple and use his submission hold

Damage: 40~50 HP

Lose his temper

Effect: increases Strong's Offense by 1

Guard

Effect: decreases damage inflicted by *bash* by 50% for a single round

Strategy

If you have at least 20 PP, two hits from PSI Rockin *alpha* will usually defeat Strong. If you don't have that much PP, use *bash* and save your PP for Lifeup.

Ness:

- PSI Rockin *alpha* twice, if you have enough PP
 - *bash*
 - Recover with Lifeup or a Hamburger if HP falls to 75 or lower
-

Ramblin' Evil Mushroom

Attacks

Standard attack

Damage: 11~14 HP

Scatter spores

Effect: makes Ness **feel strange** in battle; alters movement control outside of battle

Comments: There is no PSI move or item that can cure **mushroomization**. If Ness gets mushroomized, avoid fighting as much as possible until you reach Twoson Hospital. Talk to the blue-haired Healer there to cure Ness.

Strategy

About two hits from Ness's *bash* should defeat the Ramblin' Evil Mushroom.

Ness:

- *bash*
- Recover with Lifeup if HP falls to 28 or lower
- If Ness is mushroomized, recover with Lifeup *alpha* if HP falls to 50 or lower (Ness can inflict about 40 HP of damage to himself)

Walkthrough

Preparation

You might want to be at level 10 or 11 before leaving the First Sanctuary Cave. Stay near Giant Step or the Magic Butterfly area and fight the enemies in the cave if you want to level up.

A police officer approaches Ness when you exit the cave. Whether you answer "yes" or "no" makes no difference. Before going to the police station, buy some Hamburgers if Ness has less than 4.

The Onett Police Force

Enter the police station in southern Onett and talk to Captain Strong, the one with the mustache. He leads Ness to a room in the back of the building.

Four regular **Cops** will battle Ness one at a time, with the fifth one chickening out. Attack with Ness's *bash* and recover with a Hamburger if HP falls below 55 or Lifeup if HP falls below 45.

After the regular Cops are defeated, **Strong** himself battles Ness. If Ness has at least 20 PP, two hits from PSI Rockin *alpha* will usually defeat Strong. Otherwise, rely on *bash*, and recover with Lifeup or a Hamburger if Ness's HP falls to about 75 or lower. You might need to spend every other round recovering if Strong is aggressive with his attacks.

Road to Twoson

When Strong is defeated, he calls his men to open the road to Twoson. Recover by talking to Frank and head south.

On the way, there is a house that belongs to a family of Exit Mice. Exit Mice are treated as items and can be *used* while in a cave to instantly travel to the entrance. They aren't necessary right now and can be found in more convenient places later.

You'll likely find some **Ramblin' Evil Mushrooms** further down the road. Try to avoid them as much as possible because they can **mushroomize/mashroomize** Ness. Mushroomization causes Ness to **feel strange** in battle and alters his movement controls outside of battle. If affected, go to the Hospital in northeast Twoson and talk to the blue-haired Healer inside.

Twoson/Happy Happy Village

"Twoson--we got this name because we weren't first."

-Bulletin Board

Photo Spots:

- In front of the Bike Shop
- On the west side of Peaceful Rest Valley, past the pencil statue
- In front of the cabin in Peaceful Rest Valley, after rescuing Paula
- In front of Chaos Theater's entrance, after receiving the Backstage Pass

Outline

1. Defeat **Everdred** in Burglin Park (optional)
2. Give **Apple Kid** a food item and \$200
3. Go to Peaceful Rest Valley and get the pencil statue on-screen
4. Talk to Apple Kid in Burglin Park to receive the Pencil Eraser
5. Go to **Peaceful Rest Valley** and use the Pencil Eraser on the pencil statue
6. Proceed to Happy Happy Village
7. Talk to Paula in the cabin to receive the Franklin Badge
8. Enter the cultists' building and talk to the cultists moving faster than the others
9. Defeat Mr. Carpenter and receive the Key to the Cabin
10. Release Paula from her jail cell
11. Record the **Second Sanctuary melody**
12. Return to Twoson and talk to Paula's parents at Polestar Preschool
13. Talk to Everdred in Burglin Park and receive the Wad of Bills
14. Talk to the Runaway Five band member next to the theater and receive the Backstage Pass
15. Enter the theater and talk to the Runaway Five fan to enter the band's dressing room
16. Exit the dressing room and watch the show
17. Approach the theater manager and *use* the Wad of Bills
18. Ride the Runaway Five bus to Threed

Second City

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 11

<i>Equipment</i>	Ness
Weapon	Tee Ball Bat
Body	(nothing)
Arms	* Copper Bracelet
Other	Mr. Baseball Cap
* = new	

Items

For Sale Sign

Use: summons a customer to buy an item from you

Obtained: from the shaggy haired kid in Burglin Park

You'll often find yourself with unneeded items. The For Sale Sign can be a convenient way to sell those items when you're far from a store.

Fresh Egg

Use: recovers about 80 HP; turns into a **Chicken** in 1 min. 30 sec.

Obtained: Burglin Park

Leave the Fresh Egg in your inventory for a while and it turns into a Chicken, which can be sold for \$110. Fresh Eggs can be bought from the blonde dude in Burglin Park for \$12.

Bicycle

Use: lets Ness move faster; can't be used unless Ness is alone

Obtained: Bike Shop next to the Hotel; can be obtained for free

The Bicycle would be convenient if it didn't become unusable so soon. The Bicycle can't be used when there are 2 or more people in your party, and another person is joining Ness soon. It can't be used while you're carrying a Teddy Bear either.

If you get the bike anyway, give it to **Escargo Express** once Paula joins Ness.

Broken Machine

Use: repaired into the **Counter-PSI Unit** by the third party member

Obtained: Apple Kid's House

The Broken Machine can be repaired by a party member who joins Ness in the next major town. The Counter-PSI Unit is a tool that can render an enemy unable to use PSI for 4 rounds. It doesn't work against strong enemies, so it usually isn't worth using.

Shopping List

Burglin Park (Guy With Braids)

Item	Price	Description
Copper Bracelet	\$349	Armor (<i>Arms</i>); Defense +10

Burglin Park (Shaggy Haired Kid)

Item	Price	Description
For Sale Sign	\$98	Summons a customer to buy an item

Gift Boxes

Item	Description	Location
Broken Machine	Repaired into the Counter-PSI Unit by a future party member	Trash can in Apple Kid's House
Teddy Bear	Diverts enemy attacks away from the party; has about 100 HP (get this later)	Polestar Preschool
Skip Sandwich	Increases walking speed for 10 sec.	Waaaay south of Twoson

Enemies

Annoying Old Party Man

Attacks

Standard attack

Damage: 14~16 HP

Grumble about today's youth

Effect: decreases **Guts** by about 30%

Is wobbly

Effect: none

Is reeling

Effect: none

Strategies

About 4 hits from Ness's *bash* should defeat the Annoying Old Party Man.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 32 or below
-

Cop**Attacks****Standard attack**

Damage: 5~6 HP

Attack with a crushing chop

Damage: 19~25 HP

Strategy

About 2 hits from Ness's *bash* should defeat the Cop.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 45 or lower
-

Cranky Lady**Attacks****Standard attack**

Damage: 7~9 HP

Wield a shopping bag

Damage: 23~29 HP

Scowl sharply

Effect: decreases **Guts** by about 30%

Has a big grin on her face

Effect: none

Strategy

About 3 hits from Ness's *bash* should defeat the Cranky Lady.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 55 or below
-

New Age Retro Hippie**Attacks****Standard attack**

Damage: 14~18 HP

Use a Toothbrush

Effect: solidifies a single target

Lose temper

Effect: increases Offense by 1

Use a Ruler

Effect: gain the ability to find the length of objects (i.e. none)

Strategy

About 2 hits from Ness's *bash* should defeat the Hippie.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 36 or lower
-

Unassuming Local Guy

Attacks

Standard Attack

Damage: 14~19 HP

Become friendly and affectionate

Effect: solidifies a single target

Strategy

About 2 hits from Ness's *bash* should defeat the Local Guy.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 35 or lower
-

Everdred

Recommended Level: 10

Attacks

Standard attack

Damage: 22~31 HP

Biting attack

Damage: 25~30 HP

Try to steal an item

Effect: steals a random nonessential item from your inventory

Knit its brow

Effect: none

Has a big grin on his face

Effect: none

Strategy

Buy a **Copper Bracelet** in Burglin Park before fighting Everdred. If you don't have enough money, buy some **Fresh Eggs** and raise some Chickens until you do.

About 8 hits from Ness's *bash* should defeat Everdred. Use **Shield alpha** if Ness has learned it to protect Ness from Everdred's standard attack (Shield doesn't affect Everdred's biting attack). PSI Rockin can also help, though I think it's safer to save Ness's PP for Lifeup.

Ness:

- (first turn) Shield *alpha*, if learned
- (subsequent turns) *bash*
- PSI Rockin *alpha*
- Recover with Lifeup *alpha* if HP falls to 55~60 or lower

Walkthrough

Preliminaries

If Ness has been mushroomized, go to the Hospital in northeast Twoson and talk to the blue haired healer.

Note: Inside the Hotel is a man wearing glasses and a suit. Talk to him 17 times to receive \$50.

Withdraw money from an ATM so you have about \$500. If you don't have that much money, go to Burglin Park south of the Hotel (avoid the creepy guy on his roof for now) and buy some Fresh Eggs from the blonde dude. Wait about 1 min. 30 sec. for the Fresh Eggs to hatch into Chickens, then sell the Chickens for a \$98 profit.

Talk to the guy with braids in Burglin Park to buy a **Copper Bracelet**, and sell the Cheap Bracelet.

The shaggy haired kid to the guy's right can sell you a For Sale Sign, an item that summons a customer when you're outside. I find the item useful, since you'll often find yourself with unneeded items. The Sign costs \$98, though, so don't buy it unless you have some extra cash.

Everdred

Everdred lives in Burglin Park. If you come close enough to his house, he jumps off his roof and attacks. You're not required to fight him, but he plays an important role at a couple points in the story.

If you fight Everdred, use **Shield alpha** (if learned) in the first round to defend against Everdred's standard attack, and *bash* thereafter. PSI Rockin can help, though I think it's safer to save Ness's PP for Lifeup. Recover if Ness's HP falls below 55~60.

Apple Kid and the Pencil Statue

If Ness doesn't have a food item to give away, buy a **Ketchup Packet** from the hippie in Burglin Park.

You also need at least \$200. If you don't have the money, buy some Fresh Eggs and sell Chickens as described above.

Head south and enter Apple Kid's house. There is a trash can in here containing a Broken Machine, an item that Jeff, a future party member, can repair into the **Counter-PSI Unit**. The Counter-PSI Unit isn't very useful, so you can leave the Broken Machine behind.

Talk to Apple Kid and give him the cheapest food item you have (a Ketchup Packet is good enough).

Next, he asks for \$200. You have no choice but to give it to him.

Once you pay Apple Kid, the little mouse moves in front of the door. Talk to him and he'll give Ness the Receiver Phone, an item required to be in Ness's inventory at all times.

Next, go to Peaceful Rest Valley, the area east of Twoson. On the way, you'll likely encounter some [[Ramblin' Evil Mushroom]], **Mobile Sprouts**, and **Li'l UFOs**. As long as Ness has at least 25 PP and a few food items, he should be able to survive. If you don't have any food, you can buy Hamburgers in the Dept. Store.

Always defeat Ramblin' Evil Mushrooms first and avoid them as much as possible. If you get mushroomized, there is a girl in Peaceful Rest Valley who can cure you. Mobile Sprouts are also dangerous because they can drain Ness's PP with **PSI Magnet** and sprout more Mobile Sprouts. If you encounter 2 or more of these enemies and have some food, consider using PSI Rockin *alpha*. The attack isn't guaranteed to defeat anything in 1 hit, but it might help you avoid getting mushroomized or having too much of Ness's PP drained.

The Li'l UFO isn't very dangerous, but it can give Ness a cold. If Ness catches a cold, use Healing *alpha* after fights (save any Cold Remedies you have because you'll return here later). Don't use **PSI Rockin** against the UFOs because their high Speed means they often avoid damage.

Keep heading forward into Peaceful Rest Valley until you reach a pencil statue. Just get the statue on-screen, and then return to Twoson.

Apple Kid calls Ness on his Receiver Phone when you reach Twoson. For some reason, Apple Kid is waiting for Ness at Burglin Park instead of his home. Talk to Apple Kid to receive the Pencil Eraser.

Go to the Hotel and rest.

EXTRAS

Mach Pizza's Phone Number

Purpose: learn Mach Pizza's phone number to order delivery Pizza

There is a Pizza Shop in southern Twoson next to Polestar Preschool. Enter the shop and talk to the clerk to learn Mach Pizza's phone number.

You can now call Mach Pizza and have a small or large Pizza delivered to the party (medium Pizzas are always sold out). Small Pizzas recover about 120 HP for one person, and Large Pizzas recover about 240 HP for the entire party. Delivery takes about 3 minutes.

Orange Kid

Purpose:

- Lose \$200 or \$50

- Receive the Suporma, which is useless

Orange Kid helps Ness in no way whatsoever and is much more incompetent than the Apple Kid. If you invest \$200 in his work, he gives Ness the Suporma, a useless device that breaks after one use and sells for only \$25.

If you talk to him after rescuing Paula, Orange Kid asks for only a \$50 investment. Doing it this way is no different from paying him before rescuing Paula except you lose less money.

Peaceful Rest Valley

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 12

<i>Equipment</i>	Ness
Weapon	Tee Ball Bat
Body	(nothing)
Arms	Copper Bracelet
Other	Mr. Baseball Cap

Gift Boxes

Item	Description	Location
Teddy Bear	Diverts enemy attacks away from the party; has about 100 HP	Polestar Preschool
Travel Charm	Protects from Paralysis (sell it)	Central part of the Valley
Luck Capsule	Increases Luck by 1	
Croissant	Recovers 60 HP	South-central part of the Valley
Bomb	50~120 HP of damage to one target; 20~60 HP to adjacent targets	
Hard Hat	Armor (<i>Other</i>); Defense +15	Northwest corner of the Valley (walk around from the eastern edge of the Valley)
Cup of Lifenoodles	Heals almost any status effect; revives someone unconscious (restores max HP)	Eastern edge of the Valley

Enemies

Ramblin' Evil Mushroom

Attacks

Standard attack

Damage: 5~7 HP

Scatter spores

Effect: **mushroomizes** a single target

Comments: If Ness gets mushroomized, talk to the girl near the entrance to Peaceful Rest Valley to remove the mushroom.

Strategy

About 1 or 2 hits from Ness's *bash* should defeat the Ramblin' Evil Mushroom. Defeat this enemy after any **Mobile Sprouts** it may appear with; the Mobile Sprouts have higher Offense and can drain Ness's PP, while mushroomization can be cured when you reach Peaceful Rest Valley.

Ness:

- *bash*
- Recover with Lifeup *alpha* if HP falls to 14 or lower
- Recover with Lifeup *alpha* if HP falls to 50 or lower and Ness is mushroomized (Ness can inflict about 40 HP of damage to himself)

Mobile Sprout

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage: 8~11 HP

Lifeup *alpha*

Effect: recovers 70~120 HP

PSI Magnet *alpha*

Effect: drains 2 to 8 PP from a single target

Comments: Defeat the Mobile Sprouts before any other enemy to prevent Ness from losing too much PP. A Teddy Bear can be a good way to divert this attack away from Ness.

Sow some seeds around itself

Effect: another Mobile Sprout might join the battle

Comments: The success rate of this move is rather high and is another reason you should defeat this enemy first when it appears in a group.

Strategy

About 2 hits from Ness's *bash* should defeat the Mobile Sprout. Use PSI Rockin *alpha* if you face 3 or more Mobile Sprouts. PSI Rockin isn't guaranteed to defeat this enemy in 1 hit, so you'll have to weigh this risk against getting Ness's PP drained with PSI Magnet.

Ness:

- *bash*
 - PSI Rockin *alpha*, if facing 3+ Mobile Sprouts and no Teddy Bear
 - Recover with Lifeup *alpha* if HP falls to 22 or lower
-

Li'l UFO

Vulnerable: Fire, Brainshock

Attacks

Fire a beam

Damage: 10~14 HP

Shoot a beam that causes night-time stuffiness

Effect: gives a single target a cold

Comments: Use **Healing *alpha*** or a **Cold Remedy** after fights if Ness catches a cold. Using Healing during battle costs a turn, and the Li'l UFO might give Ness a cold again.

Strategy

About 2 hits from Ness's *bash* should defeat the Li'l UFO. Defeat the Li'l UFO before only **Territorial Oaks**.

Avoid using **PSI Rockin** against this enemy because its high Speed means it can often avoid damage.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 28 or lower
 - Recover with Lifeup *alpha* if HP falls to 36 or lower and Ness has a cold
-

Spinning Robo

Vulnerable: Freeze

Resistant: Fire

Attacks

Fire a beam

Damage: 15~20 HP

Shield *alpha*

Effect: reduces damage inflicted by *bash* by 50%

Shoot a beam that causes night-time stuffiness

Effect: gives a single target a cold

Comments: The success rate of this attack is nearly 100%. Use **Healing *alpha*** or a **Cold Remedy** after fights if Ness catches a cold. Using Healing during battle costs a turn, and the Spinning Robo might give Ness a cold again.

Strategy

About 3 hits from Ness's *bash* should defeat the Spinning Robo. Defeat this enemy before any **Li'l UFOs** it may appear with.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 40 or lower
-

Territorial Oak

Vulnerable: Fire

Attacks

Standard attack

Damage: 28~35 HP

Brainshock *alpha*

Effect: might make a single target feel strange

Comments: There is no practical way to heal feeling strange at this point in the game. Just keep Ness's HP higher than usual if he feels strange.

Vacuum attack

Effect: decreases Ness's Offense by 1~2 and Defense by 1~2

Burst into flames (death action)

Damage: 240~330 HP

Comments: Defeat this enemy last in any fight and tap **A** or **L** as fast as you can to end the battle. If you're fast enough (and if text speed is set to *fast*), Ness should suffer only about 30 HP of damage.

Strategy

About 4 or 5 hits from Ness's *bash* should defeat the Territorial Oak. This is the strongest enemy in the Valley, but it moves slower than Ness outside of battle. Try to avoid this enemy if Ness is low on PP.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 65 or lower
-

Walkthrough

Preparation

Go to Polestar Preschool and walk upstairs into Paula's room to find a **Teddy Bear**, an item that sometimes diverts attacks away from Ness. If you've already used the Teddy Bear in Paula's room, you can buy another for \$178 at the Department Store. Also, buy a **Copper Bracelet** in Burglin Park from the guy with braids if you don't already have one. If you don't have any food, you might want to buy a few Hamburgers in the Dept. Store as well.

If Ness is mushroomized on the way to Peaceful Rest Valley, talk to the girl near the entrance to the Valley to remove the mushroom.

Making It Through the Valley

The main challenge in Peaceful Rest Valley is preserving Ness's PP. The biggest threat is the **Mobile Sprout's PSI Magnet**, so defeat any Sprouts first when they appear in a group. If you face 3 or even 2 Mobile Sprouts, consider using PSI Rockin; the attack isn't guaranteed to defeat any Sprouts in one hit, but it can help prevent Ness's PP from being drained or more Mobile Sprouts from joining a battle.

If you have food items, use those to recover moderate damage after fights. Use any **Cold Remedies** you have to cure colds after fights before using Healing. Always be on the lookout for Magic Butterflies and use Lifeup before touching them.

After removing the pencil statue with the **Pencil Eraser**, cross the bridge and follow the river until Ness is on elevated land. To the north is a gift box containing a **Travel Charm** and to the south is a gift box with a **Luck Capsule**. The Travel Charm is mostly useless and can be sold for \$30. The Luck Capsule should be used either on Ness or on Paula when she joins him.

You will likely start encountering **Territorial Oaks**, which look like moving trees on the field. Always defeat them last because they burst into flames when defeated and inflict over 250 HP of damage to Ness. If you set text speed to *fast*, Ness should receive only about 30 HP of damage from the flames. Territorial Oaks move slower than Ness and can be avoided.

Walk west from the central elevated area and then south along the river to find a gift box containing a **Croissant**.

Next, walk east between the two cliffs. There is a gift box containing a **Bomb** to the south, but this item isn't very useful. Continue east and head north after crossing the bridge.

If you're in relatively good shape, walk north along the river and then turn west for a **Hard Hat**. Equip this on Ness and sell your previous *Other* armor. The Hard Hat should make the enemies here much easier. Return east along the river and turn south onto the ridge.

Walk to the southern tip of the ridge and open the gift box to find a **Cup of Lifenoodles**, an item that can revive someone unconscious and cure almost any status effect.

Enter the cave to the east to exit the Valley. Only Coil Snakes are found in this cave.

Happy Happy, Blue Blue

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 14

<i>Equipment</i>	Ness
Weapon	*Sand Lot Bat
Body	(nothing)
Arms	Copper Bracelet
Other	*Hard Hat
* = new	

Items

Franklin Badge

Use: allows you to fight **Mr. Carpenter**; reflects electrical attacks from the person carrying the Badge

Obtained: talk to Paula in the cabin in Peaceful Rest Valley; you can reach the cabin through the cave next to the Drugstore

Give the Franklin Badge to Paula once she joins Ness to help her survive.

Shopping List

Drugstore

Item	Price	Description
Sand Lot Bat	\$98	Weapon for Ness; Offense +15

Gift Boxes

Item	Description	Location
Croissant	Recovers 60 HP	Inside the cultists' building
Skip Sandwich	Increases walking speed for 10 sec.	

Enemies

Insane Cultist

Attacks

Paint attack

Damage: 5 HP

Call for help

Effect: another Insane Cultist might join the battle

Strategy

About 2 hits from Ness's *bash* should defeat the Insane Cultist.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 10 or lower
 - Recover with Lifeup *alpha* if HP falls to 20~30 or lower when facing a group
-

Mr. Carpenter

Recommended Level: 14

Attacks

Crashing boom bang attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Comments: Mr. Carpenter always attacks in the order listed here.

Lifeup *alpha*

Effect: recover 70~120 HP

Paint attack

Damage: 25~36 HP

Crashing boom bang attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

PSI Shield *alpha*

Effect: nullifies all damage from offensive PSI moves

Paint attack

Damage: 25~36 HP

Strategy

This should be an easy fight because the **Franklin Badge** makes Ness immune to Mr. Carpenter's electrical attacks.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 40 or lower
-

Walkthrough

Preliminaries

If you're low on HP/PP, go to the southwest part of town and enter the house with the cow in the yard. Talk to the man inside to rest for \$50.

Nest, go to the Drugstore in the northeast part of town and buy the **Sand Lot Bat** for \$98.

Mr. Carpenter

Enter the cave to the left of the Drugstore and keep walking until you reach the cabin. Go inside and talk to Paula in the jail cell to receive the Franklin Badge, an item that reflects all electrical attacks from its carrier.

After exiting the cabin, a couple of **Insane Cultists** and a Spiteful Crow fights Ness. Just *bash* to defeat them. Defeat the Spiteful Crow first to prevent your items from getting stolen.

Enter the large building in the center of Happy Happy Village. Inside are a bunch of cultists blocking Ness's path. The cultists moving faster than the others can be talked to and either move out of the way or attack. (The cultists with an empty space next to them move out of the way.) The two gift boxes in the room contain a **Croissant** and a **Skip Sandwich**—get them later. Go to the second floor of the building.

Walk up the podium and talk to **Mr. Carpenter**. It doesn't matter whether you answer "yes" or "no" when prompted. If Ness has the Franklin Badge, Carpenter's lighting attack will be reflected and the battle will start. Without the Franklin Badge, Ness will be sent outside by the lightning.

Mr. Carpenter is one of the easiest bosses in the game. Just keep Ness's HP above 40 and *bash* while Mr. Carpenter hurts himself with lightning.

After Mr. Carpenter is defeated, he gives Ness the Key to the Cabin. Return to the cabin, approach the jail cell door, and *use* the Key to free Paula.

EXTRA

Self-Service Food Stand

Purpose:

- Buy a **Banana** or a **Fresh Egg** at your own price
- Fight an **Unassuming Local Guy**

South of the Drugstore is a food stand that lets you name your own price for Bananas or Fresh Eggs. A good way to make money is to "buy" Fresh Eggs for \$0, wait until they turn into Chickens, and then sell the Chickens for a \$110 profit.

If you buy an item at a cost lower than the listed price, the man standing behind the tree attacks if you talk to him. The man is an Unassuming Local Guy, an easy enemy.

The food stand closes once Mr. Carpenter is defeated.

Second Sanctuary Location

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 15

Equipment	Ness	Paula
Weapon	Sand Lot Bat	*Fry Pan
Body	(nothing)	*Great Charm
Arms	Copper Bracelet	*Copper Bracelet
Other	Hard Hat	*Ribbon
* = new		

Shopping List

Drugstore

Item	Price	Description
Copper Bracelet	\$98	Armor (<i>Arms</i>) for Paula; Defense +10
Ribbon	89	Armor (<i>Other</i>) for Paula; Defense +20
Fry Pan	56	Weapon for Paula; Offense +10

Gift Boxes

Item	Description	Location
Great Charm	Armor (<i>Body</i>); protects from Paralysis ; Defense +1, Speed +5	South of the cave entrance
Croissant	Recovers 60 HP	East of the cave entrance
PSI Caramel	Recovers 20 PP	Just before the Shining Spot

Enemies

Mole Playing Rough

Vulnerable: Flash, Paralysis

Attacks

Scratch with its claws

Damage: 6~15 HP

Claw with his sharp nails

Damage: 18~35 HP

Comment: This attack is used rarely, but it can mortally wound Paula if you aren't ready for it. Have Paula *defend* if she is at a low level.

Size up the situation

Effect: makes itself **feel strange**

Be absentminded

Effect: none

Strategy

If Paula is at a low level, have her *defend* and use Lifeup *alpha* on her if her HP falls below max.

Two hits from Ness's *bash* should defeat the Mole Playing Rough.

This enemy sometimes appears with **Mr. Batties**. Defeat the Mr. Batties first before attacking this enemy. Use PSI Rockin *alpha* if Paula is at a low level and you're facing a large group.

Ness:

- *bash*
- PSI Rockin *alpha*, if facing a large group
- Recover with Lifeup *alpha* if someone's HP falls to 35 or lower

Paula:

- *defend* if at a low level
- *bash*

Mr. Batty

Vulnerable: Paralysis, Brainshock

Attacks

Standard Attack

Damage: 12~20 HP

Become friendly and affectionate

Effect: solidifies a single target

Size up the situation

Effect: makes itself feel strange

Strategy

If you're leveling up Paula, have her *defend* while Ness *bashes*. Keep Paula's HP above 20 if her level is still low. Use PSI Rockin *alpha* if facing a large group to keep Paula safe.

One hit from Ness's *bash* should defeat the Mr. Batty.

If the Mr. Batty appears with the **Mole Playing Rough**, defeat the Mr. Batty first.

Ness:

- *bash*
 - PSI Rockin *alpha* when facing a large group
 - Recover Ness with Lifeup *alpha* if HP falls to 25~35 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 20 or lower
-

Paula:

- *defend* if she is at a low level
 - *bash*
-

Mighty Bear

Attacks

Standard attack

Damage: 18~25 HP

Claw with his sharp nails

Damage: 45~63 HP

Biting attack

Damage: 48~57 HP

Strategy

One hit from Paula's **Freeze alpha** and a hit from Ness's *bash* should defeat the Mighty Bear. If this enemy appears in a group, use Freeze *beta* in the first round to defeat it in 1 hit. Make sure Paula is near max HP before fighting this enemy.

The Mighty Bear moves slower than Ness and Paula on the field and can be avoided.

Ness: *bash*

Paula:

- (first turn) **Freeze alpha**
 - (first turn) Freeze *beta*, if facing a group
 - (subsequent turns) *defend*
-

Mondo Mole (Sanctuary Boss)

Recommended Level: 17 (Ness); 11 (Paula)

Vulnerable: Paralysis

Resistant: Freeze

Attacks

Standard attack

Damage: 33~50 HP

Tear into you

Damage: 57~95 HP

Claw with his sharp nails

Damage: 35~90 HP

Lifeup *alpha*

Effect: recovers 70~120 HP

PSI Shield *alpha*

Effect: nullifies all damage from offensive PSI moves

Offense Up *alpha*

Effect: increases Offense by 6%

Strategy

Use **Paralysis** as soon as you can to immobilize the Mondo Mole. Use PSI Rockin *alpha* and Thunder *alpha* thereafter or just select *Auto Fight*. **Thunder alpha** has only a 25% chance of striking, but it's more cost-effective than **Fire alpha**, and it can eliminate PSI Shields in one hit.

Ness:

- (first turn) **Paralysis alpha**
 - PSI Rockin *alpha*
 - *Auto Fight*
-

Paula:

- (first turn) *defend*
 - **Thunder alpha**
-

Walkthrough

Second Sanctuary Cave

Note: The Second Sanctuary melody doesn't have to be recorded now. If you want, you can return Paula to Twoson and record the second melody later.

Go to the Drugstore and withdraw about \$500 to buy a **Fry Pan**, a **Copper Bracelet**, and a **Ribbon** for Paula. Give the Franklin Badge to her as well.

Enter the cave on the east side of the village. Stay relatively close to the entrance and fight the enemies inside to level up Paula. For the first few fights, have Paula *defend* and use Lifeup on her if her HP falls to 35 or lower.

South of the entrance to the cave is a gift box containing a **Great Charm**, armor (*Body*) that increases Speed by 5 and protects from **Paralysis**. Equip it on Paula. If you encounter a group of **Mr. Batties**, have Paula *defend* and keep her HP above 20. Use PSI Rockin if you get overwhelmed.

Start making your way to the Shining Spot once Paula learns **Freeze beta** at level 11.

You'll find **Mighty Bears** further inside the cave. While physically strong, they have low Speed and can be defeated before they get a chance to attack. When facing only one, have Paula use Freeze *alpha* and Ness *bash*. When they're in a group, use Freeze *beta* in the first round to defeat it in 1 hit. Keep Paula's HP at max and Ness's HP above 65 when fighting this enemy.

Magic Butterflies often spawn near the center of the cave next to two pools of water. If you don't see one, walk a little ways off and come back until one appears.

The Sanctuary Boss is the [[Mondo Mole]], the easiest boss in the game. Be at max HP before starting the fight, and use **Paralysis alpha** in the first round to immobilize the Mondo Mole. Use PSI Rockin and **Thunder alpha** thereafter. Thunder *alpha* has only a 25% chance of striking, but it's more cost-effective than **Fire alpha** (Freeze is useless against the Mondo Mole).

Leaving Twoson

Recommended Level: 18

Equipment	Ness	Paula
Weapon	Sand Lot Bat	Fry Pan
Body	(nothing)	Great Charm
Arms	Copper Bracelet	Copper Bracelet

Other	Hard Hat	Ribbon
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Items

Hand-Aid

Use: recovers max HP

Obtained: Paula's mother in Polestar Preschool

WALKTHROUGH

Reaching Threed

Return to Twoson. Going through Peaceful Rest Valley should be much easier now. When facing a group, use Freeze *alpha* against Mobile Sprouts, Ramblin' Evil Mushrooms, and Spinning Robos and Fire *alpha* against Territorial Oaks.

In Twoson, go to Polestar Preschool and talk to Paula's mother. She gives Ness the Hand-Aid, an item that recovers max HP.

Outside, a man approaches Ness and Paula and asks them to meet Everdred. Go to Burglin Park and talk to Everdred to receive the Wad of Bills.

Head to Chaos Theater and talk to the Runaway Five band member standing to the right of the Theater. He gives Ness and Paula the Backstage Pass.

Enter the theater, approach the woman blocking your path, and *use* the Backstage Pass to gain admission.

Inside the music hall, walk to the left side of the room and talk to the girl in the pink dress. She takes Ness and Paula into the Runaway Five's dressing room.

Exit the dressing room and watch the show.

Go to the manager's office and approach him from behind his desk. *Use* the Wad of Bills while standing next to him and he will let the Runaway Five leave.

Go outside and talk to the band member standing next to the bus. Answer "yes" when prompted and enter the bus to go to Threed. Once in Threed, you won't be able to return to Onett or Twoson for some time.

Threed/Winters

"Zombies and ghosts are on the loose here. Welcome to Threed."

-Masked Boy

Photo Spots:

- North-central Threed, in front of the lone tombstone between the two fenced graveyards
- In the campsite north of Lake Tess in Winters, after daybreak
- Inside Brick Road in Winters, after reading one of the signs
- In the middle of Stonehenge in Winters

Outline

1. Approach the two zombies in northwest Threed
2. Go to the Hotel and follow the woman into her room
3. Talk to Maxwell and receive the Key to the Locker
4. Attempt to open a locker with the Key to the Locker
5. Talk to Maxwell and receive the Bad Key Machine
6. Take the **Pop Gun**, the **Holmes Hat**, and the **Broken Air Gun** from the lockers
7. Leave Snow Wood Boarding House
8. Enter the Drugstore and talk to the woman to receive the Pak of Bubble Gum
9. Talk to the Bubble Monkey
10. Walk south to Lake Tess and rest inside one of the tents
11. Ride Tessie across the lake
12. Walk through Brick Road
13. Walk through the Fourth Sanctuary Cave and *use* the Pak of Bubble Gum to drop the coiled rope
14. Walk south to Dr. Andonuts's Lab
15. Talk to Dr. Andonuts and then ride the Sky Runner to Threed
16. *Use* the Bad Key Machine on the locked door

Town of Horrors

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 18

<i>Equipment</i>	Ness	Paula
Weapon	*Minor League Bat	*Thick Fry Pan
Body	(nothing)	Great Charm
Arms	Copper Bracelet	Copper Bracelet
Other	Hard Hat	Ribbon
* = new		

Shopping List

Drugstore

Item	Price	Description
Minor League Bat	\$399	Weapon for Ness; Offense +26
Thick Fry Pan	198	Weapon for Paula; Offense +20

Gift Boxes

Item	Description	Location
Skip Sandwich	Increases walking for 10 sec.	Trash can, east of the Bakery
Insecticide Spray	Inflicts 100 HP of damage to all bugs in a fight	Trash can in the northwest graveyard
Teddy Bear	Diverts enemy attacks away from the party; has about 100 HP (obtain this later)	Trash can next to the Hint Shop in northeast Threed

Enemies

Handsome Tom

Vulnerable: Fire, Flash, Brainshock

Attacks

Standard attack

Damage: 13~17 HP

Hypnosis *alpha*

Effect: might put a single target to sleep

Brainshock *alpha*

Effect: might make a single target feel strange

Reel

Effect: none

Strategy

One hit each from Ness and Paula's *bash* should defeat the Handsome Tom. If this enemy appears with a **Smilin' Sam**, defeat the Smilin' Sam first.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if someone's HP falls to 35 or below
-

Paula: *bash*

No Good Fly

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard Attack

Damage: 6~9 HP

Say something nasty

Effect: reduces a single target's **Guts** by about 30%

Strategy

One hit from Ness's *bash* or 2 hits from Paula's *bash* should defeat the No Good Fly.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 20 or lower
-

Paula: *bash*

Putrid Moldyman

Vulnerable: Freeze, Hypnosis

Attacks

Standard Attack

Damage: 26~38 HP

Scatter mold spores

Effect: makes a single target start **crying**

Strategy

One hit from Ness's *bash* and 1 hit from Freeze *alpha* should defeat the Putrid Moldyman. If this enemy appears in a group, use Freeze *beta* as soon as you can to defeat it with one attack.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 40 or lower
-

Paula:

- Freeze *alpha*
 - Freeze *beta*
-

Smelly Ghost

Vulnerable: Fire, Flash, Paralysis, Hypnosis

Attacks

Standard attack

Damage: 25~34 HP

Lifeup *alpha*

Effect: recover 70~120 HP

Vent a terrible odor

Effect: reduces a single target's Offense by about 6%

Has a big grin on its face

Effect: none

Strategy

Use Paralysis *alpha* as soon as you can to immobilize this enemy. Using Freeze *beta* once and having Ness *bash* twice also works. If the Smelly Ghost appears in a group, use Paralysis *alpha* on it and defeat the other enemies first.

Ness:

- (first turn) Paralysis *alpha*
 - (subsequent turns) *bash*
-

Paula:

- *defend*
 - Freeze *beta*, if Paralysis isn't used
-

Smilin' Sam

Vulnerable: Fire, Flash

Attacks

Standard attack

Damage: 24~35 HP

Lifeup *alpha*

Effect: recover 70~120 HP

Defense Down *alpha*

Effect: decreases a single target's Defense by about 6%

Reel

Effect: none

Strategy.

One hit from Ness's *bash* and 2 hits from Paula's *bash* should defeat the Smilin' Sam. Defeat this enemy first if it appears with a **Handsome Tom**.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 70 or below
-

Paula: *bash*

Trick or Trick Kid

Vulnerable: Fire, Freeze, Flash, Hypnosis

Attacks

Spit pumpkin seeds

Damage: 17~23 HP

Has a big grin on his face

Effect: none

Strategy.

One hit from Ness's *bash* and 2 hits from Paula's *bash* should defeat the Trick or Trick Kid.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 46 or below
-

Paula: *bash*

Zombie Possessor

Vulnerable: Freeze, Flash

Resistant: Fire

Attacks

Standard attack

Damage: 16~20 HP

Reach out with its icy hand

Effect: solidifies a single target

Possess you in a frightening manner

Effect: **possesses** a single target with a Tiny Li'l Ghost

Call for help

Effect: another Zombie Possessor might join the battle

Strategy

One hit from Ness's *bash* and 2 hits from Paula's *bash* should defeat the Zombie Possessor. One hit from Freeze *beta* also defeats this enemy.

This is one of the few enemies in the game that can possess a party member with a Tiny Li'l Ghost, an enemy that can attack to inflict 1 HP of damage or solidify a single person. Possession can be cured by talking to the blue haired healer at any Hospital and selecting the *purify* option.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 40 or below
-

Paula:

- *bash*
 - Freeze *beta*
-

Walkthrough

Preliminaries

First, go to the Drugstore and buy the **Minor League Bat** and the **Thick Fry Pan**; sell Ness and Paula's previous weapons.

Next, call **Escargo Express** and store the Backstage Pass. This item no longer has any use.

Not much to do here yet...

Go to the graveyard in northwest Threed. Walk to the northwest corner of the graveyard and enter the small opening in the forest. Approach the two zombies standing in front of a ladder leading underground. You can't fight these zombies and there is no way to get them out of the way for now, but you need to approach them to progress.

After approaching the zombies, go to the Hotel in central Threed. You should see a strange woman wearing sunglasses in front of the Hotel. Follow her into a room. (You can catch up to her with a **Skip Sandwich**, but she doesn't say anything.)

EXTRA

Insignificant Item

Purpose: receive a Magic Truffle, a food item that recovers about 80 PP (160 PP with a **Ketchup Packet**)

This sidequest can be done only after you've completed Threed.

If you're the type of player that talks to everyone in an RPG, you might've met a man in the hospital in Twoson talking about an item he left in the hospital in Threed. To find this item, go to the second floor of Threed Hospital and enter the room on the left. Approach the drawer and *check* it to get the Insignificant Item. This item does nothing and sells for only \$1.

Go to the second floor of Twoson Hospital and enter the room on the left. Approach the man inside and *use* the Insignificant Item to receive a Magic Truffle.

Winters (North)

Jump to [[Enemies]] or the full [[Walkthrough]]

Equipment	Jeff
Weapon	*Pop Gun
Body	(nothing)
Arms	(nothing)
Other	*Holmes Hat
* = new	

Items

Big Bottle Rocket

Use: fires 5 **Bottle Rockets** at a single target; can be used only by Jeff

Obtained: Jeff starts with this item

Try to save the Big Bottle Rocket for the Third Sanctuary boss. Use it only in an emergency otherwise.

Pak of Bubble Gum

Use: causes the Bubble Monkey to float into the air

Obtained: woman in Winters Drugstore

Give the Pak of Bubble Gum to **Escargo Express** once Jeff joins Ness and Paula.

Bad Key Machine

Use: opens the lockers in Snow Wood Boarding House

Obtained: from Maxwell, after trying to open a locker with the [[Walkthrough]]

Give the Bad Key Machine to **Escargo Express** once Jeff joins Ness and Paula.

Gift Boxes

Item	Description	Location
Cookie (x7)	Recovers 6 HP (use after fights)	Snow Wood Boarding House, next to Jeff and Tony's room
Pop Gun	Weapon for Jeff; Offense +16	Locker in Snow Wood Boarding House
Holmes Hat	Armor (<i>Other</i>); Defense +10	
Broken Air Gun	Repaired into the Magnum Air Gun (12 IQ needed)	

Enemies

Gruff Goat

Vulnerable: Fire, Freeze, Hypnosis

Attacks

Ram and trample you

Damage: 4 HP

Tear into you

Damage: 12~13 HP

Comments: Recover HP with a food item if Jeff's HP falls to 13 or lower. Make sure Jeff has at least 26 HP before engaging this enemy.

Strategy

About 3 hits from Jeff's *shoot* should defeat the Gruff Goat. Eat a **Boiled Egg** or a **Bread Roll** to recover during battle if needed. Use Cookies to recover after fights.

There is a tent a little south of the Drugstore where Jeff can rest for free. (There is a shortcut that leads directly to the tent.) Jeff should be able to reach it before running low on food.

A Gruff Goat might appear to the south of Lake Tess after you get off Tessie. To prevent this Gruff Goat from appearing, walk along the cliffs to the left.

Jeff:

- *shoot*
 - Recover with a Bread Roll or Boiled Egg if HP falls to 13 or lower
-

Runaway Dog

Vulnerable: Fire, Freeze, Flash, Paralysis, Hypnosis

Attacks

Biting attack

Damage: 1 HP

Make a loud, piercing howl

Effect: none

Strategy

One hit from Jeff's *shoot* should defeat the Runaway Dog.

Jeff: *shoot*

Spiteful Crow

Vulnerable: Fire, Freeze, Flash, Paralysis

Attacks

Peck at your eyes

Damage: 1 HP

Try to steal something

Effect: steals a random nonessential item

Has a big grin on his face

Effect: none

Strategy

One hit from Jeff's *shoot* should defeat the Spiteful Crow.

Jeff: *shoot*

Walkthrough

The Boarding House

Open Jeff's inventory and discard the Ruler and Protractor; these items do nothing and sell for only \$1 each.

Attempt to leave Jeff's room and Tony, Jeff's roommate, wakes up and joins you.

Enter the room to the left of Jeff and Tony's room and open the presents to grab a bunch of Cookies. Cookies recover only 6 HP, but they can be useful for recovering after fights.

Walk downstairs and enter the door on the left. Talk to Maxwell to receive the Key to the Locker.

Exit Maxwell's room and enter the room on the right. Approach one of the lockers and *use* the Key to the Locker. Although the Key doesn't work, you're required to use it. Return to Maxwell.

Maxwell exchanges the Key to the Locker for the Bad Key Machine. Return to the lockers and *use* the Bad Key Machine to open them and take the items inside:

Back Row	
Rightmost Locker	Pop Gun (weapon; Offense +16)
Leftmost Locker	Broken Air Gun (repaired into the Magnum Air Gun ; 12 IQ needed)
Front Row	
Leftmost Locker	Holmes Hat (armor (<i>Other</i>); Defense +10)

Going Through Winters

Once outside the Boarding House, walk east and enter the Drugstore. The items being sold at the Drugstore are too expensive for you now. Some people have earned enough money to buy the T-Rex's Bat (Offense +48) by repairing the **Broken Spray Can** and selling items that enemies drop, but this will probably take a while.

Inside the Drugstore, talk to the woman on the left and answer "yes" when prompted to buy the Pak of Bubble Gum.

Next, talk to the monkey to have him join Jeff. The Bubble Monkey follows Jeff around for a while and participates a little in battle. His Offense is low and he often wastes his turns, but you need him to make it through Winters.

Exit the Drugstore and begin walking south. There is a small shortcut directly south of the Drugstore. This leads to a tent where you can rest for free.

The enemies found here are [[Runaway Dog]], [[Spiteful Crow]], and **Gruff Goats**. The first two should give you no problems, but the Gruff Goat can be tough. Try to keep Jeff's HP above 13 when fighting Gruff Goats and recover with as many Cookies as you need after fights; save your more effective food items for recovery during battle.

Keep walking south until you reach a campsite next to Lake Tess. Enter the westernmost tent, talk to the guy inside, and answer "yes" when prompted to rest.

When Jeff wakes up, exit the tent and walk east to the spot of dirt on the small peninsula sticking out into the lake.

Winters (South)

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 3

Equipment	Jeff
Weapon	Pop Gun
Body	(nothing)
Arms	(nothing)
Other	Holmes Hat

Items

Broken Iron

Use: can be repaired by Jeff into the **Slime Generator**

IQ Required: 10

Obtained: gift box in Brick Road

The Slime Generator can solidify a random enemy for 1 turn. It can be used an unlimited number of times. Its usefulness is limited, but it can prevent some enemies from doing anything if repeatedly used.

Broken Pipe

Use: can be repaired by Jeff into the **Shield Killer**

IQ Required: 30

Obtained: gift box on the second floor of Dr. Andonuts's Lab

The Shield Killer can remove any type of shield from a single target. It can sometimes fail to work.

Jeff likely won't be able to repair the Broken Pipe for a while, and you'll be able to get this item later in the game at a more convenient time.

Gift Boxes

Item	Description	Location
Bread Roll	Recovers 30 HP	Brick Road, near the entrance
Insecticide Spray	Inflicts 100 HP of damage to all bugs in a fight	
Broken Iron	Repaired into the Slime Generator (10 IQ needed)	
Croissant	Recovers 60 HP	Brick Road, near the middle
Stun Gun	Weapon for Jeff; Offense +24	Brick Road, near the exit
Hamburger	Recovers 50 HP	Fourth Sanctuary Cave, near the entrance
Cheap Bracelet	Armor (<i>Arms</i>); Defense +5	Fourth Sanctuary Cave, up the first rope
Bottle Rocket	Inflicts about 120 HP of damage to a single target	Fourth Sanctuary Cave, near the coiled rope
Broken Pipe	Repaired into the Shield Killer (30 IQ needed)	Dr. Andonuts's Lab

Enemies

Worthless Protoplasm

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage: 7~8 HP

Call for help

Effect: another Worthless Protoplasm might join the fight

Size up the situation

Effect: makes itself feel strange

Strategy

About 2 hits from Jeff's *shoot* should defeat the Worthless Protoplasm.

Jeff: *shoot*

Mad Duck

Vulnerable: Fire, Freeze

Attacks

Peck at your eyes

Damage: 8~9 HP

Make something spin around

Effect: lose 4~11 PP

Disrupt your senses

Effect: renders a target unable to use PSI for 4 rounds

Fall down
Effect: none

Strategy

About 3 hits from Jeff's *shoot* should defeat the Mad Duck.

Jeff: *shoot*

Rowdy Mouse

Vulnerable: Fire, Freeze

Attacks

Biting attack

Damage: 10~15 HP (SMAAAASH!! hit)

Comments: The Rowdy Mouse gets a SMAAAASH!! hit about 50% of the time. Other times, it inflicts only 1 HP of damage or misses.

Strategy

About 2 hits from Jeff's *shoot* should defeat the Rowdy Mouse. Have at least 26 HP before engaging this enemy. Once you get the **Stun Gun**, only 1 hit from Jeff's *shoot* should defeat this enemy.

Defeat the Rowdy Mouse before any [[Attack Slug]] but after any **Struttin' Evil Mushrooms** it might appear with.

Jeff: *shoot*

Attack Slug

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage: 3 HP

Hypnosis *alpha*

Effect: might put a single target to sleep

Comments: Attack Slugs can't use PSI for the first 4 rounds of battle.

Edge closer

Effect: none

Strategy

One hit from Jeff's *shoot* or about three hits from the Bubble Monkey should defeat the Attack Slug. Defeat this enemy last if it appears in a group.

If you want to level up Jeff, the Attack Slug is the best enemy to fight. Stay near the entrance to the Fourth Sanctuary cave and talk to Brick Road when Jeff needs to recover HP.

Jeff: *shoot*

Struttin' Evil Mushroom

Vulnerable: Fire, Freeze, Brainshock

Attacks

Standard attack

Damage: 14~17 HP

Be absentminded

Effect: none

Strategy

About 2 hits from Jeff's *shoot* should defeat the Struttin' Evil Mushroom. Defeat this enemy first if it appears in a group.

Unlike other mushroom enemies, this one can't cause mushroomization.

Jeff:

- *shoot*
 - Recover with food if HP falls to 34 or lower
-

Cave Boy

Vulnerable: Fire

Resistant: Freeze

Attacks

Standard attack

Damage: 18~23 HP

Comments: This attack is powerful, but it also has a pretty low accuracy.

Strategy

About 9 hits from Jeff's *shoot* or 6 hits from Jeff's *shoot* plus a **Bottle Rocket** should defeat the Cave Boy.

Try to avoid fighting the Cave Boy. The Cave Boy moves slower than Jeff outside of battle and should be easy to dodge. If you end up fighting one, you should be able to win with standard attacks and possibly a Bottle Rocket if you have a Hamburger or Croissant. If you don't have either food item, try to run away or use a **Big Bottle Rocket**.

Jeff:

- *Shoot*, if you have both a Hamburger and a Croissant
 - **Bottle Rocket**
 - *Run away*, if you have no food
 - **Big Bottle Rocket**, if you have no food
 - Recover with a Hamburger or Croissant if HP falls to 40 or lower
-

Walkthrough

Brick Road

After crossing the lake on Tessie, walk south along the cliffs to the left to prevent a Gruff Goat from appearing.

Enter the cave further south. This is Brick Road, a simple maze where a few relatively weak enemies lurk. The gift boxes here contain food and a couple of items for Jeff you should try to get.

When you first enter the maze, there are three paths in front of you. The top path leads to a [[Rowdy Mouse]] and a gift box containing a **Bread Roll**. The middle path leads to a **Mad Duck** and an **Insecticide Spray**. The Insecticide Spray is useful against Red Antoids, an enemy you'll encounter a little later.

Take the bottom path to proceed to the next fork. The path to the right leads to a **Broken Iron**, an item Jeff can fix into the Slime Generator. The Slime Generator can solidify a single random enemy and be used an unlimited number of times. It's effective against a few powerful enemies later in the game.

Take the left path to proceed. From here, the maze is pretty straightforward. There are two other gift boxes containing a **Croissant** and a **Stun Gun**. Grab both and equip the Stun Gun.

After exiting the maze, talk to Brick Road and answer "yes" when prompted to recover Jeff's HP. You can return to Brick Road at any time to rest.

Fourth Sanctuary Cave

Enter the next cave to the south. This is the Fourth Sanctuary cave, but Jeff can't fight the boss or record the Sanctuary melody without Ness. The enemies here aren't too difficult, but you might want to level up a bit if you're low on food. Fight the enemies near the entrance and return to Brick Road to recover.

The first two sections of the cave are straightforward. When you reach the third section of the cave, climb the first rope to find a **Cheap Bracelet**.

To the left of the first rope is an unreachable coiled up rope and a gift box. Open the gift box to find a **Bottle Rocket**, an item you should save for later. Use the Pak of Bubble Gum to have the Bubble Monkey float up to the rope and drop it to Jeff.

Climb this rope and another to reach the Shining Spot. You can talk to the Shining Spot, but Jeff isn't allowed to fight the boss. Walk to the left and exit the cave.

Outside, the Bubble Monkey notices a female monkey and walks away with her, leaving Jeff's company.

And now for a word of warning...

Warning: The **Cave Boys** found here are powerful and require many hits from Jeff's *shoot* to defeat. Avoid them as much as possible. Luckily, they move slower than Jeff and are easy to walk past. If you end up fighting one, use the Bottle Rocket to inflict extra damage and finish him off with standard attacks. If you don't have at least a Croissant or Hamburger, try to *run away* or use a Big Bottle Rocket to win in one attack.

There's no need to go to the spot of dirt in the center of Stonehenge; the party will return here much later in the game. Walk south past Stonehenge to reach Dr. Andonuts's lab.

Inside the lab, *check* the device that looks somewhat like a furnace. This is the "Instant Revitalizing Device," a machine that fully recovers everyone.

There is a gift box upstairs containing a Broken Pipe, which Jeff can repair into the **Shield Killer** (30 IQ needed). The Shield Killer can remove a shield protecting a single enemy, but it sometimes fails to work. Jeff likely won't be able to repair the Broken Pipe for a while, and you'll have another chance to get this item at a more convenient time.

Talk to Dr. Andonuts. It doesn't matter whether you answer "yes" or "no" to his questions.

Approach the Sky Runner to the left and get inside. After Dr. Andonuts walks over, press **A** or **L** to start it.

After the scene, approach the locked door and *use* the Bad Key Machine to unlock it.

The Bad Key Machine and the Pak of Bubble Gum are no longer used; call **Escargo Express** and store them.

Threed/Saturn Valley

"zOOm!"

-Mr. Saturn

Photo Spots:

- In front of the waterfall in Grapefruit Falls
- Saturn Valley, to the right of the hot spring
- In front of the circus tent in central Threed, after the monsters are gone

Outline

1. Defeat the **Boogey Tent** in southern Threed and obtain the Jar of Fly Honey
2. Walk north and receive a call from Apple Kid
3. *Use* the Zombie Paper in the circus tent in central Threed
4. Rest at the Hotel
5. Go to **northwest Threed** and climb down the ladder
6. Defeat the **Mini Barf**
7. Travel through **Grapefruit Falls**
8. Enter Saturn Valley and talk to the Mr. Saturn in the cave north of the Hotel
9. Walk behind the waterfall in Grapefruit Falls and **wait 3 minutes**
10. Defeat **Master Belch**
11. Record the **Third Sanctuary Melody**
12. Return to Threed and travel east to the Dusty Dunes Desert

Boogey Tent and Zombie Paper

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 19

<i>Equipment</i>	Ness	Paula	Jeff
Weapon	Minor League Bat	Thick Fry Pan	*Magnum Air Gun
Body	(nothing)	Great Charm	(nothing)
Arms	Copper Bracelet	Copper Bracelet	*Copper Bracelet
Other	Hard Hat	Ribbon	*Hard Hat
* = new			

Shopping List

Drugstore

Item	Price	Description
Copper Bracelet	\$349	Armor (<i>Arms</i>); Defense +10 (buy for Jeff)
Hard Hat	298	Armor (<i>Other</i>); Defense +15 (buy for Jeff)

Arms Dealer

Item	Price	Description
Toy Air Gun	\$215	Weapon for Jeff; Offense +32 (buy this if he doesn't have the Magnum Air Gun)
Bottle Rocket	29	Inflicts about 120 HP of damage to a single target (have Jeff carry at least two)

Gift Boxes

Item	Description	Location
Skip Sandwich	Increases walking for 10 sec.	Trash can, east of the Bakery
Insecticide Spray	Inflicts 100 HP of damage to all bugs in a fight	Trash can in the northwest graveyard
Teddy Bear	Diverts enemy attacks away from the party; has about 100 HP (obtain this later)	Trash can next to the Hint Shop in northeast Threed

Enemies

Handsome Tom

Vulnerable: Fire, Flash, Brainshock

Attacks

Standard attack

Damage: 13~17 HP

Hypnosis *alpha*

Effect: might put a single target to sleep

Brainshock *alpha*

Effect: might make a single target feel strange

Reel

Effect: none

Strategy

One hit from Ness's *bash* and 1 hit from either Paula or Jeff should defeat the Handsome Tom. Defeat any [[Smilin' Sam]] before attacking the Handsome Tom.

Ness:

- *bash*
- Recover Ness or Paula with Lifeup if their HP falls to 35 or below
- Recover Jeff with Lifeup *alpha* if HP falls to 50 or below

Paula: *bash*

Jeff: *shoot*

No Good Fly

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard Attack

Damage: 6~9 HP

Say something nasty

Effect: reduces a single target's **Guts** by about 30%

Strategy

One hit from Ness's *bash* or a hit from Paula and Jeff should defeat the No Good Fly.

Always defeat No Good Flies last. When facing multiple No Good Flies, split up Ness's attack and Paula and Jeff's attacks to defeat multiple targets in one round.

Ness:

- *bash*
- Recover with Lifeup *alpha* if HP falls to 20 or lower

Paula: *bash*

Jeff: *shoot*

Putrid Moldyman

Vulnerable: Freeze, Hypnosis

Attacks

Standard Attack

Damage: 26~38 HP

Scatter mold spores

Effect: makes a single target start **crying**

Strategy

One hit from Ness's *bash* and 1 hit from Freeze *alpha* should defeat the Putrid Moldyman. If this enemy appears in a group, use Freeze *beta* in the first round to defeat this enemy with one attack.

Ness:

- *bash*
 - Recover Ness or Paula with Lifeup if HP falls to 40 or lower
 - Recover Jeff with Lifeup *alpha* if HP falls below max
-

Paula:

- Freeze *alpha*
 - Freeze *beta*
-

Jeff: *shoot*

Smelly Ghost

Vulnerable: Fire, Flash, Paralysis, Hypnosis

Attacks

Standard attack

Damage: 25~34 HP

Lifeup *alpha*

Effect: recover 70~120 HP

Vent a terrible odor

Effect: reduces a single target's Offense by about 6%

Has a big grin on its face

Effect: none

Strategy

Use Paralysis *alpha* to immobilize this enemy. The Smelly Ghost has pretty high Defense, and only Ness's *bash* and Freeze are likely to inflict much damage.

If the Smelly Ghost appears in a group, use Paralysis *alpha* on it and take care of the other enemies first. Use PSI Magnet while this enemy is paralyzed to recover some of Paula's PP.

Ness:

- (first turn) Paralysis *alpha*
 - (subsequent turns) *bash*
-

Paula:

- *Defend*
 - Freeze *beta*, if Paralysis is not used
 - PSI Magnet
-

Jeff: *shoot*

Smilin' Sam

Vulnerable: Fire, Flash

Attacks

Standard attack

Damage: 24~35 HP

Lifeup *alpha*

Effect: recover 70~120 HP

Defense Down *alpha*

Effect: decreases a single target's Defense by about 6%

Reel

Effect: none

Strategy

One hit from Ness's *bash* and 1 hit from either Paula or Jeff should defeat the Smilin' Sam. Defeat the Smilin' Sam before any [[Handsome Tom]].

Ness:

- *bash*
 - Recover Ness or Paula with Lifeup *alpha* if HP falls to 70 or below
 - Recover Jeff with Lifeup *alpha* if HP falls below max
-

Paula: *bash*

Jeff: *shoot*

Trick or Trick Kid

Vulnerable: Fire, Freeze, Flash, Hypnosis

Attacks**Spit pumpkin seeds**

Damage: 17~23 HP

Has a big grin on his face

Effect: none

Strategy

One hit from Ness's *bash* and 1 hit from either Paula or Jeff should defeat the Trick or Trick Kid.

Ness:

- *bash*
 - Recover Ness or Paula with Lifeup *alpha* if HP falls to 46 or below
 - Recover Jeff with Lifeup *alpha* if HP falls to 66 or below
-

Paula: *bash*

Jeff: *shoot*

Urban Zombie

Vulnerable: Fire, Flash

Resistant: Freeze

Attacks**Standard Attack**

Damage:

19~28 HP (Ness, Paula)

26~33 HP (Jeff, level 9)

Exhale its arctic-cold breath

Effect: a single target catches a cold

Do something very mysterious

Effect: ?

Comments: I have no idea what this does. The Urban Zombie rarely uses this attack, and it never seems to work.

Laugh hysterically

Effect: none

Strategy

One hit from Ness's *bash* and 1 hit from either Paula or Jeff should defeat the Urban Zombie. Heal any colds after the battle is over.

Ness:

- *bash*
 - Recover Ness or Paula with Lifeup *alpha* if HP falls to 56 or lower
 - Recover Jeff with Lifeup *alpha* if HP falls to 66 or lower
-

Paula: *bash*

Jeff: *shoot*

Zombie Dog

Vulnerable: Fire, Freeze, Flash, Hypnosis

Attacks

Biting attack

Damage: 30~50 HP

Take a bite out of its poisonous fangs

Damage: 30~50 HP

Effect: **poisons** its target

Make a loud, piercing howl

Effect: none

Strategy

If the Zombie Dog appears alone, you should be able to defeat it within 2 rounds with just standard attacks. A hit from Freeze *alpha* and a hit from Ness or Jeff's standard attack should also defeat this enemy.

If the Zombie Dog appears in a group, use Freeze *beta* in the first round to defeat it in 1 hit. Heal anyone poisoned after the battle is over with Healing *beta* or a Refreshing Herb, which can be bought at the Drugstore.

Ness:

- *bash*
 - Recover Ness or Paula with Lifeup *alpha* if HP falls to 72 or lower
 - Recover Jeff with Lifeup *alpha* if HP falls to 90 or lower
-

Paula:

- *bash*
 - Freeze *alpha*
 - Freeze *beta*, when facing a group
-

Jeff: *shoot*

Zombie Possessor

Vulnerable: Freeze, Flash

Resistant: Fire

Attacks

Standard attack

Damage: 16~20 HP

Reach out with its icy hand

Effect: solidifies a single target

Possess you in a frightening manner

Effect: **possesses** a single target with a Tiny Li'l Ghost

Call for help

Effect: another Zombie Possessor might join the fight

Strategy

One hit from Ness's *bash* and a hit from either Paula or Jeff should defeat the Zombie Possessor. One hit from Freeze *beta* also defeats this enemy.

This is one of the few enemies in the game that can possess someone with a Tiny Li'l Ghost, an enemy that can attack to inflict 1 HP of damage or solidify a single person. Possession can be cured by talking to the blue haired healer at any Hospital and selecting the *purify* option.

Ness:

- *bash*
 - Recover Ness or Paula with Lifeup *alpha* if HP falls to 40 or below
 - Recover Jeff with Lifeup *alpha* if HP falls to 52 or below
-

Paula:

- *bash*
 - Freeze *beta*
-

Jeff: shoot

Boogey Tent

Recommended Level: 19

Vulnerable: Fire

Resistant: Freeze

Attacks

Standard attack

Damage: 40~60 HP

Flash *alpha*

Effect: might cause **crying** or **feeling strange**

Spew "Fly Honey" out of his mouth

Effect: solidifies a single target

Emit a pale green light

Effect: resets any stats changes and eliminates all shields

Use a Defense Spray

Effect: increases the Boogey Tent's Defense

Strategy

Buy 1 or 2 **Bottle Rockets** from the Arms Dealer behind the Pizza Shop, and give your best food to Paula. If you're low on food, buy a few **Calorie Sticks** from the Drugstore.

Use PSI Rockin *alpha*, Fire *alpha*, and Bottle Rockets. Have Paula use food when someone's HP falls to 60 or below.

Ness: PSI Rockin *alpha*

Paula:

- Fire *alpha*
 - Food, when someone's HP falls to 60 or below
-

Jeff:

- Bottle Rocket
- *Defend*

Walkthrough

Preliminaries

After leaving the holding cell, go to the Drugstore and buy a **Hard Hat** and a **Copper Bracelet** for Jeff. Sell the Pop Gun and the Defense Spray if Jeff has them, and call **Escargo Express** to store the Bad Key Machine and the Pak of Bubble Gum. If you're low on food, buy a few **Calorie Sticks** and give them to Paula.

Next, go to the arms dealer behind the Pizza Shop and buy 1 or 2 **Bottle Rockets** so that Jeff has at least two of these. Buy the **Toy Air Gun** only if Jeff doesn't have the **Magnum Air Gun** or if you don't want to wait until he repairs the **Broken Air Gun** (12 IQ required).

Boogey Tent

Give your best food to Paula. Walk south of the Pizza Shop and approach the large, purple tent from the front. A monster's face will appear on the tent and attack.

Use PSI Rockin *alpha*, Fire *alpha*, and Bottle Rockets to defeat the Boogey Tent. Have Paula use food if someone's HP falls below 100 or max, whichever is lower.

The Boogey Tent reveals a trash can when defeated. Open it to find the Jar of Fly Honey, an item you'll need later.

Zombie Paper

After defeating the Boogey Tent, walk north past the circus tent. The Apple Kid calls Ness when he reaches the road in front of the Hotel. About 5 seconds after the call, a Mach Pizza deliveryman approaches Ness and gives him the Zombie Paper.

Enter the tent in central Threed and use the Zombie Paper. Go to the Hotel and rest.

Underground Passage and Grapefruit Falls

Jump to Enemies (**Underground Passage** or **Grapefruit Falls**) or the full [[Walkthrough]]

Recommended Level: 19

Equipment	Ness	Paula	Jeff
Weapon	Minor League Bat	Thick Fry Pan	Magnum Air Gun
Body	(nothing)	Great Charm	(nothing)
Arms	Copper Bracelet	Copper Bracelet	Copper Bracelet
Other	Hard Hat	Ribbon	Hard Hat

Items

Teddy Bear

Use: diverts attacks from the party to itself; has about 100 HP

Obtained: trash can in northeast Threed, next to the Hint Shop

Obtain the Teddy Bear before going through the Underground Passage.

Shopping List

Drugstore

Item	Price	Description
Refreshing Herb	\$80	Cures poison and nausea ; buy if Ness hasn't learned Healing beta

Gift Boxes

Item	Description	Location
Teddy Bear	Diverts enemy attacks from the party; has about 100 HP	Trash can next to the Hint Shop in northeast Threed
Skip Sandwich DX	Increases walking speed for 20 sec.	Casket in the Underground Passage
Silver Bracelet	Armor (<i>Arms</i>); Defense +15 (equip it on Paula)	
Bomb	Inflicts 50~120 HP of damage to a target and 20~60 HP to adjacent targets	Grapefruit Falls
Protein Drink	Recovers about 80 HP	
Bottle Rocket	Inflicts about 120 HP of damage to a single target	Cave leading to Saturn Valley

Enemies (Underground Passage)

No Good Fly

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard Attack

Damage: 6~8 HP

Say something nasty

Effect: reduces a single target's **Guts** by about 30%

Strategy

One hit from Ness's *bash* or 1 hit from Paula and Jeff's standard attacks should defeat the No Good Fly. Try to split up Ness's attack and Paula and Jeff's attacks when facing multiple No Good Flies to defeat two targets in one round.

Defeat this enemy last if it appears in a group.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 16 or lower
-

Paula: *bash*

Jeff: *shoot*

Urban Zombie

Vulnerable: Fire, Flash

Resistant: Freeze

Attacks

Standard Attack

Damage: 19~28 HP

Exhale its arctic-cold breath

Effect: a single target catches a **cold**

Do something very mysterious

Effect: ?

Comments: I have no idea what this does. The Urban Zombie uses this attack rarely and it never seems to work.

Laugh hysterically

Effect: nothing

Strategy

One hit from Ness's *bash* and 1 hit from either Paula or Jeff's standard attack should defeat the Urban Zombie. Heal any colds after the battle is over. If this enemy appears in a group, attack it after defeating any **Zombie Dogs** or **Zombie Possessors** and before any **No Good Flies**.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 56 or lower
-

Paula: *bash*

Jeff: *shoot*

Zombie Dog

Vulnerable: Fire, Freeze, Flash, Hypnosis

Attacks

Biting attack

Damage:

31~46 HP (Ness, Paula)

37~50 HP (Jeff)

Take a bite out of its poisonous fangs

Damage:

31~46 HP (Ness, Paula)

37~50 HP (Jeff)

Effect: **poisons** its target

Make a loud, piercing howl

Effect: none

Strategy

If the Zombie Dog appears alone, you should be able to defeat it within 2 rounds with just standard attacks. A hit from Freeze *alpha* and a hit from Ness or Jeff's standard attack should also defeat this enemy. If the Zombie Dog appears in a group, use Freeze *beta* in the first round to defeat it in 1 hit.

Heal any poisoned party members after the battle is over. If Ness hasn't learned **Healing beta** (level 24), buy a couple of **Refreshing Herbs** at the Drugstore before heading into the Underground Passage.

Ness:

- *bash*
 - Recover Ness or Paula with Lifeup *alpha* if HP falls to 72 or lower
 - Recover Jeff with Lifeup *alpha* if HP falls to 90 or lower
-

Paula:

- *bash*
 - Freeze *alpha*
 - Freeze *beta*
-

Jeff: *shoot*

Zombie Possessor

Vulnerable: Freeze, Flash

Resistant: Fire

Attack

Standard attack

Damage: 16~20 HP

Reach out with its icy hand

Effect: solidifies a single target

Possess you in a frightening manner

Effect: **possesses** a single party member with a Tiny Li'l Ghost

Call for help

Effect: another Zombie Possessor might join the fight

Strategy

A hit from each party member's standard attack should defeat the Zombie Possessor. One hit from Freeze *beta* also defeats this enemy.

Ness:

- *bash*
 - Recover with Lifeup *alpha* if HP falls to 40 or below
-

Paula:

- *bash*
 - Freeze *beta*
-

Jeff: *shoot*

Mini Barf

Recommended Level: 20

Vulnerable: Fire

Resistant: Freeze

Attacks

Standard attack

Damage: 40~60 HP

Exhale a blast of stinky breath

Effect: makes the entire party start **crying**

Comments: The Mini Barf uses this attack often, so don't bother to heal anyone crying.

Spit out a sticky mucus

Effect: solidifies a single target

Vent a terrible odor

Effect: decreases a single target's Offense by about 6%

Strategy

Don't heal anyone crying and don't use Freeze against the Mini Barf. Use Fire *alpha* instead, and use up all of Jeff's **Bottle Rockets** (not the **Big Bottle Rocket**).

If Jeff has the **Slime Generator**, use it in each round once out of Bottle Rockets. The success rate of the Slime Generator against the Mini Barf is high enough to give you some free rounds.

Ness:

- *bash*
 - PSI Rockin *alpha*, if crying
 - Recover with Lifeup *alpha* if someone's HP falls to 60 or lower
-

Paula: Fire *beta*

Jeff:

- (first few turns) Bottle Rocket
 - (subsequent turns) *shoot* or Slime Generator
-

Enemies (Grapefruit Falls)

Armored Frog

Vulnerable: Fire, Freeze

Attacks

Standard attack

Damage:

29~42 HP (Ness, Jeff)

26~34 HP (Paula)

Make something spin around

Damage: 4~11 PP

Strategy

If the Armored Frog appears alone, use Freeze *alpha* and Ness's *bash*. If it appears in a group, use Freeze *beta* to defeat it in 1 hit. Use Fire only if this enemy is part of a long row. Defeat the Armored Frog after any **Plain Crocodiles** and groups of **Red Antoids**.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 80 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 60 or lower
-

Paula:

- Freeze *alpha* if alone
 - Freeze *beta* if in a group
 - Fire *beta* if part of a large row
-

Jeff: *defend*

Farm Zombie

Vulnerable: Fire, Flash

Resistant: Freeze

Attacks

Standard attack

Damage:

19~27 HP (Ness, Jeff)

17~19 HP (Paula)

Exhale its arctic-cold breath

Effect: a single target catches a **cold**

Laugh hysterically

Effect: none

Strategy

One hit from each party member's standard attack should defeat the Farm Zombie. Use Fire only if this enemy is part of a long row. Heal any colds after the battle is over. Defeat any Farm Zombies before only Black Antoids.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 60 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 40 or lower
-

Paula:

- *bash*
 - Fire *beta*, if in a large row
-

Jeff: *shoot*

Plain Crocodile

Vulnerable: Freeze

Attacks

Standard attack

Damage:

37~48 HP (Ness, Jeff)

32~39 HP (Paula)

Swing its tail very hard

Damage:

65~100 HP (Ness, Jeff)

70~80 HP (Paula)

Biting Attack

Damage:

65~100 HP (Ness, Jeff)

70~80 HP (Paula)

Edge closer

Effect: none

Strategy

A hit from Freeze *alpha* and a hit from Ness's *bash* should defeat the Plain Crocodile. If this enemy appears in a group, use Freeze *beta* to defeat it in 1 hit. Defeat this enemy first in all battles.

The Plain Crocodile moves slower than the party outside of battle and can be avoided.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 100 or lower
 - Recover Paula with Lifeup *alpha* if HP falls below max
-

Paula:

- Freeze *alpha* if alone
 - Freeze *beta* if in a group
-

Jeff: *shoot*

Red Antoid

Vulnerable: Fire, Freeze, Paralysis, Hypnosis

Attacks

Standard attack

Damage:

17~23 HP (Ness, Jeff)

12~16 HP (Paula)

Use a biting attack

Damage:

38~50 HP (Ness, Jeff)

37~47 HP (Paula)

Defense Down *alpha*

Effect: reduces a single target's Defense by about 6%

Call for help

Effect: another Red Antoid might join the fight

Strategy

One hit from Ness's *bash* and a hit from either Paula or Jeff's standard attack should defeat the Red Antoid.

One hit from Paula's Fire *beta* also defeats the Red Antoid, though you should use Fire only when facing a large row of enemies.

If you have any **Insecticide Sprays**, use those against the Red Antoids to damage all of them on screen. The Spray likely won't defeat a Red Antoid in 1 hit, but it can weaken a Red Antoid enough to be defeated with 1 hit from any party member's standard attack. The Insecticide Spray isn't very useful after Grapefruit Falls.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 80 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 75 or lower
-

Paula:

- *bash*
 - Fire *beta*
-

Jeff: *shoot*

Violent Roach

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage:

19~23 HP (Ness, Jeff)

13~16 HP (Paula)

Vent a terrible odor

Effect: reduces a single target's Offense by 5~6%

Leap forward and spread its wings

Effect: solidifies a single target

Knit its brow

Effect: none

Strategy

One hit from each party member's standard attack should defeat the Violent Roach.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 46 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 32 or lower
-

Paula: *bash*

Jeff: *shoot*

Walkthrough

Preliminaries

If Ness hasn't learned **Healing beta** (level 24), buy a couple of **Refreshing Herbs** from the Drugstore and use it after a fight if someone gets **poisoned**. Buy about 3 **Calorie Sticks** as well if you don't have any food.

Next, talk to the arms dealer behind the Pizza Shop and buy 1 or 2 **Bottle Rockets** for Jeff; save these for a mini-boss coming up soon. You should also obtain the **Teddy Bear** from a trash can in the northeast part of town.

The Underground Passage

Go to the northwest graveyard and climb down the ladder that was previously blocked by the two zombies.

This passage is completely linear. If you encounter any **Zombie Dogs**, use Freeze *alpha* or *beta* to defeat them in the first round. Use Freeze against **Zombie Possessors** as well to prevent someone from getting **possessed**. Use food instead of Lifeup to heal moderate damage after fights.

There are a couple of caskets in the passage. The first casket contains a **Skip Sandwich DX**, and the second casket contains a **Silver Bracelet**, which should be equipped on Paula.

The **Mini Barf** is waiting at the end of the passage. Use Fire and any Bottle Rockets you have to end the battle quickly. The Mini Barf often causes **uncontrollable crying**, so have Ness use PSI Rockin instead of *bash* if he's affected. Have Jeff use the **Slime Generator** once out of Bottle Rockets to give you some free rounds. Keep everyone's HP above 60.

Grapefruit Falls

Leave the underground passage to emerge in Grapefruit Falls, another straightforward area where powerful enemies lurk. A Magic Butterfly often spawns a little north of the entrance, so exit and reenter Grapefruit Falls until your HP/PP are replenished. Further up along the river are two gift boxes containing a **Bomb** and a **Protein Drink**. Give the Bomb to Jeff.

The enemies here can be difficult. If you face any **Plain Crocodiles**, defeat them first with 1 hit from Freeze *beta*. If you encounter a group of **Red Antoids**, defeat them with Fire or **Insecticide Sprays** followed by standard attacks. **Armored Frogs** have incredibly high Defense, and only Freeze and Ness's *bash* are likely to inflict much damage. Use Lifeup to keep everyone's HP above 100.

Keep walking north along the river to eventually find a short cave. This cave leads to Saturn Valley, a village where the Hotel and Hospital services are free. Open the gift box near the middle of the cave to obtain a Bottle Rocket, which should be saved for the Third Sanctuary boss.

When you reach Saturn Valley, enter the house on the right to cure possession or revive anyone unconscious. Enter the left house to rest.

Saturn Valley and Belch's Factory

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 21

Equipment	Ness	Paula	Jeff
Weapon	Minor League Bat	*Bionic Slingshot	Magnum Air Gun
Body	*Great Charm	Great Charm	*Great Charm
Arms	*Silver Bracelet	*Silver Bracelet	*Silver Bracelet
Other	Hard Hat	*Red Ribbon	Hard Hat
* = new			

Items

Mr. Saturn Coin

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +47, Luck +18

Obtained: Mr. Saturn in the cave below the Saturn Valley store, after defeating **Master Belch**

Equip the Mr. Saturn Coin on Paula.

Cup of Lifenoodles

Use: can revive someone unconscious (restores max HP); cures **diamondization, paralysis, poison, nausea, colds, sunstroke, sleep, crying, and feeling strange**

Obtained: Mr. Saturn in the cave below the Saturn Valley store, after defeating **Master Belch**

Stag Beetle

Use: solidifies a single random enemy for a round; gone after one use

Obtained: Mr. Saturn in the cave below the Saturn Valley store, after defeating **Master Belch**

The Stag Beetle isn't that useful and can be sold.

Shopping List

Saturn Valley Shop

Item	Price	Description
Silver Bracelet	\$599	Armor (<i>Arms</i>); Defense +15
Great Charm	400	Armor (<i>Body</i>); Defense +1, Speed +5; protects from Paralysis
Red Ribbon	179	Armor (<i>Other</i>) for Paula; Defense +25
Bionic Slingshot	449	Weapon; Offense +32 (buy for Paula)

Gift Boxes

Saturn Valley

Item	Description	Location
Rust Promoter	Inflicts 200 HP of damage to all metallic enemies (except Starmen) in a fight	North of the Hospital
Sudden Guts Pill	Doubles Guts for a fight	In the cave north of the Hospital
Broken Spray Can	Repaired into the Defense Spray (1 IQ needed)	
Protractor	Does nothing (sells for \$1)	

Belch's Base

Item	Description	Location
Bomb	Inflicts 50~120 HP of damage to a target and 20~60 HP to adjacent targets	To the right of the entrance
IQ Capsule	Increases IQ by 1	Down the second ladder
Broken Laser	Repaired into the Laser Gun (24 IQ needed)	
Vital Capsule	Increases Vitality by 1 (use on Paula)	Top of the third ladder
HP-sucker	See HP-sucker	
Calorie Stick	Recovers 60 HP	

Enemies

Slimy Little Pile

Vulnerable: Paralysis

Attacks

Standard attack

Damage:

32~46 HP (Ness, Jeff)

32~40 HP (Paula)

Exhale a blast of stinky breath

Effect: causes the entire party to start **crying**

Comments: The Slimy Little Pile uses this attack often, so don't bother to heal anyone crying.

Spit out a sticky mucus

Effect: solidifies a single target

Call for help

Effect: another Slimy Little Pile might join the fight

Strategy

If the Slimy Little Pile appears alone, use Paralysis *alpha* or Freeze *alpha* to win easily.

If this enemy appears with another Slimy Little Pile, use Paralysis *alpha* on one and Freeze *beta* on the other. When facing three or more Slimy Little Piles, use Fire *beta* with a hit from both Ness and Jeff's standard attacks to defeat one in each round.

Defeat or paralyze this enemy first before attacking any other.

Ness:

- (first turn) Paralysis *alpha*, if Freeze isn't used
 - *bash*
 - Recover with Lifeup if HP falls to 80 or lower
-

Paula:

- Freeze *alpha*, if Paralysis isn't used or if everybody is crying
 - Freeze *beta*, if Paralysis isn't used
 - Fire *beta*, if facing a large row of enemies
-

Jeff: *shoot*

Farm Zombie

Vulnerable: Fire, Flash

Resistant: Freeze

Attacks

Standard attack

Damage:

19~27 HP (Ness, Jeff)

17~19 HP (Paula)

Exhale its arctic-cold breath

Effect: a single target catches a **cold**

Laugh hysterically

Effect: none

Strategy

A hit from any 2 party member's standard attack should defeat the Farm Zombie. Use Fire against this enemy if it appears in a long row. Heal any colds after the battle is over.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 60 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 40 or lower
-

Paula:

- *shoot*
 - Fire *beta*, if in a large row
-

Jeff: *shoot*

Foppy

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage:

11~14 HP (Ness, Jeff)

8~9 HP (Paula)

PSI Magnet *alpha*

Effect: steals 2 to 8 PP from a single target

Comments: The Foppy can't use PSI for the first 4 rounds of a fight.

Brainshock *alpha*

Effect: might make a single target feel strange

Be absentminded

Effect: none

Strategy

One hit from Ness's *bash* or a hit from Paula and Jeff's standard attacks should defeat the Foppy. If multiple Foppies appear, split up Ness's attack and Paula and Jeff's attacks to defeat two targets in one round.

If Paula is low on PP, use **PSI Magnet *alpha*** or *omega* to recover.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 45 or below when facing a large group
-

Paula:

- *shoot*
 - PSI Magnet *alpha* or *omega*
-

Jeff: *shoot*

Mostly Bad Fly

Vulnerable: Fire, Freeze, Paralysis

Attacks

Standard attack

Damage:

16~19 HP (Ness, Jeff)

14~16 HP (Paula)

Say something nasty

Effect: lowers a single target's **Guts** by about 25%

Strategy

A hit from Paula and Jeff's standard attacks should defeat the Mostly Bad Fly. Ness should be able to inflict just barely enough damage to defeat this enemy in 1 hit. Use any leftover **Insecticide Sprays** when fighting multiple Mostly Bad Flies.

This enemy sometimes appears with the **Slimy Little Pile**. Paralyze or defeat the Slimy Little Pile before attacking the Mostly Bad Fly.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 40 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 32 or lower
-

Paula: *shoot*

Jeff: *bash*

Master Belch

Recommended Level: 24

Vulnerable: Hypnosis

Attacks

Burp and blow his nauseating breath at you

Effect: makes a single target **nauseous**

Comments: Master Belch uses this attack in the first round (unless he's asleep) even if you use the Jar of Fly Honey first. Use **Healing beta** or a **Refreshing Herb** to cure nausea.

Strategy

Use the Jar of Fly Honey in the first round to render Master Belch unable to attack. Master Belch is immune to most forms of damage if you don't use the Fly Honey.

Ness:

- *bash*
 - PSI Rockin *beta*
 - Healing *beta* on anyone nauseous
 - Lifeup *alpha*, if Healing *beta* or a Refreshing Herb isn't available
-

Paula:

- *shoot*
 - Freeze *beta*
-

Jeff: *shoot*

Walkthrough

Saturn Valley

Enter the cave north of the Hotel and talk to the Mr. Saturn that tells you to wait 3 minutes behind the waterfall in Grapefruit Falls. (An ominous tone plays after talking to this Mr. Saturn.) If you don't talk to this Mr. Saturn, waiting 3 minutes behind the waterfall does nothing.

Climb the ladder leading out of the cave and the next ladder outside to reach the upper house. This is the Saturn Valley store. Check the strange machine on the left side of the room to withdraw money. Talk to the Mr. Saturn standing south of the entrance and buy **Silver Bracelets** and **Great Charms**. Buy a **Red Ribbon** and a **Bionic Slingshot** for Paula as well. The Bionic Slingshot has a lower accuracy than the party's standard weapons and can't get SMAAAASH!! hits, but the Bionic Slingshot is a good enough improvement over the Thick Fry Pan to be worthwhile.

If Ness hasn't learned **Healing beta** (level 24), buy a **Refreshing Herb** from the other Mr. Saturn to prepare for the next boss.

Belch's Factory

Be sure to take the Jar of Fly Honey with you--it's needed to defeat the next boss. Exit Saturn Valley and return to Grapefruit Falls.

Walk further north along the river and into the waterfall. Walk west behind the water and press up on the **D-pad**. An unknown voice should tell you to "Say the password!" If the dialogue window says "...", return to Saturn Valley and talk to the Mr. Saturn mentioned above. Stay behind the waterfall for 3 minutes without pressing the **D-pad**; otherwise, you'll have to start over. Pressing any other button doesn't reset the timer.

When the unknown voice says, "Okay...you may enter," the party goes inside the base. You don't have to wait 3 minutes again to reenter the base if you leave.

Inside the base, a **Slimy Little Pile** asks if the party has brought any Fly Honey. Answer "yes" to avoid a battle. If you answer "no" and fight this enemy, use Paralysis *alpha* to prevent it from making everyone cry. Freeze *alpha* or *beta* is also effective.

To the right is a ladder and a door. The door leads to a trash can containing a **Bomb**. Three or four **Farm Zombies** usually guard this trash can.

Climb down the ladder. There is likely to be a swarm of **Foppies** at the bottom, but these enemies are fairly easy. If Paula is low on PP, use **PSI Magnet alpha** or *omega* to steal some PP from them. If you want to level up, the Foppy is the best enemy to fight.

To the left is a second ladder that leads to an **IQ Capsule** and a **Broken Laser**. I usually use the IQ Capsule on Paula because she relies the most on PSI attacks.

Continue west to find a third ladder. This ladder leads to three trash cans usually guarded by two or three **Mostly Bad Flies** and a Slimy Little Pile. The trash cans hold a **Vital Capsule**, an **HP-sucker**, and a **Calorie Stick**. Use the Vital Capsule on Paula to increase her max HP. The HP-sucker doesn't drain much from normal enemies and rarely works on bosses, so I usually sell it for \$400.

To the left of the third ladder is the Magic Butterfly room. Use Lifeup on each person before touching the Butterfly, and exit and reenter the room until HP/PP are replenished.

Continue walking west and another Slimy Little Pile will attack. Use Paralysis *alpha* or Freeze *alpha* to defeat it.

Master Belch is waiting in the next room. Use the Jar of Fly Honey in the first round to render him unable to attack. Master Belch will use his nauseating breath attack at least once (unless he's asleep) even if the Jar of Fly Honey is used before he attacks. Use **Healing beta** or a **Refreshing Herb** to cure **nausea**.

Once Master Belch is defeated, enter the doorway he was blocking and walk through the cave. The party ends up in the upper part of Saturn Valley near a hot spring. The hot spring cures all status effects but doesn't restore any HP or PP. If someone is nauseous, enter the hot spring and walk around in it for a few seconds.

The Jar of Fly Honey is no longer used and can be **stored**. Also, talk to the Mr. Saturn in the cave below the store to receive a **Mr. Saturn Coin**, a **Cup of Lifenoodles**, and a **Stag Beetle**. Equip the Mr. Saturn Coin on Paula, give the Cup of Lifenoodles to Ness or Jeff, and sell the Stag Beetle.

EXTRA

Coffee Break

Purpose: read some text that talks about the party's adventure

Next to the hot spring is a Mr. Saturn who offers coffee. If you answer "yes" to his offer, a funky background fills the screen and scrolling text appears. The text sounds as though it's talking to Ness and summarizes Ness's adventure up to this point.

This "coffee break" is optional. If you decide to read the speech, you'll have to sit through the whole thing.

Third Sanctuary Location and Leaving Threed

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 25

<i>Equipment</i>	Ness	Paula	Jeff
Weapon	Minor League Bat	Bionic Slingshot	Magnum Air Gun
Body	Great Charm	Great Charm	Great Charm
Arms	Silver Bracelet	Silver Bracelet	Silver Bracelet
Other	Hard Hat	*Mr. Saturn Coin	Hard Hat

* = new

Shopping List

Saturn Valley Store

Item	Price	Description
Secret Herb (x2)	\$380	Cures diamondization and paralysis (have 2 party members carry 1 each)
Peanut Cheese Bar	22	Recovers about 100 HP (buy if low on food)

Gift Boxes

Item	Description	Location
Coin of Slumber	Armor (<i>Other</i>); Defense +30, Luck +10 (equip on Jeff)	Just before the Shining Spot

Enemies

Ranboob

Vulnerable: Fire

Attacks

Standard attack

Damage:

28~42 HP (Ness, Jeff)

9~10 HP (Paula)

Shield *alpha*

Effect: reduces damage inflicted by *bash* by 50%

Comments: Damage from the Bionic Slingshot and Jeff's guns aren't reduced by shields.

Sprinkle around some wonderful-smelling powder

Effect: puts a single target to **sleep**

Strategy

If the Ranboob appears alone, use standard attacks to defeat it within 2 rounds. Use Fire *beta* if this enemy appears in a long row. Always defeat the Ranboob last.

Use PSI Magnet against this enemy to maintain Paula's PP while heading to the Shining Spot.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 70 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 20 or lower
-

Paula:

- *shoot*

- Fire *beta*, if facing a large row
 - PSI Magnet *omega* or *alpha*
-

Jeff: *shoot*

Struttin' Evil Mushroom

Vulnerable: Fire, Freeze, Brainshock

Attacks

Standard attack

Damage:

10~13 HP (Ness, Jeff)

1 HP (Paula)

Scatter some spores

Effect: **mushroomize** a single target

Scatter some spores

Effect: **poisons** a single target

Strategy

The Struttin' Evil Mushroom is the most dangerous enemy in this area because it can mushroomize someone. One hit from Freeze *alpha* usually defeats it. Use Fire *beta* along with standard attacks when facing more than one. If this enemy manages to mushroomize two or more people, it might be a good idea to return to Saturn Valley and heal by walking around in the hot spring.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 26 or lower
-

Paula:

- *shoot*
 - Freeze *alpha*
 - Fire *beta*, if facing more than one
-

Jeff: *shoot*

Tough Mobile Sprout

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage:

16~19 HP (Ness, Jeff)

1 HP (Paula)

Lifeup *alpha*

Effect: recovers 70~120 HP

PSI Magnet *alpha*

Effect: steals 2 to 8 PP from a single target

Sow some seeds around itself

Effect: another Tough Mobile Sprout might join the fight

Strategy

A hit from any 2 party member's standard attacks should defeat the Tough Mobile Sprout. Use Fire *beta* only if it appears in a large group. Defeat this enemy after any [[Struttin' Evil Mushroom]] but before any **Ranboobs**. Use PSI Magnet if Paula's PP is low.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 38 or lower
-

Paula:

- *shoot*
 - Fire *beta*, if facing a large row
 - PSI Magnet *omega* or *alpha* if PP is low
-

Jeff: *shoot*

Trillionage Sprout (Sanctuary Boss)

Recommended Level: 26

Vulnerable: Fire

Attacks

Standard attack

Damage:

- 56~62 HP (Ness)
 - 35~40 HP (Paula)
 - 39~50 HP (Jeff)
-

Flash *alpha*

Effect: might cause **crying** or **feeling strange**

Comments: If you have any **Refreshing Herbs**, give them to Jeff before the fight. Use Refreshing Herbs if Jeff starts crying or if Ness or Paula feels strange.

Healing *beta* also cures crying or feeling strange.

PSI Shield *alpha*

Effect: nullifies all damage from offensive PSI moves

Comments: One hit from **Thunder** eliminates a PSI Shield. If you don't like the randomness of Thunder, 3 hits from any other PSI attack eliminates a shield as long as the Trillionage Sprout doesn't use PSI Shield again.

Paralysis *alpha*

Effect: might **paralyze** a single target

Comments: **Great Charms** increase resistance to Paralysis but don't provide immunity. Use a **Secret Herb** if someone gets paralyzed.

Glare with its eerie eyes

Effect: might **diamondize** a single target

Comments: Use a Secret Herb to cure diamondization.

Strategy

If no one is mushroomized, use PSI Rockin *beta* and Fire *beta* in each round. Have Jeff use up any (**Big**) **Bottle Rockets** and **Bombs** he has. If you're low on food or Ness is low on PP, *bash* and conserve PP for Lifeup.

Have anyone mushroomized stick to standard attacks, Lifeup/Healing, and food. Note that Ness can inflict a little over 100 HP of damage to himself and about 70 HP of damage to Paula and Jeff. A mushroomized Paula can also use **Offense Up *alpha*** or even Freeze if everyone in the party has at least 120 HP and you can move fast enough to save anyone mortally wounded.

Ness:

- PSI Rockin *beta*
 - *bash* if mushroomized or low on PP
 - Recover Ness with Lifeup *beta* if HP falls to 120 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 80 or lower
 - Recover Jeff with Lifeup *alpha* if HP falls to 100 or lower
-

Paula:

- Fire *beta*
 - Offense Up *alpha* if mushroomized
-

Jeff:

- (first turn) Big Bottle Rocket, if Jeff still has it
 - Bottle Rockets or Bombs
 - *shoot*
-

Walkthrough

Preparation

This is probably the hardest Sanctuary location to complete if you try to record the third melody now. If you find the enemies too difficult, you can return later.

If you don't have the **Mr. Saturn Coin**, talk to the Mr. Saturn in the cave below the shop to receive the Coin, a **Cup of Lifenoodles**, and a **Stag Beetle**. Equip the Mr. Saturn Coin on Paula, give the Cup of Lifenoodles to Ness or Jeff, and sell the Stag Beetle.

Go to the store and buy 2 **Secret Herbs** to prepare for the Sanctuary boss; have 2 different party members carry 1 each. If you have any **Refreshing Herbs**, give them to Jeff. Stock up on **Peanut Cheese Bars** if you're low on food and give them to Paula and Jeff.

Enemies

The Third Sanctuary cave is near the hot spring. The biggest threat here is the [[Struttin' Evil Mushroom]] ability to **mushroomize** someone. There's a good chance 1 person will get mushroomized by the time you reach the Shining Spot, but it's unlikely any more will be affected if you fight aggressively. Have anyone mushroomized use standard attacks or *defend* if someone in your party is injured (Ness can inflict a little over 100 HP of damage to himself or Jeff).

Always defeat any Struttin' Evil Mushrooms first. One hit from Freeze *alpha* usually defeats it; use Fire *beta* and standard attacks when facing more than one.

The **Tough Mobile Sprouts** and the **Ranboobs** can be defeated with Fire *beta* if a large group of them appears. Defeat any Tough Mobile Sprouts before attacking any Ranboobs, since Tough Mobile Sprouts can use PSI Magnet and grow more Sprouts by sowing their seeds. Use PSI Magnet against the Ranboobs to recover Paula's PP.

The path to the Shining Spot is short and straightforward. The first two rooms in the cave are the hardest because a large group of enemies is likely to be found here. If Paula gets mushroomized in this cave, return to the hot spring and walk around in it for a few seconds.

Past the first cave is an outdoor area where Magic Butterflies often spawn. Continue south, turn east at the bend, and enter the last cave.

The gift box here contains a **Coin of Slumber**. This item doesn't boost Defense as much as the Mr. Saturn Coin and should be equipped on Jeff. Walk east to the Shining Spot.

Sanctuary Boss

If you reach the Shining Spot without anyone getting mushroomized, the [[Trillionage Sprout]] should be fairly easy. Use Fire *beta* and PSI Rockin *beta* in each round while Jeff uses up any (**Big**) **Bottle Rockets** and **Bombs** he has. Use a Secret Herb to cure anyone **diamondized** or **paralyzed**, and have Jeff use a Refreshing Herb if he starts **crying** or if Ness or Paula starts **feeling strange** because of Flash *alpha*. Healing *beta* also cures crying or feeling strange.

Have anyone mushroomized stick to standard attacks and food or Lifeup. Paula can also use **Offense Up** *alpha* or even Freeze if everyone in the party has at least 120 HP and you can move fast enough to save anyone mortally wounded.

Leaving Threed

With Master Belch defeated, Threed is now back to normal and the tunnels leading out of town are no longer infested by ghosts. Return to Threed and take the bus going east out of town. (You might want to do the **Insignificant Item** sidequest now for a Magic Truffle.)

Dusty Dunes Desert/Fourside

"Jeff wets his bed sometimes. But other than that, he's a good boy."

-Dr. Andonuts

Photo Spots:

- By the Black Sesame Seed in northwest Dusty Dunes Desert, after talking to it
- On the bridge to Fourside, just before the second tunnel
- In front of the mine in Dusty Dunes Desert, after the 5 moles are defeated
- In Fourside Museum, in front of the dinosaur exhibit
- Between the two trees standing between the Monotoli Building and the Dept. Store
- In front of the Toy Shop in the Fourside Department Store, after the Dept. Store Spook is defeated

Outline

1. Give the **miner** in Dusty Dunes Desert a food item
2. Enter the theater in central Fourside and talk to the theater manager
3. Return to the **mine** and defeat the **five moles** inside
4. Talk to the miner, travel to Fourside, and receive the Diamond
5. Give the Diamond to the theater manager and watch the Runaway Five show
6. Go to the upper floors of the Department Store and return to the entrance
7. Go to the top floor office in the **Department Store** and defeat the **Dept. Store Spook**
8. Go to the Cafe in northwest Fourside and talk to the patrons
9. Go outside and give one of the bystanders a nonessential item
10. Talk to Everdred
11. Enter the Cafe and *check* the cabinet behind the counter
12. Talk to the man standing to the right of the [[Moonside]]
13. Talk to the warp man in front of the Hospital
14. Warp around Moonside until you reach an isolated room

15. Talk to the invisible man and answer "no" when prompted; talk to the other man to leave the isolated room
16. Talk to the man standing to the right of the Monotoli Building again
17. Defeat the **Mani Mani Statue**
18. Talk to the Monkey outside the Cafe
19. Go to the **Monkey Cave** in Dusty Dunes Desert
20. Talk to Talah Rama and receive the Yogurt Dispenser
21. Talk to the monkey next to Talah Rama and learn **Teleport alpha**
22. Go to the 48th floor of the **Monotoli Building**
23. Defeat the **Clumsy Robot**
24. Talk to Mr. Monotoli
25. Go to the Helipad
26. Ride the Runaway Five bus to Threed and ride the Sky Runner to Winters
27. Record the **Fourth Sanctuary Melody**
28. Ride the Sky Runner to Summers

Crossing the Desert

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 27

<i>Equipment</i>	Ness	Paula	Jeff
Weapon	*Mr. Baseball Bat	*Deluxe Fry Pan	*Laser Gun/Zip Gun
Body	Great Charm	Great Charm	Great Charm
Arms	Silver Bracelet	Silver Bracelet	Silver Bracelet
Other	*Coin of Slumber	Mr. Saturn Coin	*Coin of Slumber
* = new			

Shopping List

Drugstore

Item	Price	Description
Mr. Baseball Bat	\$498	Weapon for Ness; Offense +38
Coin of Slumber	1500	Armor (<i>Other</i>); Defense +30, Luck +10
Deluxe Fry Pan	598	Weapon for Paula; Offense +30

Arms Dealer

Item	Price	Description
Zip Gun	\$425	Weapon for Jeff; Offense +40 (buy if Jeff doesn't have the Laser Gun)

Gift Boxes

Item	Description	Location
Big Bottle Rocket	Fires 5 Bottle Rockets at a single target	South central area, north of the wall of rocks
Double Burger	Recovers 90 HP	Northwest and north central area
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	North-northwest area
Skip Sandwich DX	Increases walking speed for 20 seconds	Next to an oasis near the middle of the desert
PSI Caramel	Recovers 20 PP	Northeast corner
Sudden Guts Pill	Doubles Guts for a fight	Eastern edge
\$1000	Money; very useful	South central area, south of the wall of rocks and near a sign that says "DESERT"

Enemies

Criminal Caterpillar

The Criminal Caterpillar is a rare enemy that awards a little over 10,000 exp. points. It looks like a small green worm outside of battle.

The Criminal Caterpillar always moves away from the party, making it easy for you to approach it from behind and get an instant victory. On the off chance you get into a fight with this enemy, use Freeze *beta* to defeat it in 1 hit. This enemy has very high Speed and uses only Fire *alpha*.

Bad Buffalo

Vulnerable: Fire, Paralysis

Attacks

Ram and trample you

Damage:

56~79 HP (Ness, Jeff)

45~63 HP (Paula)

Tear into you

Damage:

117~143 HP (Ness, Jeff)

99~125 HP (Paula)

Knit its brow

Effect: none

Strategy

Have at least 150 or max HP (whichever is lower) before fighting the Bad Buffalo. Use Paralysis *alpha* in the first round to immobilize this enemy. Defeat all other enemies other than the **Smilin' Sphere** after that.

Ness:

- (first turn) Paralysis *alpha*
 - *bash*
-

Paula: *bash*

Jeff: *shoot*

Crested Booka

Vulnerable: Hypnosis

Resistant: Fire

Attacks

Standard attack

Damage:

37~49 HP (Ness, Jeff)

33~34 HP (Paula)

Shriek a war cry

Effect: reduces a single target's Offense and Defense by about 6%

Has a big grin on his face

Effect: none

Strategy

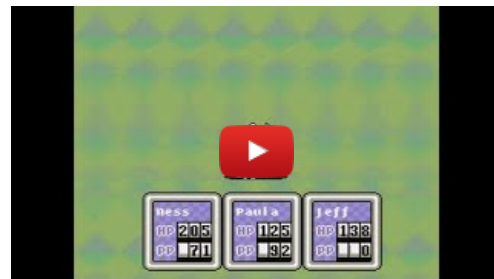
Use standard attacks to defeat the Crested Booka within 2 rounds. If this enemy appears in a group, attack it after defeating any **Desert Wolves** or **Skelpions**.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 60 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 40 or lower
-

Paula: *bash*

Jeff: *shoot*



Cute Li'l UFO

Vulnerable: Brainshock

Attacks

Fire a beam

Damage:

30~42 HP (Ness, Jeff)

23~25 HP (Paula)

Lifeup *alpha*

Effect: recovers 70~120 HP

Strategy

A hit from any 2 party member's standard attack should defeat the Cute Li'l UFO. Defeat it before only paralyzed **Bad Buffalo** or **Smilin' Spheres**.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 50 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 30 or lower
-

Paula: *bash*

Jeff: *shoot*

Desert Wolf

Vulnerable: Fire, Freeze

Attacks

Biting attack

Damage:

50~60 HP (Ness, Jeff)

37~48 HP (Paula)

Take a bite using its poisonous fangs

Damage:

50~60 HP (Ness, Jeff)

37~48 HP (Paula)

Effect: **poisons** its target

Make a loud, piercing howl

Effect: nothing

Strategy

A hit from all 3 party member's standard attacks should defeat the Desert Wolf. If this enemy appears in a group, defeat it in 1 hit with Freeze *beta* in the first round. Heal any poisoned party members after the battle is over.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 60 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 50 or lower
-

Paula:

- *bash*
 - Freeze *beta*, if facing a group
-

Jeff: *shoot*

Mole Playing Rough

This little guy tends to bother you behind the Drugstore.

Skelpion

Vulnerable: Fire, Freeze, Hypnosis

Attacks

Standard attack

Damage:

18~19 HP (Ness)

8~10 HP (Paula)

Thunder *alpha*

Effect: summons 1 lightning bolt

Damage: 65~170 HP per bolt

Sting with its poison stinger

Effect: **poisons** a single target

Edge closer

Effect: none

Strategy

One hit from Ness's standard attack or 1 use of Freeze *alpha* should defeat the Skelpion. Keep the Franklin Badge in Paula's inventory to protect her from Thunder *alpha*. If this enemy appears in a group, attack it after defeating any Desert Wolves and before attacking any other. Heal any poisoned party members after the battle is over.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 50 or lower
-

Paula:

- *bash*
 - Freeze *alpha*
-

Jeff: *shoot*

Smilin' Sphere

Vulnerable: Fire, Hypnosis

Resistant: Freeze

Attacks

Standard attack

Damage:

33~45 HP (Ness, Jeff)

22~30 HP (Paula)

Fire *alpha*

Damage: 60~100 HP to all

Comments: Use **PSI Shield** *sigma* to defend against this attack.

Laugh maniacally

Effect: makes a single target **feel strange**

Explode into bits (death action)

Damage: 200~300 HP; 50~200 HP to adjacent targets

Comments: This attack should inflict only about 50 HP of damage if you defeat the Smilin' Sphere last and you have text speed set to **fast**.

Strategy

Use **PSI Shield** *sigma* (level 27) in the first round to defend against the Smilin' Sphere's Fire *alpha*. A hit from each party member's standard attack should defeat this enemy. Always defeat the Smilin' Sphere last in order to minimize damage when it explodes.

Ness:

- *bash*
- Recover with Lifeup if HP falls to 60 or lower

Paula:

- (first turn) PSI Shield *sigma*
- (subsequent turns) *bash*

Jeff: *shoot*

Walkthrough

Preliminaries

When you reach Dusty Dunes Desert, go to the Drugstore and buy a **Mr. Baseball Bat** for Ness, a **Deluxe Fry Pan** for Paula, and a **Coin of Slumber** for whoever needs it. Buy a food item to give away if you don't have one.

If Jeff doesn't have the **Laser Gun** or the **Broken Laser**, buy a **Zip Gun** from the Arms Dealer north of the Drugstore (if Jeff was equipped with the Magnum Air Gun, call **Escargo Express** and store it). If the Broken Laser hasn't been repaired yet (24 IQ needed), don't rest at the Drugstore to get it fixed; there is a place where you can sleep for free coming up soon.

As you walk through the desert, you might see the screen flash red. This happens when somebody is suffering from **sunstroke**. Use Healing *alpha* or a Wet Towel to cure it.

Detour

With heavy traffic blocking the road, the party has no choice but to walk through the desert. The only thing you have to do here is talk to the miner to the east and give him a food item. Just follow the rocks lining the southern edge of the desert to find him and his shack. There is a gift box along the way containing a **Big Bottle Rocket**; take it and give it to Jeff. The man inside the miner's shack lets the party rest for free.

The enemies here shouldn't give you much trouble. Use Freeze to defeat **Skelpions** and **Desert Wolves** quickly, and use Paralysis on **Bad Buffalo** to immobilize them. Defeat any **Smilin' Spheres** last in every fight because they explode when defeated. Use Paula's **PSI Shield *sigma*** (level 27) to defend against the Smilin' Sphere's Fire, and keep everyone's HP above 60 to ensure everyone survives the explosion.

Note: The **Criminal Caterpillar** is another enemy that can be found in the desert. It appears rarely but awards a little over 10,000 exp. points.

If you want to explore a bit, there are some gift boxes and a few sidequests in the desert (see Extras section below). All in all, though, there isn't much in the desert worth your time, and you should just give the miner a food item and proceed to Fourside.

The tunnel to Fourside is to the southeast at the end of the road through the desert.



EXTRAS

Contact Lens

Purpose: receive a **Pair of Dirty Socks**

North-northwest of the miner's shack is a sign that offers a reward for finding and returning a contact lens someone lost in the desert. To find the contact lens, just look for something shining on the ground a bit northeast of the sign.

Take the lens to a man on the second floor of the Bakery in Fourside. (The Bakery is near the eastern edge of the city.) The man gives the party a Pair of Dirty Socks in return.

The Sanchez Brothers and their Friend

Purpose: play a slot machine mini-game

Once the traffic on the road is clear, walk along the road running through the desert. Eventually, you'll come across a broken slot machine and 3 men wearing sombreros. *Check* the slot machine and insert \$1 to set the 3 men spinning. If all 3 men face the same direction when they stop, you'll win a prize:

- All facing front - **PSI Caramel**
- All facing right - **Skip Sandwich**
- All facing back - **Chick**
- All facing left - **Can of Fruit Juice**

The Big City

Jump to full [[Walkthrough]]

Recommended Level: 27

Equipment	Ness	Paula	Jeff
Weapon	Mr. Baseball Bat	Deluxe Fry Pan	Laser Gun/Zip Gun

Body	Great Charm	Great Charm	Great Charm
Arms	Silver Bracelet	Silver Bracelet	Silver Bracelet
Other	Coin of Slumber	Mr. Saturn Coin	Coin of Slumber

Enemies

Annoying Reveler

Attacks

Standard attack

Damage:

- 45~58 HP (Ness, Jeff)
- 35~46 HP (Paula)

Grumble about today's youth

Effect: decreases a single target's **Guts** by about 25%

Start lecturing you

Effect: decreases a single target's **Guts** by about 25%

Is wobbly

Effect: none

Strategy

You should be able to defeat the Annoying Reveler in 2 rounds with standard attacks.

Ness:

- *bash*
- Recover Ness or Jeff with Lifeup if HP falls to 60 or lower
- Recover Paula with Lifeup *alpha* if HP falls to 50 or lower

Paula: *bash*

Jeff: *shoot*

Crazed Sign

Vulnerable: Hypnosis

Attacks

Standard attack

Damage:

- 57~70 HP (Ness, Jeff)
- 48~59 HP (Paula)

Hypnosis *alpha*

Effect: might put a single target to **sleep**

Paralysis *alpha*

Effect: might **paralyze** a single target

Strategy

You should be able to defeat the Crazed Sign in 2 or 3 rounds with standard attacks. If this enemy appears with a **Mad Taxi**, paralyze the Mad Taxi before defeating the Crazed Sign.

Ness:

- *bash*
- Recover Ness or Jeff with Lifeup if HP falls to 80 or lower
- Recover Paula with Lifeup *alpha* if HP falls to 60 or lower

Paula: *bash*

Jeff: *shoot*

Extra Cranky Lady

Attacks

Wield a shopping bag

Damage:

76~91 HP (Ness, Jeff)

57~71 HP (Paula)

Start a continuous attack

Effect: hits a single target twice

Damage:

28~39 HP per hit (Ness, Jeff)

19~23 HP per hit (Paula)

Scowl sharply

Effect: decreases a single target's **Guts** by about 25%

Say something really scary

Effect: solidifies a single target

Strategy

You should be able to defeat the Extra Cranky Lady in 2 rounds with standard attacks.

Ness:

- *bash*
 - Recover Ness or Jeff with *Lifeup* if HP falls to 100 or lower
 - Recover Paula with *Lifeup alpha* if HP falls to 80 or lower
-

Paula: *bash*

Jeff: *shoot*

Mad Taxi

Vulnerable: Paralysis

Attacks

Rev and accelerate

Damage:

90~112 HP (Ness, Jeff)

81~100 HP (Paula)

Spew exhaust fumes

Effect: makes a single target start **crying**

Comments: The Mad Taxi uses this attack often. Use Paralysis *alpha* in the first round before Ness and Jeff start crying.

Strategy

Use Paralysis *alpha* in the first round and standard attacks thereafter. If the Mad Taxi appears with a **Crazed Sign**, paralyze the Mad Taxi and defeat the Crazed Sign first.

According to starmen.net, this enemy has a 1/128 chance of carrying the **Xterminator Spray** (Thanks to: **C.V. Reynolds**).

Ness:

- (first turn) Paralysis *alpha*
 - (subsequent turns) *bash*
 - Recover with *Lifeup* if HP falls to 100 or lower
-

Paula: *bash*

Jeff: *shoot*

Walkthrough

To the City and Back

There's not much to do on the first visit to Fourside. You can visit Pokey in the Monotoli Building, but you get nothing for doing so. No good equipment is sold here yet either, but if you don't have the **Slime Generator**, buy a **Broken Iron** from a guy with a mohawk in northeast Fourside.

Go to Topolla Theater in central Fourside. Buy a Show Ticket for \$30 and enter the manager's office to the left. Talk to the manager and return to the miner's shack in Dusty Dunes Desert. You can watch the Runaway Five's performance by entering the music hall if you want.

Gold Mine

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 27

Equipment	Ness	Paula	Jeff
Weapon	Mr. Baseball Bat	Deluxe Fry Pan	Laser Gun/Zip Gun
Body	Great Charm	Great Charm	Great Charm
Arms	Silver Bracelet	Silver Bracelet	Silver Bracelet
Other	Coin of Slumber	Mr. Saturn Coin	Coin of Slumber

Gift Boxes

Note: The enemies in the gold mine disappear once all five moles are defeated, making it easier to open any gift boxes you skipped.

Item	Description	Location
IQ Capsule	Increases IQ by 1	North of the entrance, down the ladder and behind one of the five moles
Big Bottle Rocket	Fires 5 Bottle Rockets at a single target	Southeast from the center of the mine
Croissant	Recovers 60 HP	Center of the mine
Picnic Lunch	Recovers 80 HP	
Secret Herb	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)	North from the center of the mine
Teddy Bear	Diverts attacks away from the party; has about 100 HP	Northwest from the center of the mine
Super Bomb	Inflicts 140~400 HP of damage to a target, 70~200 HP to adjacent targets	Southwest from the center of the mine
Bomb	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets	South from the center of the mine
Calorie Stick	Recovers 60 HP	Northeast from the center of the mine, near one of the five moles
Coin of Defense	Armor (<i>Other</i>); Defense +40, Luck +13	Northeast from the center of the mine, behind one of the five moles
Guts Capsule	Increases Guts by 1	North from the center of the mine, behind one of the five moles
Luck Capsule	Increases Luck by 1	South from the center of the mine, behind one of the five moles
Platinum Band	Armor (<i>Arms</i>); Defense +40	South from the center of the mine, behind one of the five moles
PSI Caramel	Recovers 20 PP	Southwest from the center of the mine, behind one of the five moles

Enemies

Thirsty Coil Snake

Vulnerable: Freeze, Paralysis

Attacks

Biting attack

Damage:

35~50 HP (Ness, Jeff)

25~35 HP (Paula)

Take a bite using its poisonous fangs

Damage:

35~50 HP (Ness, Jeff)

25~35 HP (Paula)

Effect: **poisons** its target

Coil around you and attack

Effect: solidifies a target

Strategy

You should be able to defeat the Thirsty Coil Snake within 2 rounds using standard attacks. One hit from Paula's Freeze *beta* also defeats this enemy. Heal anyone poisoned after the battle is over.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 70 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 60 or lower
-

Paula:

- *bash*
 - Freeze *beta*
-

Jeff: *shoot*

Gigantic Ant

Vulnerable: Fire, Freeze

Attacks

Biting attack

Damage:

35~45 HP (Ness, Jeff)

30~40 HP (Paula)

Sting with its poisonous stinger

Effect: **poisons** a target

Paralysis *alpha*

Effect: might **paralyze** a target

Comments: **Great Charms** protect from Paralysis but not completely. Use a **Secret Herb** if someone gets paralyzed. You can find a Secret Herb north of the center of the mine. You can also use an Exit Mouse and talk to the blue haired healer outside.

PSI Magnet *alpha*

Effect: steals 2 to 8 PP from a target

Call for help

Effect: another Gigantic Ant might join the fight

Flash a menacing smile

Effect: none

Strategy

You should be able to defeat the Gigantic Ant within 3 rounds using standard attacks. One hit from Freeze *beta* will likely defeat this enemy as well.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 90 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 80 or lower
-

Paula:

- *bash*
- Freeze *beta*, if facing a group

- PSI Magnet
-

Jeff:

- *shoot*
 - **Slime Generator**
-

Mad Duck

Mad Ducks can't inflict much damage, but they can drain PP. Defeat them before any Noose Men they appear with.

Noose Man

Vulnerable: Fire, Brainshock

Attacks

Standard attack

Damage:

25~40 HP (Ness, Jeff)

19~21 HP (Paula)

Employ a binding attack

Effect: solidifies a target

Strategy

A hit from Ness and Jeff's standard attacks should defeat the Noose Man. Use Fire *beta* when facing a large group. Defeat this enemy last.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 80 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 50 or lower
-

Paula:

- *bash*
 - Fire *beta*, if facing a large group
-

Jeff: *shoot*

Guardian Digger

Vulnerable: Flash

Attacks

Standard attack

Damage:

50~60 HP (Ness, Jeff)

50~55 HP (Paula)

Claw with his sharp nails

Damage:

95~135 HP (Ness, Jeff)

85~125 HP (Paula)

Tear into you

Damage:

90~130 HP (Ness, Jeff)

85~120 HP (Paula)

Lifeup *alpha*

Effect: recovers 70~120 HP

Shield *beta*

Effect: reduces damage inflicted by *bash* by 50%; reflects damage inflicted by any physical attack

Comments: The Guardian Digger has a Shield up from the beginning of a fight. Avoid using standard attacks and rely on Freeze instead.

Strategy

About 2 hits from Freeze *beta* or 1 hit from Freeze *gamma* (level 31) should defeat the Guardian Digger. Ness should keep everyone's HP above 100 with Lifeup while Jeff uses the **Slime Generator** in the first round if Paula hasn't learned Freeze *gamma*. Don't use standard attacks.

Ness:

- *defend*
 - Recover with Lifeup if HP falls to 100 or lower
-

Paula:

- Freeze *beta*
 - Freeze *gamma*, if learned
-

Jeff: (first turn) Slime Generator

Walkthrough

The Five Moles

The gold mine that was previously just a hole should now be much bigger. If it isn't, give the **miner** a food item and/or return to Fourside and talk to the **manager** of Topolla theater. If you received an **Exit Mouse** earlier in Onett, carry it with you; if you didn't get a mouse earlier, you can get one inside the mine.

The main objective here is to defeat **five moles** located in various parts of the mine. You can fight them in any order, and despite what they say they're all the same strength. To preserve PP, use food instead of Lifeup to recover moderate damage after fights. Return to the shack outside with an Exit Mouse if Ness's PP runs low. You can also use PSI Magnet against **Gigantic Ants** while Jeff uses the **Slime Generator** in each round to recover Paula's PP.

My walkthrough here gives a suggestion on how to navigate the mine, but you don't have to follow it by any means.

Upon entering the mine, walk all the way north and go down the ladder.

From the ladder, walk west and fight the first mole. These moles have high Offense and are protected by a reflecting shield from the start of battle. Two hits from Freeze *beta* or one hit from Freeze *gamma* (level 31) defeats them. Ness should *defend* and use Lifeup to keep everyone's HP above 100, while Jeff uses the Slime Generator in the first round if Paula hasn't learned Freeze *gamma*. Don't use standard attacks.

Open the gift box behind the mole to find an **IQ Capsule**.

Climb the left ladder and walk as far south as you can. The path bends northwest. Follow this path to find a gift box containing a **Big Bottle Rocket**; give it to Jeff.

Continue north and go down the ladder to find the second mole.

Defeat the mole and take the **Coin of Defense** from the gift box; equip it on Jeff (or Paula if she isn't wearing the **Mr. Saturn Coin**).

Walk west and climb the ladder. Go a bit south to find a fork; to the east is a **Teddy Bear**. Go south and a little to the east to reach the center of the mine.

If Ness's PP is low at this point, receive an Exit Mouse and return to the miner's shack to rest. To return to the center of the mine from the entrance, turn west at the first fork and south at the next.

Go down the south passage to find the third mole. Obtain the **Luck Capsule** and the **Platinum Band** after the fight, and equip the Platinum Band on Paula.

Return to the center of the mine and go north to reach the fourth mole. Use the **Guts Capsule** behind the mole on Ness.

Return to the center of the mine and head southwest. The ladder on the way leads to a **Super Bomb**, an item that should be given to Jeff and saved for Fourside.

Continue following the passage west to the final mole. When all the moles are defeated, the music in the mine changes and enemies no longer appear.

Return to Fourside

After defeating the five moles, return to the surface and talk to the miner. Make your way to Fourside to receive the Diamond on the way.

Go to the manager of Topolla Theater and *use* the Diamond while standing next to her.

Once you leave the theater, ***be sure to save your game at the Hotel***. The next location can be the most brutal part of EarthBound.

Department Store

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 31

Equipment	Ness	Paula	Jeff
Weapon	Mr. Baseball Bat	Deluxe Fry Pan	*Hyper Beam
Body	Great Charm	Great Charm	Great Charm

Arms	* Gold Bracelet	(nothing)	* Platinum Band
Other	* Coin of Defense	(nothing)	Mr. Saturn Coin
* = new			

Shopping List

Note: Don't buy anything for Paula.

Arms Dealer

Item	Price	Description
Hyper Beam	\$850	Weapon for Jeff; Offense +58
Big Bottle Rocket	139	Fires 5 Bottle Rockets at a target
Super Bomb	399	Inflicts 140~400 HP of damage to a target, 70~200 HP to adjacent targets

Tools Shop

Item	Price	Description
Gold Bracelet	\$2799	Armor (<i>Arms</i>); Defense +30 (buy for Ness and Jeff)

Enemies

Musica

Attacks

Standard attack

Damage:

- 50~55 HP (Ness)
- 30~35 HP (Jeff)

Electrical shock attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Play a haunting melody

Effect: might put the entire party to **sleep**

Comments: This attack has a very high success rate and can leave Ness and Jeff helpless without the Franklin Badge.

Strategy

The Musica is manageable with the Franklin Badge but still dangerous. If you don't have the Franklin Badge and this enemy appears in a group, use PSI Rockin *beta* and a **Super Bomb** if possible. Defeat this enemy after **Scalding Coffee Cups**.

Like all gift box enemies, the Musica can move only in a straight line. Avoid it or approach it from behind.

Ness:

- *bash*
- PSI Rockin *beta*, if facing a group
- Recover Ness with Lifeup *beta* if HP falls to 150 or lower
- Recover Jeff with Lifeup *alpha* if HP falls to 70 or lower and if he has the Franklin Badge

Jeff:

- (first turn) **Slime Generator**, when facing only one
- *shoot*
- Super Bomb, when facing a group

Mystical Record

Vulnerable: Fire, Brainshock

Attacks

Standard attack

Damage:

- 30~45 HP (Ness)
- 15~25 HP (Jeff)

Charge forward

Damage:

75~120 HP (Ness)

60~95 HP (Jeff)

Lifeup *alpha*

Effect: recovers 70~120 HP

Strategy

You should be able to defeat the Mystical Record in 2 rounds using standard attacks. Use the **Slime Generator** in the first round if the Mystical Record appears alone. Use PSI Rockin *beta* when facing a group. Defeat this enemy last.

Like all gift box enemies, the Mystical Record can move only in a straight line. Avoid it or approach it from behind.

Ness:

- *bash*
 - PSI Rockin *beta*, when facing a group
 - Recover Ness with Lifeup *beta* if HP falls to 150 or lower
 - Recover Jeff with Lifeup *alpha* or *beta* if HP falls below max
-

Jeff:

- (first turn) Slime Generator, when facing only one
 - *shoot*
-

Scalding Coffee Cup

Vulnerable: Freeze

Attacks**Spill some scalding hot espresso**

Damage: 60~100 HP to all party members

Strategy

A hit from Ness and Jeff's standard attacks should defeat the Scalding Coffee Cup. Use PSI Rockin *alpha* or *beta* if this enemy appears in a group. Always defeat this enemy first.

Like all gift box enemies, the Scalding Coffee Cup can move only in a straight line. Avoid it or approach it from behind.

Ness:

- *bash*
 - PSI Rockin *alpha* or *beta*, if facing a group
 - Recover Ness with Lifeup *beta* if HP falls to 150 or lower
 - Recover Jeff with Lifeup *alpha* or *beta* if HP falls below max
-

Jeff: *shoot*

Dept. Store Spook

Recommended Level: 31

Attacks**Freeze *alpha***

Damage: 150~220 HP

Effect: solidification (25% chance)

Fire *alpha*

Damage: 60~100 HP to all

Lifeup *alpha*

Effect: recovers 70~120 HP

PSI Magnet *omega*

Effect: steals 2 to 8 PP from each party member

Brainshock *alpha*

Effect: might make a target **feel strange**

Strategy

Use PSI Rockin *beta* and a **Big Bottle Rocket** to win in 1 round.

If you don't have a Big Bottle Rocket, give all of your food and bombs to Jeff before the fight. Use PSI Rockin *beta* while Jeff keeps everyone alive. If you don't have that much food, your best options are to buy either **Croissants** at the Bakery, **Picnic Lunches** at Dusty Dunes Desert, or **Large Pizzas** from Mach Pizza (enter Mach Pizza in Threed or Twoson to learn their phone number).

Ness: PSI Rockin *beta*

Jeff:

- (first turn) Big Bottle Rocket
 - (subsequent turns) *shoot*, if the battle isn't over in 1 round
 - Croissant, Picnic Lunch, or Large Pizza, if someone's HP falls below 150
 - Bombs and Super Bombs
-

Walkthrough

Preparation

Note: If you saved your game after the "point of no return" and Jeff doesn't have Big Bottle Rockets or Super Bombs, you can try stocking up on **Teddy Bears** in Twoson's Dept. Store or **Bombs** from the Arms Dealer in Threed. You can also buy **Croissants** at the Bakery, **Picnic Lunches** at Dusty Dunes Desert, or order **Large Pizzas** from Mach Pizza and give them to Jeff. Use food to recover moderate damage after fights to conserve Ness's PP for the boss fight.

The most important thing to remember is that gift box enemies can move only in a straight line and can be avoided or approached from behind. While an unavoidable group of enemies is likely to appear at the top of the last escalator, you should be able to avoid most other fights on the top floor by walking along the bottom of the room.

Before going any further, transfer some of Paula's goods to Ness or Jeff's inventory. Equip Jeff with your best defensive items--give him the Franklin Badge, the **Mr. Saturn Coin**, and the **Platinum Band** if you have them, and give Ness the **Coin of Defense**. Don't sell anything you might need later because this is a temporary setup.

Make sure to save your game at the Hotel.

The Fourside Dept. Store opens once the Runaway Five is free. Be at max HP/PP before entering the store.

Go to the arms dealer on the second floor and buy a **Hyper Beam** for Jeff. If Jeff doesn't have a **Big Bottle Rocket**, buy 1 or 2 of those, and buy a few **Super Bombs** if you can afford them. Next, go to the Tool Shop on the 3rd floor and buy whatever armor you need for Ness and Jeff (most likely a **Gold Bracelet** for Ness). Don't buy anything for Paula. Walk back towards the entrance.

Mook Spook

Once the lights go out, head towards the 4th floor. The enemies on the way are powerful but can be avoided--the gift boxes can move only in a straight line and can be sidestepped. After that, you can try to approach them from behind to get a surprise opening attack or continue on your way. Keep in mind that if you get a green swirl, you have a 100% chance of running away in the first round.

Use PSI Rockin *beta* and Super Bombs when facing a group. When facing only 1 **Mystical Record** or **Musica**, have Jeff use the **Slime Generator** in the first round; the Slime Generator has a decent success rate against those enemies and can give you a free round. Always defeat **Scalding Coffee Cups** first and Musicas second. Eat food after fights to keep Ness and Jeff's HP near max.

Enter the 4th floor office and talk to the **creature** behind the desk to start the battle. Use PSI Rockin *beta* and a Big Bottle Rocket to win in 1 or 2 rounds.

If you don't have a Big Bottle Rocket, have Jeff use food to keep everyone alive while Ness uses PSI Rockin *beta*. Have Jeff throw Bombs and Super Bombs when he has the chance.

After the Department Store returns to normal, return to the Arms Dealer to buy a couple of Big Bottle Rockets to replenish Jeff's supply.

Moonside

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 32

<i>Equipment</i>	Ness	Jeff
Weapon	Mr. Baseball Bat	Hyper Beam
Body	Great Charm	Great Charm
Arms	Gold Bracelet	Platinum Band
Other	Coin of Defense	Mr. Saturn Coin

Gift Boxes

Item	Description	Location
Night Pendant	Armor (<i>Body</i>); protects from Flash (equip on Ness)	Southwestern area (talk to a warping man in front of the hospital)
Handbag Strap	Inflicts minor damage and solidifies its target	Southeastern area
Secret Herb	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)	Southwestern area
Protein Drink	Recovers 80 HP	West edge of town
Double Burger	Recovers 90 HP	Behind the Hospital

Enemies

Abstract Art

Vulnerable: Paralysis

Attacks

Standard attack

Damage:

- 35~55 HP (Ness)
- 20~30 HP (Jeff)

Hypnosis *alpha*

Effect: might put a target to **sleep**

Strategy

You should be able to win within 2 rounds using standard attacks.

Ness:

- *bash*
- Recover with Lifeup if HP falls to 60 or lower

Jeff: *shoot*

Dali's Clock

Vulnerable: Hypnosis

Attacks

Freeze you in time

Effect: the Dali's Clock attacks 1, 2, or 3 times in a round

Standard attack

Damage:

- 35~45 HP (Ness)
- 20~25 HP (Jeff)

Say "tick-tock"

Effect: none

Strategy

You should be able to win within 2 rounds using standard attacks. Make sure Ness and Jeff have at least 90 HP or so before engaging the Dali's Clock.

Ness:

- *bash*
- Recover Ness with Lifeup *beta* if HP falls to 100 or lower
- Recover Jeff with Lifeup *alpha* if HP falls to 80 or lower

Jeff: *shoot*

Enraged Fire Plug

Vulnerable: Freeze, Brainshock

Attacks

Standard attack

Damage:

30~45 HP (Ness)

10~20 HP (Jeff)

Spray a gigantic blast of water

Effect: damages the entire party

Damage:

75~110 HP (Ness)

55~90 HP (Jeff)

Strategy

You should be able to win within 3 rounds using standard attacks. Use PSI Rockin *beta* when facing a group. Make sure Jeff is carrying some food in case both Ness and Jeff are mortally wounded.

Try to take advantage of the rolling HP counter when facing the Enraged Fire Plug. If your party takes mortal damage but you feel like you can end the battle before the HP counter reaches 0, continue using standard attacks instead of recovering with Lifeup.

Ness:

- *bash*
 - PSI Rockin *beta*, when facing a group
 - Recover Ness with Lifeup *beta* if HP falls to 120 or lower
 - Recover Jeff with Lifeup *alpha* or *beta* if HP falls below max
-

Jeff:

- *shoot*
 - Food, if both Ness and Jeff are heavily injured
-

Robo-Pump

Attacks

Whisper "3..."

Effect: none

Comments: The Robo-Pump always attacks in the order listed here.

Murmur "2..."

Effect: none

Mutter "1..."

Effect: none

Throw the bomb

Effect: inflicts 50~120 HP of damage to a target and 20~60 HP to adjacent targets

Replenish a fuel supply

Effect: recovers max HP

Say "tick-tock"

Effect: none

Strategy

You should be able to win within 3 rounds using standard attacks. Ness and Jeff should ideally have over 100 HP before starting this fight in case the Robo-Pump manages to throw a Bomb.

Ness: *bash*

Jeff: *shoot*

Evil Mani-Mani

Recommended Level: 32

Attacks

Standard attack

Damage:

60~80 HP (Ness)

55~75 HP (Jeff)

PSI Magnet *alpha*

Effect: steals 2 to 8 PP from a target

Paralysis *alpha*

Effect: might **paralyze** a target

Emit a glorious light

Effect: equivalent to **Flash *omega***

Comments: The **Night Pendant** provides near immunity to this attack.

Emit a pale green light

Effect: resets any stats changes and removes all shields

Strategy

Equip Ness with the **Night Pendant** before fighting the Mani-Mani Statue. Use **Big Bottle Rockets** and PSI Rockin *beta* as much as possible to win in 2 or 3 rounds. Cure anyone paralyzed with a Secret Herb.

If Jeff doesn't have a Big Bottle Rocket, transfer all of your food and bombs to Jeff's inventory before the fight. Use PSI Rockin *beta* in each round while Jeff uses any Bombs or Super Bombs he has. Have Jeff use food to keep everyone alive so that Ness can focus on attacking. If you don't have any food, buy some **Double Burgers** at the Hotel.

Ness: PSI Rockin *beta*

Jeff:

- Big Bottle Rocket
 - Food, if no Big Bottle Rocket
-

Walkthrough

The Cafe

Buy 2 **Big Bottle Rockets** at the Dept. Store if Jeff doesn't have any. Go to the Cafe in the northwest corner of Fourside. (In the Japanese version of the game, the Cafe is actually a bar.)

In the Cafe, talk to the woman standing by the right wall of the room. Go back outside to find a group of people crowding around Everdred lying on the ground. Talk to the shaggy haired kid on the right end of the line of people and answer "yes" when prompted. Give him any nonessential item, and he'll move out of the way.

Talk to Everdred and answer "no" when prompted; answering "yes" causes him to tell his story again.

After he leaves, enter the Cafe and *check* the cabinet behind the counter.

Moonside

Talk to the people here and you'll realize "no" means "yes" and "yes" means "no." If you talk to one of the blonde haired men wearing sunglasses outside, Ness and Jeff will be teleported to another part of Moonside.

The only thing you need to do here is find a way out. First, talk to the man standing to the right of the Monotoli Building in southern Moonside. You can teleport to the Monotoli Building by talking to one of the blonde men southeast of the Cafe.

Next, talk to the blonde man in front of the Hospital in northern Moonside to warp to a gift box. Open the gift box to find a **Night Pendant** and equip it on Ness.

You need to talk to two more blond haired men to progress. Get a **Secret Herb** from one of the gift boxes on the way. Give it to Jeff or whoever doesn't already have one in preparation for the next boss.

Your final warp comes from a man wearing glasses. Answer "no" to his question when you talk to him.

Talk to the silhouette in this room and answer "no" when prompted. Next, talk to the other man to escape from the room.

Rest at the Hotel if Ness and Jeff aren't at max HP/PP. If Jeff doesn't have a Big Bottle Rocket, buy some **Double Burgers** for him in the lobby.

Leave the Hotel and talk to the person standing next to the Monotoli Building again. This time, the man moves out of the way.

Approach the entrance of the Monotoli Building and *check* the **statue** to start the fight. Use PSI Rockin *beta* and Big Bottle Rockets to win in 2 or 3 rounds.

If you don't have a Big Bottle Rocket, give all of your food and bombs to Jeff. Have Ness use PSI Rockin *beta* as much as possible while Jeff keeps everyone alive with food. Use a Secret Herb if someone gets paralyzed.

Leave the Cafe and replenish your supply of Big Bottle Rockets at the Dept. Store. Go to Dusty Dunes Desert and enter the Monkey Cave north of the Drugstore.

Monkey Cave

Jump to full [[Walkthrough]]

Items

Pencil Eraser

Use: eliminates any pencil shaped statues

You need the Pencil Eraser to get through the Monkey Cave. If Paula had the Pencil Eraser when she was kidnapped, call **Escargo Express** to have it delivered to the party (Thanks to: **G. Pilon**).

Flame Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; reduces damage from Fire or equivalent attacks by 96%; Defense +15

Obtained: chest in the Monkey Cave; from the first room with monkeys, enter the left door, the right door, and then the right door

Equip the Flame Pendant on Paula when she rejoins the party. This item comes in handy against many fire using enemies that appear later.

Broken Tube

Use: can be repaired by Jeff into the **Hungry HP-sucker**

IQ Required: 36

Obtained: trash can in the Monkey Cave, next to the Flame Pendant; from the first room with monkeys, enter the left door, the right door, and then the left door

The Hungry HP-sucker drains 10~20% of all enemies' max HP and gives it to Jeff. The success rate is good enough for the Hungry HP-sucker to be useful against groups of enemies when Jeff needs to recover, but it almost never works against bosses (though it can be pretty damaging when it does).

Neutralizer

Use: resets all stats changes and removes any shields from all enemies and allies

Obtained: trash can in the Monkey Cave; from the first room with monkeys, keep entering the right door

Some enemies later in the game are protected with reflecting shields, and the Neutralizer is usually the most reliable way to remove them.

Gift Boxes

Item	Description	Location
Bag of Dragonite	Inflicts 250~400 HP of fire damage to all enemies	From the first monkey room, enter the right door, the left door, and then the left door
Broken Tube	Repaired into the Hungry HP-sucker (36 IQ required)	Left door, right door, left door
Flame Pendant	Armor (<i>Body</i>); reduces damage from Fire and equivalent attacks by 96%	Left door, right door, right door
Neutralizer	Resets all stats changes and removes everyone's shields	Right door, right door, right door
Brain Food Lunch	Recovers 300 HP and 50 PP; recovers max HP/PP with a Salt Packet	End of the Monkey Cave
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	

Gift Boxes (Tradable Items)

Item	Description	Location
Hamburger (x3)	Recovers 50 HP	From the first monkey room, enter the right door and then the right door
		Left door, right door
		Right door, left door, right door
Picnic Lunch	Recovers 80 HP	Right door, left door, right door
Pizza (x2)	Recovers 120 HP	Left door

		Left door, left door
Protein Drink	Recovers 80 HP	Right door, left door
Ruler	Does nothing	Left door, right door
Wet Towel	Cures sunstroke	Right door

Enemies

The enemies in the Monkey Cave should give you no problems.

Walkthrough

Introduction

Note: A map might be easier to follow:

<http://walkthrough.starmen.net/earthbound/image/maps/monkeycaves.png>

To get to the end of the Monkey Cave, the party needs to give various items to monkeys blocking the way. You can buy or obtain most of the items you'll need before entering the cave, but almost all of the necessary items can be found within the cave itself. I assume in the walkthrough that you'll be buying a minimal amount of items before entering the cave and that the party doesn't have any of the needed items beforehand.

Some very useful items can be found in the Monkey Cave. The **Neutralizer** is a tool for Jeff that eliminates all enemy shields (as well as your own) and resets any stats changes, and the **Flame Pendant** is armor that reduces damage from Fire and equivalent attacks by 96%. Both items are potential lifesavers later in the game. The walkthrough below describes how to get to the end of the cave while getting all the important items found inside.

The Trading Game

Before entering the cave, buy a **Picnic Lunch** and a **Skip Sandwich** from the Dusty Dunes Drugstore if the party doesn't have them. Bring the Pencil Eraser with you also.

Note: If Paula had the Pencil Eraser when she was kidnapped, call **Escargo Express** and have them deliver it (Thanks to: **G. Pilon**).

The Neutralizer

1. Enter the cave and walk west until you see 2 monkeys. Give the monkey on the left a **Picnic Lunch**. Enter the doorway and obtain a **Pizza** in the next room.
1. Walk west until you see 2 more monkeys. Give the monkey on the left a **Pizza** and get the **Pizza** in the next room.
1. Walk west and receive the **Fresh Egg** from the monkey. The Fresh Egg turns into a Chick in about 1 minute, so you must hurry the next part. If you don't give the Fresh Egg away in time, the same monkey gives you another one.
1. Go back 4 rooms and give the monkey on the right a **Skip Sandwich**. Obtain the **Wet Towel** in the chest.
1. Walk west and give the monkey on the left a **Pizza**. Obtain the **Protein Drink** in the next room.
1. Return to the previous room and give the monkey on the right a **Protein Drink**. Obtain the **Hamburger** in the chest.
1. Walk west and give the monkey on the right a **Fresh Egg**. The Neutralizer is in the next room.

The Flame Pendant and the Broken Tube

1. Go back 5 rooms and enter the doorway on the left (the one opened by giving the monkey a Picnic Lunch at the beginning).
1. Keep going forward until you see 2 monkeys. Give the monkey on the right a **Wet Towel** and get the **Ruler** and the **Hamburger** in the next room.
1. Walk west and give both monkeys a **Hamburger**. Enter each doorway to find the Flame Pendant and the Broken Tube. Equip the Flame Pendant on Jeff for now, but equip it on Paula when she rejoins the party.

The Bag of Dragonite and the End of the Cave

1. Go back 5 rooms and enter the doorway on the right.
1. Walk west until you see 2 doorways and enter the one on the right.
1. Walk west until you see two more monkeys and give the one on the left a **Ruler**. Enter the doorway and receive the **King Banana** from the monkey.
1. Go back 3 rooms and enter the doorway on the left.
1. Walk west and give the monkey on the right the **King Banana**.

Keep moving forward to reach the end of the cave. If you want a **Bag of Dragonite**, obtain the **Hamburger** in the next room, go back 1 room and give the Hamburger to the monkey on the left.

Talk to Talah Rama, the man floating in the air, and receive the **Yogurt Dispenser**.

Next, talk to the monkey to have Ness learn **Teleport alpha**.

Don't Teleport to Winters

With **Teleport alpha**, you can go to Winters to buy some of the equipment from the Drugstore there. You shouldn't do this, however, because better equipment will be available soon, and you should save as much money as possible to buy the best gear in the next town.

Monotoli Building

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 33

Equipment	Ness	Jeff
Weapon	Mr. Baseball Bat	Hyper Beam
Body	*Night Pendant	*Flame Pendant
Arms	Gold Bracelet	Platinum Band
Other	Coin of Defense	Mr. Saturn Coin
* = new		

Gift Boxes

Note: All enemies on the 48th floor disappear once you've completed the main objective here, making it easier to reach any gift boxes you skipped.

Item	Description	Location
Sudden Guts Pill	Doubles Guts for 1 fight	48th floor
Vital Capsule	Increases Vitality by 1 (save for Paula)	
Trout Yogurt	Recovers 30 HP	From the maid

Enemies

Sentry Robot

Attacks

Fire a beam

Damage:

- 40~60 HP (Ness)
- 30~50 HP (Jeff)

Fire a Bottle Rocket

Damage: 100~150 HP

Call for help

Effect: another Sentry Robot might join the fight

Say "tick-tock"

Effect: none

Strategy

You should be able to defeat the Sentry Robot within 3 rounds using standard attacks. Use PSI Rockin *beta* when fighting a group.

Ness:

- *bash*
- PSI Rockin *beta*, when facing more than one
- Recover with Lifeup if HP falls to 120 or lower

Jeff: *shoot*

Clumsy Robot

Recommended Level: 33

Attacks

Fire a missile, making itself dizzy

Damage: 150~350 HP; 90~170 HP to adjacent targets

Stumble, but fire a strange beam

Effect: solidifies a target

Eat a bologne sandwich

Effect: none

Comments: The battle dialogue window says the Clumsy Robot recovers full HP after eating the sandwich, but from my experience this move doesn't seem to delay the end of the fight.

Clean the area

Effect: none

Is reeling

Effect: none

Is wobbly

Effect: none

Lose a gear and some bolts

Effect: none

Re-apply a bandage

Effect: none

Want to go and get a battery

Effect: none

Strategy

Use Paralysis *alpha* in each round until it works, while Jeff uses food to keep everyone's HP up. When recovering HP, try to wait until the HP counter reaches max before attacking again (provided nobody is seriously wounded).

Don't use Big Bottle Rockets against the Clumsy Robot because it rarely (if ever) inflicts any damage.

Ness:

- Paralysis *alpha*, until successful
 - *bash*
 - Recover with Lifeup if HP falls to 150 or lower
-

Jeff:

- *shoot*
 - Recover with food if HP falls to 150 or lower
-

Walkthrough

The 48th Floor

Return to Fourside after receiving the **Yogurt Dispenser** from Talah Rama in the Monkey Cave. Buy a few **Double Burgers** for Jeff at the Dept. Store if you have no food. Buy a couple of **Big Bottle Rockets** as well if Jeff doesn't have any, and save them for the next Sanctuary boss.

Go to the Monotoli Building in northern Fourside and talk to the maid standing outside. Enter the building, take the elevator to the 47th floor, and enter the other elevator to go to the 48th floor.

The 48th floor is guarded by a few **Sentry Robots**. You should be able to defeat this enemy within 3 rounds using standard attacks. Use PSI Rockin *beta* when facing a group. Recover with Lifeup if Ness or Jeff's HP falls below 120.

Once off the elevator, walk west through the door and fight the 2 Sentry Robots in the hallway. (It's possible to avoid both Sentries by eating a **Skip Sandwich (DX)** and quickly ducking into the adjacent rooms.) Enter the leftmost door at the end of the hallway. You can avoid the Sentry Robot in the next room by squeezing between the desk and the wall in the upper left corner of the room. Enter the upper door.

The door at the top of the next room leads to a gift box containing a **Sudden Guts Pill** guarded by a Sentry Robot. If you don't want to fight the Sentry Robot, you can return to this gift box later.

Enter the other door to proceed. The Sentry Robot in the next room can be avoided by quickly entering the right-hand door to the north. The left door leads to a **Vital Capsule**, which should be saved for Paula when she rejoins the party.

The upper door in the next room leads to the maid's room, but all she gives the party is Trout Yogurt, a food item that recovers a paltry 30 HP.

Clumsy Robot

Before proceeding, be at max HP and give your best food to Jeff. Enter the door on the left to encounter the **Clumsy Robot**.

The Clumsy Robot's only attack can inflict mortal damage to either Ness or Jeff in 1 hit, but Paralysis can render this enemy helpless. Paralysis isn't guaranteed to work, but you should eventually be successful if you keep using it in each round. Have Jeff use food to keep everyone's HP above 120.

Monotoli

Enter the door to the left after the battle is over and talk to Monotoli.

When Paula rejoins the party, give her your best armor and the Franklin Badge. Paula should be equipped with a **Flame Pendant**, a **Platinum Band**, and the **Mr. Saturn Coin**; Jeff should wear a **Great Charm**, a **Gold Bracelet**, and a **Coin of Defense**; and Ness should wear a **Night Pendant**, a **Silver Bracelet**, and a **Coin of Slumber**.

Enter the door to the left and walk to the end of the hallway. Approach the helicopter, watch the scene, and return to the entrance of the Monotoli Building.

Return to Winters

Make sure Jeff has Big Bottle Rockets and there's nothing else you want to do around here before proceeding. Return to the cell where Ness and Paula were held earlier in Threed to find the Sky Runner fixed. *Check* the Sky Runner to fly to Dr. Andonuts's Lab.

Don't teleport away from Winters until you reach the next town. Otherwise, when you teleport back to Winters the party will be taken to Snow Wood Boarding House, and you'll have to walk all the way south to Dr. Andonuts's Lab while facing much **stronger enemies** than the first time Jeff traveled through Winters.

Fourth Sanctuary Location

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 34

<i>Equipment</i>	Ness	Paula	Jeff
Weapon	Mr. Baseball Bat	Deluxe Fry Pan	Hyper Beam
Body	Night Pendant	Flame Pendant	Great Charm
Arms	Silver Bracelet	Platinum Band	Gold Bracelet
Other	Coin of Slumber	Mr. Saturn Coin	Coin of Defense

Enemies

Mighty Bear Seven

Attacks

Standard attack

Damage:

80~110 HP (Ness)

45~65 HP (Paula)

70~95 HP (Jeff)

Claw with his sharp nails

Damage:

160~210 HP (Ness)

120~150 HP (Paula)

140~170 HP (Jeff)

Biting Attack

Damage:

160~210 HP (Ness)

135~170 HP (Paula)

155~180 HP (Jeff)

Strategy

Use Paula's strongest Freeze attack to defeat the Mighty Bear Seven first in any fight.

Ness:

- *bash*
- Recover Ness or Jeff with Lifeup if HP falls to 150 or lower
- Recover Paula with Lifeup *alpha* or *beta* if HP falls below max

Paula:

- Freeze *beta*
- Freeze *gamma*

Jeff: *shoot*

Cave Boy

Vulnerable: Fire
Resistant: Freeze

Attacks

Swing a club
Damage: 1 HP

Shout in a loud voice
Effect: reduces a target's Offense and Defense by about 6%

Strategy

You should be able to defeat the Cave Boy within 2 rounds with standard attacks.

Ness, Paula, Jeff: *bash/shoot*

Arachnid!

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack
Damage:

30~50 HP (Ness)
15~25 HP (Paula, Jeff)

Sting with its poison stinger
Effect: **poisons** a target

Shoot spider silk out of its body
Effect: solidifies a target (sometimes for multiple rounds)

Strategy

A hit from any 2 party member's standard attack should defeat the Arachnid!. Use Healing *beta* to cure poison after fights. Always defeat this enemy last.

Ness, Paula, Jeff: *bash/shoot*

Elder Batty

Vulnerable: Paralysis, Brainshock

Attacks

Standard attack
Damage:

40~70 HP (Ness)
15~25 HP (Paula)
30~50 HP (Jeff)

Biting attack
Damage:

90~140 HP (Ness)
80~90 HP (Paula)
90~130 HP (Jeff)

Become friendly and affectionate
Effect: solidifies a target

Size up the situation
Effect: makes itself **feel strange**

Strategy

A hit from each party member's standard attack should defeat the Elder Batty. If this enemy appears in a group, use Freeze *beta* and a hit from Ness or Jeff's standard attack. Defeat this enemy after any **Strong Crocodiles** it might appear with.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 120 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 100 or lower
-

Paula:

- *bash*
 - Freeze *beta*, when facing a group
-

Jeff: *shoot*

Strong Crocodile

Attacks

Standard attack

Damage:

80~110 HP (Ness)

60~70 HP (Paula)

70~85 HP (Jeff)

Swing its tail very hard

Damage:

170~200 HP (Ness)

110~170 HP (Paula)

125~180 HP (Jeff)

Biting attack

Damage:

160~200 HP (Ness)

110~160 HP (Paula)

150~190 HP (Jeff)

Edge closer

Effect: none

Strategy

Use Paula's strongest Freeze attack and standard attacks to defeat the Strong Crocodile as soon as possible.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup if HP falls to 150 or lower
 - Recover Paula with Lifeup *alpha* or *beta* if HP falls below max
-

Paula:

- Freeze *gamma*
 - Freeze *beta*
-

Jeff: *shoot*

Shroom! (Sanctuary Boss)

Recommended Level: 34

Vulnerable: Fire

Attacks

Standard attack

Damage:

110~130 HP (Ness)
60~90 HP (Paula)
65~100 HP (Jeff)

Lifeup *alpha*

Effect: recovers 70~120 HP

Scatter some spores

Effect: **mushroomizes** a target

Scatter some spores

Effect: **poisons** a target

Disrupt your senses

Effect: a target becomes unable to use PSI for 4 rounds

Comments: The success rate of this attack is too low to pose much of a threat.

Strategy

Like most boss battles, the best strategy here is to be aggressive and defeat the enemy quickly. This is especially true against Shroom! because it will likely mushroomize most of your party if the battle lasts too long.

Assuming nobody is mushroomized, use up all Big Bottle Rockets and attack with PSI Rockin *beta* and Fire *beta* as much as possible. Keep everyone's HP above 120 and don't bother to cure anyone poisoned.

If Jeff doesn't have any Big Bottle Rockets, don't teleport to Fourside to buy any. Instead, buy some **Beef Jerky** for Paula and Jeff from the Cave Boy in Dr. Andonuts's Lab, and use them to keep everyone alive. The **Bag of Dragonite** is effective as well, though ideally you should save it for a later boss.

If Ness becomes mushroomized, have him use only Lifeup or Healing *beta*. If Paula is mushroomized, have her use food and Offense Up *alpha* on Jeff and Ness if he runs out of PP. If both Ness and Paula get mushroomized, have Paula use Freeze *beta* and have Jeff recover any mortally wounded party member with food.

Ness:

- PSI Rockin *beta*
 - *defend*, if mushroomized
 - Recover Ness or Jeff with Lifeup if HP falls to 120 or lower
 - Recover Paula with Lifeup *alpha* if HP falls to 90 or lower
-

Paula:

- Fire *beta*
 - Offense Up *alpha*, if mushroomized
 - Freeze *beta*, if both Ness and Paula are mushroomized
-

Jeff:

- (first few turns) Big Bottle Rocket
 - food items
 - *defend*, if mushroomized
-

Walkthrough

Fourth Sanctuary Location

After reaching Winters, *check* the Instant Revitalizing Device to recover HP/PP (the Device is the machine that looks like a furnace).

If Jeff doesn't have Big Bottle Rockets, don't teleport to Fourside to buy any. Instead, buy some **Beef Jerky** for Paula and Jeff from the Cave Boy. If you don't have any money and food either, you can still survive but you'll need a bit of luck.

Go to the Shining Spot Jeff passed by on his first trip through Winters. There are new, more powerful enemies around Stonehenge and inside the cave, but the way to the Shining Spot is short. The [[Cave Boy]] and the **Mighty Bear Sevens** both move slower than the party on the field, but use Freeze to defeat any Bears as soon as possible if you get into a fight. The Cave Boys hardly pose a threat anymore.

Sanctuary Boss

While nobody is mushroomized, use up all Big Bottle Rockets and attack with PSI Rockin *beta* and Fire *beta* as much as possible. Keep everyone's HP above 120 and don't bother to cure anyone poisoned.

If Jeff doesn't have any Big Bottle Rockets, use PSI Rockin *beta* and Fire *beta* as much as possible while Jeff keeps everyone alive with food.

If Ness becomes mushroomized, have him use only Lifeup or Healing *beta*. If Paula is mushroomized, have her use food items and Offense Up *alpha* on Jeff and Ness if he runs out of PP. If both Ness and Paula get mushroomized, have Paula use Freeze *beta* and have Jeff recover any mortally wounded party member with food.

After defeating Shrooom!, record the Fourth Sanctuary Melody, return to the lab, and ride the Sky Runner again.

Winters's New Enemies

This section is for those who teleported away from Winters after taking the Sky Runner there and before reaching the next town. If you saved after doing this or saved too long ago, you'll have to walk from Snow Wood Boarding House to Dr. Andonuts's Lab while facing some new enemies.

Before making your way south, equip Paula with the **Great Charm** to increase her Speed. Buy 1 or 2 **Secret Herbs** at Saturn Valley if you don't have any in case someone gets **diamondized** and bring the Pencil Eraser with you. If you don't have any food, buy some **Double Burgers** for Paula and Jeff in Fourside's Dept. Store.

The enemies you'll face are the Lesser Mook, the Wooly Shambler, and the Whirling Robo. The **Lesser Mook** is the most powerful because it can use Freeze and cause diamondization. Use PSI Shield *sigma* in the first round and use Fire *beta* until the Lesser Mook is defeated. Use Hypnosis *omega* while in northern Winters to put the Lesser Mook and maybe its cohorts to sleep.

The **Whirling Robo** can use a **Neutralizer** to remove your shields and leave you exposed to the Lesser Mook's Freeze, so always have your fastest party member carry some food in case someone gets mortally wounded. Use Freeze *beta* and a standard attack to defeat the Whirling Robo after any Lesser Mooks.

The **Wooly Shambler** can use PSI Shield and Flash, but they aren't likely to cause much trouble. If the Wooly Shambler uses PSI Shield on a Lesser Mook, you should usually be alright using standard attacks instead of Fire against the Lesser Mook.

Don't worry about PP in northern Winters because you can rest in a couple of tents on the way to Lake Tess. Brick Road is no longer in southern Winters to let you rest, so you'll have to conserve your PP until you get to Dr. Andonuts's Lab after crossing the lake. Don't use Hypnosis *omega* and use PSI Magnet when facing only 1 Wooly Shambler or Whirling Robo to recover Paula's PP. Use food to recover moderate damage after fights.

Summers/Dalaam/Fourside

".....preeet!...pooooot!..."

-Meditating Man in Dalaam

Photo Spots:

- In front of the Hotel in Summers
- Inside the Restaurant in Summers, in the northwest part of the building
- The beach in Summers, in front of the man selling the Gelato de Resort
- In Toto next to one of the sailors, after Poo joins the party
- Outside the Fourside Museum entrance, after recording the Fifth Sanctuary Melody
- In front of the Palace in Dalaam, after Poo joins Ness
- Inside the Palace in Dalaam in front of the throne, after Poo joins Ness

Outline

1. Learn **Stoic Club's** phone number from a man in Toto
2. Call the Stoic Club
3. In the Stoic Club, talk to the man with the mustache who mentions Magic Cake
4. In the Stoic Club, talk to the woman in the pink dress and ask her for Magic Cake
5. Talk to the woman outside and eat some Magic Cake
6. Go to the "Place of Emptiness" in southeastern Dalaam
7. Meditate at the "Place of Emptiness" and don't move until a Spirit appears
8. Return to the Palace and talk to the old man
9. Talk to the man on the second floor of the Museum in Summers
10. *Check* the Hieroglyphs and receive the Hieroglyph Copy
11. Answer the phone on the first floor of the Museum in Summers
12. Go to Fourside and talk to Mr. Spoon in the Museum
13. Go to Topolla Theater and talk to Venus to receive the Signed Banana
14. Give the Signed Banana to Mr. Spoon
15. Record the **Fifth Sanctuary Melody** and obtain the Carrot Key
16. Go to Dalaam and *use* the Carrot Key on the three rabbits blocking the southwest cave
17. Record the **Sixth Sanctuary Melody**
18. Go to Summers, talk to the sailor in Toto, and set sail for Scaraba
19. Defeat the **Kraken**

Stoic Club

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 36

Equipment	Ness	Paula	Jeff
Weapon	*Big League Bat	*Non-Stick Frypan	Hyper Beam

Body	Night Pendant	Flame Pendant	Great Charm
Arms	*Diamond Band/Platinum Band	*Diamond Band	*Diamond Band/Platinum Band
Other	*Lucky Coin/Coin of Defense	*Lucky Coin	*Lucky Coin/Mr. Saturn Coin
* = new			

Shopping List

Note: The Big League Bat and the Platinum Band are sold at about half the price in Scaraba, the next town. You can get there pretty soon.

Summers Shop

Item	Price	Description
Big League Bat	\$3080	Weapon for Ness; Offense +54
Lucky Coin	6000	Armor (<i>Other</i>); Defense +50, Luck +20
Diamond Band	9998	Armor (<i>Arms</i>); Defense +50
Platinum Band	6899	Armor (<i>Arms</i>); Defense +40

Winters Drugstore

Item	Price	Description
Coin of Silence	\$2500	Armor (<i>Other</i>); Defense +45, Luck +16 (buy as an alternative to the Lucky Coin)
Non-Stick Frypan	1490	Weapon for Paula; Offense +50

Enemies

Crazed Sign

Vulnerable: Hypnosis

Attacks

Standard attack

Damage:

- 5~10 HP (Ness, Jeff)
- 3~5 HP (Paula)

Hypnosis *alpha*

Effect: might put a target to **sleep**

Paralysis *alpha*

Effect: might **paralyze** a target

Strategy

A hit from each party member's standard attack should defeat the Crazed Sign. If this enemy appears with a [[Mad Taxi]], defeat the Crazed Sign first.

Ness:

- *bash*
- Hypnosis *alpha*

Paula: *bash*

Jeff: *shoot*

Mad Taxi

Vulnerable: Paralysis

Attacks

Rev and accelerate

Damage: 30~40 HP

Spew exhaust fumes

Effect: makes a target start **crying**

Strategy

A hit from Ness and Jeff's standard attacks should defeat the Mad Taxi. Defeat this enemy after any [[Crazed Sign]].

According to starmen.net, the Mad Taxi has a 1/128 chance of carrying the **Xterminator Spray** (Thanks to: **C.V. Reynolds**).

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 80 or lower
-

Paula: *bash*

Jeff: *shoot*

Mole Playing Rough

It's the same mole that ambushed you in Dusty Dunes Desert, and it's back for revenge!

Over Zealous Cop

Attacks

Come out swinging

Damage: 15~25 HP

Grapple and use his submission hold

Damage: 70~120 HP

Lose his temper

Effect: increases Offense by about 6% (or about 4 points)

Guard

Effect: reduces damage from *bash* by 50%

Comments: Damage from Jeff's *shoot* isn't reduced by this move.

Strategy

You should be able to defeat the Over Zealous Cop in 1 or 2 rounds using standard attacks. Defeat this enemy first if it appears with a **Tough Guy**.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 120 or lower
-

Paula: *bash*

Jeff: *shoot*

Tough Guy

Attacks

Come out swinging

Damage: 15~25 HP

Lose his temper

Effect: increases Offense by about 6% (or about 4 points)

Strategy

You should be able to defeat the Tough Guy in 1 or 2 rounds using standard attacks. Defeat this enemy after any **Over Zealous Cops**.

Ness, Paula, Jeff: *bash*

Walkthrough

Shopping in Summers and Winters

Buy some new equipment upon reaching Summers. The store is northeast of the party's starting point.

Merchandise here is expensive, and you might not be able to afford the best equipment. If that's the case, you can buy some slightly inferior equipment at a much lower cost in Winters (the Winters Drugstore actually sells a better weapon for Paula). Also, the Big League Bat and the Platinum Band are sold at roughly half the price in the next town, which you can reach pretty soon.

Give priority to maximizing Paula's Defense. To help you decide what to buy, here is a table comparing some of the equipment available to you (old equipment is shown as well):

Item	Stat Boost	Price	Location
Bats			
Big League Bat	+54 Offense	\$3080	Summers
T-Rex's Bat	+48 Offense	698	Winters
Mr. Baseball Bat	+38 Offense	498	Dusty Dunes
Fry Pans			
Non-Stick Frypan	+50 Offense	1490	Winters
Chef's Fry Pan	+40 Offense	1198	Summers
Deluxe Fry Pan	+30 Offense	598	Dusty Dunes
Coins			
Lucky Coin	+50 Defense, +20 Luck	6000	Summers
Mr. Saturn Coin	+47 Defense, +18 Luck	0	Saturn Valley
Coin of Silence	+45 Defense, +16 Luck	2500	Winters
Coin of Defense	+40 Defense, +13 Luck	2000	Fourside/Toto
Bracelets			
Diamond Band	+50 Defense	9998	Summers
Platinum Band	+40 Defense	6899	Summers
Gold Bracelet	+30 Defense	2799	Fourside

At the very least, buy a Diamond Band and a Lucky Coin for Paula and equip the Mr. Saturn Coin on whomever you can't afford a Lucky Coin for. It costs about \$50,000 to buy the best equipment available.

Magic Cake

Head for Toto, the town east of Summers. There is a Store here as well, but it doesn't sell anything very useful. Enter the 4th door from the start of Toto and talk to the man inside to learn the phone number of the Stoic Club, a place in Summers.

After exiting the building, the party gets a call from Tony, Jeff's roommate back in Snow Wood. He asks you to enter your name (the player's name).

Next, enter the Toto Shop and call the Stoic Club.

Enter the club in Summers and talk to the mustached man standing next to the table on the left side of the room.

Talk to the woman wearing the pink dress near the entrance and answer "yes" when prompted.

Follow the woman out of the building and walk to the cart to the southwest of the club. Talk to her to eat some Magic Cake.

Poo's Trial

Items

Brain Stone

Use: prevents its carrier from being **unable to concentrate**

Obtained: chest in Dalaam Palace

Most attacks that disrupt concentration have a low success rate, so you can leave the Brain Stone behind or give it to **Escargo Express**.

Jar of Delisauce

Use: condiment; when used with a food item, this increases the amount of HP and/or PP recovered by about 50~100%

Obtained:

- Chest in one of the houses in Dalaam
- Dalaam Restaurant

The Jar of Delisauce works well with any food item, but it's much more expensive (\$300) than other condiments (\$2~4). Good items to use condiments with are **Rock Candies** and PP recovery items such as **Magic Truffles**.

Gift Boxes

Item	Description	Location
------	-------------	----------

Brain Food Lunch	Recovers 300 HP and 50 PP (600 HP and 100 PP for Poo; max HP/PP with a Salt Packet)	Dalaam Palace
Brain Stone	Prevents its carrier from being unable to concentrate	
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	
Bottle of Water (x2)	Recovers 10 PP for Poo, 1 PP for Ness and Paula	Dalaam Restaurant
		Inside one of the houses
Bowl of Rice Gruel	Recovers 200 HP	Dalaam Restaurant
Jar of Delisauce	Condiment; works well with almost any food item	Inside one of the houses

WALKTHROUGH

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Open the chests in the Palace to obtain a **Brain Food Lunch** and a **Cup of Lifenoodles**. The **Brain Stone** is also found here, but I don't find it that useful; if you get this item, give it to Paula.

Exit the Palace and enter some of the houses to find more food. Head southeast.

Climb the rope to the top and begin meditating. Don't touch the **D-pad** while sitting. Poo stops his training if you do, and you'll have to talk to the old man back in the Palace and start all over again.

Continue to meditate and a spirit will eventually appear and test Poo. Answer "yes" to all of its questions to complete the trial. If you answer "no" to any of them, you'll have to talk to the old man back in the Palace and start again.

With the training complete, return to the Palace and talk to the old man. Poo gains a few levels and teleports to Summers to join Ness.

The Fourth Party Member

There are a few things you should know about Poo before taking him into battle. First, most food items recover only about 6 of his HP. Only medicinal items, such as the Cup of Lifenoodles, and PP recovery items work normally, but a few food items are better for Poo than for the other party members. These items are:

Brain Food Lunch: recovers 600 HP and 100 PP

Bottle of Water: recovers 10 PP

Bottle of DXwater: recovers 40 PP

Second, equipping the same weapons and armor the other party members use actually decreases Poo's stats. All of Poo's equipment is either found in gift boxes or dropped by enemies. These items are:

Weapon: **Sword of Kings** (dropped by a later enemy; can be hard to get)

Body: **Cloak of Kings** (gift box; found before Eighth Sanctuary Cave)

Arms: **Bracer of Kings** (gift box; found in Sixth Sanctuary Cave)

Other: **Diadem of Kings** (gift box; found in Seventh Sanctuary Cave)

Fifth Sanctuary Location

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 36

Equipment	Ness	Paula	Jeff	Poo
Weapon	Big League Bat	Non-Stick Frypan	Hyper Beam	(nothing)
Body	Night Pendant	Flame Pendant	Great Charm/Crystal Charm	
Arms	Diamond Band/Platinum Band	Diamond Band	Diamond Band/Platinum Band	
Other	Lucky Coin/Coin of Defense	Lucky Coin	Lucky Coin/Mr. Saturn Coin	

Items

Broken Bazooka

Use: repaired into the **Heavy Bazooka**

IQ required: 45

Obtained: trash can in the third section of the Fourside Sewers, inside a room a bit west of the Shining Spot

The Heavy Bazooka is powerful enough to inflict more damage than Jeff's *shoot* until the end of the game. Plus, it can never miss, making Jeff practically immune to crying.

Gift Boxes

Item	Description	Location
Broken Iron	Repaired into the Slime Generator (10 IQ required)	East of the entrance

Croissant	Recovers 60 HP	West of the entrance
Broken Spray Can	Repaired into a Defense Spray (1 IQ required)	Middle of the first section
Rust Promoter DX	Inflicts 400 HP of damage to all metallic enemies (except Starmen)	Second section
Broken Bazooka	Repaired into the Heavy Bazooka (45 IQ required)	Third section, west of the Shining Spot
Carrot Key	Opens the Sixth Sanctuary Cave	Sanctuary Location

Enemies

Shattered Man

Vulnerable: Paralysis

Attacks

Standard attack

Damage:

- 65~90 HP
- 180~190 HP (Poo)

Growl and lunge forward

Damage:

- 160~215 HP
- 250~315 HP (Poo)

Give you a great big hug

Effect: solidifies a single target

Reach out with its icy hand

Effect: solidifies a single target

Strategy

Have Paula use Freeze *gamma* and Poo use Freeze *beta* to end the battle in 1 or 2 rounds.

Ness:

- *bash*
- Paralysis *alpha*
- Recover with Lifeup if HP falls to 150 or lower

Paula:

- (first round) Freeze *gamma*
- (subsequent rounds) *bash*

Jeff: *shoot*

Poo:

- Freeze *beta*
- Recover Ness with Lifeup if HP falls to 150 or lower

Deadly Mouse

Vulnerable: Fire

Attacks

Biting attack (SMAAAASH!! hit)

Damage:

- 130~140 HP (Ness, Jeff)
- 120~130 HP (Paula)
- 200~220 HP (Poo)

Comments: The Deadly Mouse gets a SMAAAASH!! hit about 50% of the time. Other times, it either misses or inflicts little damage to Ness, Paula, and Jeff; Poo can suffer up to about 80 HP of damage depending on how low his level is.

Take a bite using its poisonous fangs (SMAAAASH!! hit)

Damage:

130~140 HP (Ness, Jeff)

120~130 HP (Paula)

200~220 HP (Poo)

Effect: **poisons** its target

Comments: The chance that this attack will poison its target seems to be much lower (possibly 0%) when it hits with a SMAAAASH!!.

Strategy

Use Paula's **Freeze gamma** and a standard attack from Ness or Jeff. Use PSI Rockin *beta* and Paula's strongest Fire attack when facing multiple Deadly Mice. Defeat the Deadly Mouse first when it appears in a group.

Ness:

- *bash*
 - PSI Rockin *beta*, when facing multiple Deadly Mice
 - Recover with Lifeup if HP falls to 120 or lower
-

Paula:

- Freeze *gamma*
 - Fire *beta* or *gamma*, when facing multiple Deadly Mice
-

Jeff: *shoot*

Poo:

- *bash*
 - Recover with Lifeup if HP falls to 120 or lower
-

Filthy Attack Roach

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage:

40~70 HP (Ness, Jeff)

30~55 HP (Paula)

100~150 HP (Poo)

Start a continuous attack

Effect: hits a single target twice

Damage:

40~70 HP per hit (Ness, Jeff)

30~55 HP per hit (Paula)

100~150 HP per hit (Poo)

Leap forward and spread its wings

Effect: solidifies a single target

Knit its brow

Effect: none

Strategy

A hit from Freeze *beta* and a standard attack should defeat the Filthy Attack Roach.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 120 or lower
-

Paula: Freeze *beta*

Jeff: *shoot*

Poo:

- *bash*
 - Freeze *beta*, when facing a group
 - Recover with Lifeup if HP falls to 120 or lower
-

Stinky Ghost

Vulnerable: Fire, Flash, Paralysis, Hypnosis

Attacks**Standard attack**

Damage:

- 50~80 HP (Ness, Jeff)
 - 40~65 HP (Paula)
 - 120~170 HP (Poo)
-

Possess you in a frightening manner

Effect: **possesses** a target with a Tiny Li'l Ghost

Vent a terrible odor

Effect: reduces a target's Offense by about 6%

Has a big grin on his face

Effect: none

Strategy

Use Paralysis *alpha* in the first round. If the Stinky Ghost appears in a group, paralyze it and defeat all other enemies first. If you want to inflict extra damage, both Fire and Freeze are effective.

Ness:

- (first turn) Paralysis *alpha*
 - (subsequent turns) *bash*
-

Paula: *bash*

Jeff: *shoot*

Poo: *bash*

Plague Rat of Doom (Sanctuary Boss)

Recommended Level: 38

Attacks**Standard attack (SMAAAASH!! hit)**

Damage:

- 160~170 HP (Ness, Jeff)
- 150~160 HP (Paula)
- 230~240 HP (Poo)

Comments: The Plague Rat of Doom gets a SMAAAASH!! hit about 70% of the time. Other times, it inflicts only about 1~15 HP of damage to Ness, Paula, and Jeff, or about 50~80 HP to Poo.

Biting attack (SMAAAASH!! hit)

Damage:

- 160~170 HP (Ness, Jeff)
 - 150~160 HP (Paula)
 - 230~420 HP (Poo)
-

Take a bite using its poisonous fangs (SMAAAASH!! hit)

Damage:

160~170 HP (Ness, Jeff)
150~160 HP (Paula)
230~420 HP (Poo)

Effect: **poisons** its target

Comments: The chance that this attack will poison its target seems to be much lower (possibly 0%) when it hits with a SMAAAASH!!

Has a big grin on its face

Effect: none

Strategy

Before starting the battle, give your fastest party member some food and make sure everyone has at least 150 HP. Keeping everyone's HP above 150 should give you enough time to recover someone mortally wounded before the HP counter reaches 0.

Have Paula and Poo use their strongest Freeze attack and Jeff use up any Big Bottle Rockets he has to defeat the Plague Rat of Doom quickly.

Ness:

- PSI Rockin *beta*
 - Recover with Lifeup if HP falls to 150 or lower
-

Paula: Freeze *gamma*

Jeff:

- (first few turns) Big Bottle Rocket
 - (subsequent turns) *shoot*
-

Poo:

- Freeze *gamma*
 - Recover with Lifeup if HP falls to 150 or lower
-

Walkthrough

Summers Museum

Go to the Museum in Summers and pay the \$12 admission fee.

Go to the 2nd floor and talk to the man standing in front of the door. There are 2 enemies in the next room that have high Offense, so be near max HP before entering. They can be easily defeated with Freeze or Paralysis.

Note: Leave one of the enemies alive to see a strange glitch at the end of the game.

Check the sign in front of the Hieroglyphs and attempt to leave the room. The man stops the party and gives them the Hieroglyph Copy, which repeats what is written on the Hieroglyphs. Keep it for future reference.

Answer the phone as you exit the museum. At this point, you can sail to Scaraba or go record the Fifth Sanctuary melody.

Sailing to Scaraba

You should go to Scaraba first if you can't afford the **Big League Bat** and the **Platinum Band** in Summers because they're cheaper in Scaraba. In Scaraba, you can also buy a **Broken Cannon** (32 IQ required) so Jeff can repair it into the **Spectrum Beam**. You can also buy a **Crystal Charm** for Jeff to increase his Speed by 15. This Speed increase can be useful for recovering someone mortally wounded in upcoming boss fights if you give Jeff food.

If you decide to go to Scaraba, teleport to Fourside first and buy a couple of Big Bottle Rockets at the Department Store if Jeff doesn't have any. You might want to order a **Large Pizza** and give it to Ness as well (enter a Mach Pizza store in Twoson or Threed to learn their phone number). If you have a **Bag of Dragonite**, give it to Poo.

Be at max HP/PP. Talk to one of the sailors in Toto east of Summers to set sail for Scaraba.

On the way, the ship is attacked by the **Kraken**. Use your most powerful attacks on the sea monster to end the battle in 1 or 2 rounds (it has about 1000 HP). Have Ness use a Large Pizza in the first round just in case everyone gets injured.

Fifth Sanctuary Melody

If you didn't buy a Broken Cannon in Scaraba, buy a **Broken Gadget** from the guy with a mohawk in northeast Fourside. Teleport to Saturn Valley to have Jeff repair it into the **Double Beam** (34 IQ needed).

Enter the Fourside Museum and talk to the man blocking the door on the left side of the Museum. He explains he will show his "extraordinary" thing in exchange for an autograph of the singer Venus.

Go to Topolla Theater, buy a Show Ticket, and enter the music hall to see Venus's performance (it's about 2.5 minutes long).

Once the performance ends, enter the dressing room on the other side of the music hall and talk to Venus to receive the Signed Banana.

Before going to the Museum, buy a couple of **Big Bottle Rockets** from the Department Store if Jeff doesn't have any. Return to Mr. Spoon in the Museum and *use* the Signed Banana to gain access to the sewers under Fourside.

Through the Sewers

If you don't want to spend time leveling up Poo, you'll have to be aggressive with your attacks to prevent Poo from being KO'd. Use Freeze *gamma* against the **Deadly Mouse**, Freeze *beta* against the **Filthy Attack Roach**, and Paralysis *alpha* against the **Stinky Ghost** to quickly defeat or immobilize the enemies here. None of the enemies have PP you can drain with PSI Magnet, but there is a Magic Butterfly room in the second section of the sewer.

To the right of the entrance is a **Broken Iron**. Take it if Jeff doesn't have the **Slime Generator**.

Walk left from the entrance, down the ladder into the water, and all the way east into the next part of the sewers.

There is a Magic Butterfly room near the middle of the second section. If the party is running low on PP, get out of the water at the east end of this area, walk west, and enter the door. Repeatedly reenter this room as much as you need to recover PP.

There is also a trash can to the west of the butterfly room containing a **Rust Promoter DX**; it can be useful against the many metallic enemies that appear later (though it doesn't work on Starmen).

Walk east and enter the third and final part of the sewer. The door here leads to a trash can containing a **Broken Bazooka**, which can be repaired into the **Heavy Bazooka** (45 IQ needed). The Heavy Bazooka can inflict more damage than Jeff's *shoot* for the rest of the game, so be sure to get it.

Sanctuary Boss

Before talking to the Shining Spot, give your fastest party member some food and make sure everyone has at least 150 HP.

Like all mouse enemies, the **Plague Rat of Doom** has a high rate of SMAAAASH!! hits. Keeping everyone's HP above 150 should give you enough time to recover a mortally wounded character before the HP counter reaches 0.

Have Paula and Poo use their strongest Freeze attack and Jeff use up any Big Bottle Rockets he has. You should hopefully be able to win in just a couple of rounds.

Once the Plague Rat of Doom is defeated, climb the ladder and record the Fifth Sanctuary Melody. The nearby chest contains a Carrot Key, an item that opens the Sixth Sanctuary Cave in Dalaam. Obtain it and head back to the entrance of the museum (teleport can't be used by the Sanctuary spot).

Before teleporting, go to the Department Store to replenish Jeff's supply of Big Bottle Rockets.

Sixth Sanctuary Location

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 39

Equipment	Ness	Paula	Jeff	Poo
Weapon	Big League Bat	Non-Stick Frypan	*Double Beam/Spectrum Beam	(nothing)
Body	Night Pendant	Flame Pendant	Great Charm/Crystal Charm	
Arms	Diamond Band/Platinum Band	Diamond Band	Diamond Band/Platinum Band	
Other	Lucky Coin/Coin of Silence	Lucky Coin	Lucky Coin/Mr. Saturn Coin	
* = new				

Items

Bracer of Kings

Use: armor (*Arms*) for Poo; Defense +30, Luck +35; protects from **Hypnosis**

Location: at the bottom of the hole to the right of the Shining Spot

Get the Bracer of Kings on your way back to the entrance after recording the Sixth Sanctuary Melody. This is the only item Poo should equip on his arms.

Rock Candy

Use: increases **Speed**, **Guts**, **Vitality**, **IQ**, or **Luck** by 1 (or 2, with a condiment)

Location: on the level above the Shining Spot

Obtain the Rock Candy on your way to the Shining Spot. Use it with a [[Sugar Packet]] or a **Jar of Delisauce** to boost the stat increase to 2. To apply a condiment, place both the condiment and the Rock Candy in the same person's inventory and use the Rock Candy.

Note: There is a **glitch** that lets you use the Rock Candy an unlimited number of times.

Gift Boxes

Item	Description	Location
Sudden Guts Pill	Doubles Guts for a fight	At the bottom of the first hole
Rock Candy	Increases a random stat by 1 (or 2 with a Sugar Packet or Jar of Delisauce)	On the level above the Shining Spot

Bracer of Kings	Armor (<i>Arms</i>) for Poo	At the bottom of the hole east of the Shining Spot
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Enemies

Conducting Menace

Attacks

Thunder *alpha*

Effect: summons 1 lightning bolt
Damage: 65~170 HP per bolt

Thunder *beta*

Effect: summons 2 lightning bolts
Damage: 65~170 HP per bolt

Flash *alpha*

Effect: might make the entire party start **crying** or **feel strange**

Flash *beta*

Effect: might cause **crying**, **feeling strange**, **paralysis**, or an instant KO

Strategy

A hit from each party member's standard attack should defeat the Conducting Menace. Use Freeze *beta* when facing a group. Poo should use Freeze *alpha* if his *bash* is weak.

Defeat this enemy before attacking any other.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Paula:

- *bash*
 - Freeze *alpha*, if crying
 - Freeze *beta*, if facing a group
-

Jeff: *shoot*

Poo:

- Freeze *alpha*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Kiss of Death

Vulnerable: Hypnosis

Attacks

Standard attack

Damage:

- 50~80 HP (Ness, Jeff)
 - 40~60 HP (Paula)
 - 110~130 HP (Poo)
-

Give the kiss of death

Effect: **poisons** a single target

Strategy

A hit from Ness, Paula, and Jeff's standard attacks should defeat the Kiss of Death. Defeat this enemy last when facing a group. Heal anyone poisoned after the battle is over.

Ness:

- *bash*
- Recover Ness or Jeff with Lifeup *beta* if HP falls to 80 or lower
- Recover Paula with Lifeup *beta* if HP falls to 60 or lower

- Recover Poo with Lifeup *beta* if HP falls to 120 or lower
-

Paula: *bash*

Jeff: *shoot*

Poo:

- *defend*
 - Recover Ness or Jeff with Lifeup *beta* if HP falls to 80 or lower
 - Recover Paula with Lifeup *beta* if HP falls to 60 or lower
 - Recover Poo with Lifeup *beta* if HP falls to 120 or lower
-

Tangoo

Vulnerable: Flash

Attacks

Standard attack

Damage:

60~80 HP (Ness, Jeff)

50~70 HP (Paula)

130~160 HP (Poo)

Breath in through his flute

Effect: puts one target to **sleep**

Play a flute with his poisonous breath

Effect: **poisons** a single target

Strategy

A hit from Ness, Paula, and Jeff's standard attacks should defeat the Tangoo. If this enemy appears in a group, attack the Tangoo after defeating any **Thunder Mites** or **Conducting Menaces**. Heal anyone poisoned after the battle is over. If Poo is at a low level, have him *defend* or use Freeze *alpha* when facing a group.

Ness:

- *bash*
 - Recover Ness or Jeff with Lifeup *beta* if HP falls to 80 or lower
 - Recover Paula with Lifeup *beta* if HP falls to 70 or lower
 - Recover Poo with Lifeup *beta* if HP falls to 120 or lower
-

Paula: *bash*

Jeff: *shoot*

Poo:

- *defend*
 - Freeze *alpha*, if facing a group
 - Recover Ness or Jeff with Lifeup *beta* if HP falls to 80 or lower
 - Recover Paula with Lifeup *beta* if HP falls to 70 or lower
 - Recover Poo with Lifeup *beta* if HP falls to 130 or lower
-

Thunder Mite

Vulnerable: Fire, Freeze

Attacks

Thunder *alpha*

Effect: summons 1 lightning bolt

Damage: 65~170 HP per bolt

Thunder *beta*

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Strategy

A hit from Ness, Paula, and Jeff's standard attacks should defeat the Thunder Mite. If this enemy appears in a group, defeat it with Freeze *beta* and a hit from one standard attack. Attack the Thunder Mite only after defeating any **Conducting Menaces** it might appear with.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Paula:

- *bash*
 - Freeze *beta*, if facing a group
-

Jeff: *shoot*

Poo:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Thunder and Storm (Sanctuary Boss)

Recommended Level: 40

Vulnerable: Flash

Attacks

Standard attack

Damage:

- 100~130 HP (Ness, Jeff)
 - 90~120 HP (Paula)
 - 110~160 HP (Poo)
-

Rush in, and intertwine with you

Damage:

- 270~400 HP
 - 300~450 HP (Poo)
-

Crashing boom bang attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Summon a storm

Effect: might cause **crying**, **feeling strange**, **paralysis**, or an instant KO

Take deep breaths for the next assault

Effect: none

Strategy

Before the battle begins, give your fastest party member some food and make sure everyone has at least 150 HP. Use Paula and Poo's strongest Freeze attacks, while Jeff uses up any Big Bottle Rockets he has. You should hopefully win in about 2 rounds.

Have Ness use his strongest **Flash** attack in each round. Flash *beta* has a 25% chance of either instantly defeating or paralyzing Thunder and Storm. Flash *gamma* and *omega* have a 37.5% and 50% chance of causing either respectively.

Ness:

- Flash *beta*, *gamma*, or *omega*
 - Recover with Lifeup *beta* if HP falls to 150 or lower
-

Paula: Freeze *gamma*

Jeff:

- (first few turns) Big Bottle Rocket
 - (subsequent turns) *shoot*
-

Poo:

- Freeze *beta*
- Recover with Lifeup *beta* if HP falls to 150 or lower

Walkthrough

Feed the Rabbit Statues

Note: The Sixth Sanctuary Melody doesn't have to be recorded now. If you want, the party can talk to the sailor in Toto and set sail for Scaraba instead.

Before going to Dalaam, buy a couple of Big Bottle Rockets at Fourside if Jeff doesn't have any.

Once in Dalaam, talk to the old man in the Palace to rest if needed and head toward the cave in the southwest. Use the Carrot Key while standing next to the rabbit statues to make them disappear.

Sixth Sanctuary Cave Enemies

If Poo is at a low level (level 30 or so), you might want him to *defend* when facing the **Tangoo** or the **Kiss of Death** to protect him from their standard attacks. Poo's standard attack isn't likely to inflict much damage to any enemy, and he can suffer over 100 HP of damage from physical attacks. If you want to play more offensively, Poo's Freeze *alpha* inflicts decent damage to any enemy in the cave.

The other two enemies in the cave--the **Thunder Mite** and the [[Conducting Menace]]--use only PSI attacks. Luckily, the Thunder Mite is easy to defeat and Poo can safely *bash* it. The Conducting Menace is stronger, and Poo should always use Freeze *alpha* to deal effective damage.

Sixth Sanctuary Cave

Enter the cave, climb up the first couple of ropes you see, and walk west until you see a hole. Fall through the hole and open the gift box at the bottom to get a **Sudden Guts Pill**.

Enter the leftmost hole on this level. If you enter one of the other two holes, you'll have to return to the entrance and start over.

Open the gift box at the bottom of the hole to find a **Rock Candy**. Don't use it unless you have a **Jar of Delisauce** or a **Sugar Packet** because using the Rock Candy with either condiment boosts the stat increase to 2. To apply a condiment, simply place the condiment and the Rocky Candy in the same person's inventory and use the Rock Candy.

Note: There is a **glitch** that lets you use the Rock Candy an unlimited number of times.

Fall through the next hole.

Sanctuary Boss

Walk to the left to find the **Sanctuary boss**. Before talking to it, give some food to your fastest party member and make sure everyone has over 150 HP.

Use Paula and Poo's strongest Freeze attacks and use up any Big Bottle Rockets Jeff has. You should hopefully be able to win in 2 rounds.

Have Ness use his strongest **Flash** attack in each round. Flash *beta* has a 25% chance of either instantly defeating or paralyzing this boss. Flash *gamma* and *omega* have a 37.5% and 50% chance of causing either respectively.

After recording the Sixth Sanctuary Melody, fall through the hole to the right.

Open the gift box at the bottom to find the **Bracer of Kings** and equip it on Poo's arms. (Poo should wear the bracer for the rest of the game.)

Continue moving forward to reach the entrance. Rest at the Palace if you need to and teleport to Summers (or Scaraba).

Note: (G. Pilon sent the following tip) An easy way to level up is to exit and reenter the Sixth Sanctuary Cave and defeat the lone enemy that appears near the entrance. The enemy tries to run away if you've already defeated the Sanctuary Boss, allowing you to easily approach it from behind and get an instant victory to gain 2700 or 3600 exp. points.

Sailing to Scaraba

Recommended Level: 42

Equipment	Ness	Paula	Jeff	Poo
Weapon	Big League Bat	Non-Stick Frypan	Hyper Beam/Double Beam	(nothing)
Body	Night Pendant	Flame Pendant	Great Charm/Crystal Charm	
Arms	Diamond Band/Platinum Band	Diamond Band	Diamond Band/Platinum Band	(nothing)/ *Bracer of Kings
Other	Lucky Coin/Coin of Silence	Lucky Coin	Lucky Coin/Mr. Saturn Coin	(nothing)
* = new				

ENEMY

Kraken

Recommended Level: 42

Attacks

Generate a tornado

Effect: damages the entire party

Damage:

130~190 HP (Ness)

170~210 HP (Paula, Jeff)

170~210 HP (Jeff)

190~250 HP (Poo)

Breathe fire

Damage: 180~300 HP of fire damage to everyone

Crashing boom bang attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Flash beta

Effect: might cause **crying**, **feeling strange**, **paralysis**, or an instant KO

Emit a pale green light

Effect: resets any stats changes and removes all shields

Strategy

Try to defeat the Kraken in 1 or 2 rounds (it has about 1000 HP). Use Paula and Poo's strongest Freeze attacks and any Big Bottle Rockets Jeff has. If you have a **Bag of Dragonite**, have Poo use it.

The Kraken's fire and tornado attacks inflict heavy damage to the entire party, making recovery difficult. If you want to play it safe, order a **Large Pizza** and have Ness use it in the first round. Ness tends to have low Speed and will likely go after the Kraken attacks.

Ness:

- PSI Rockin *beta*
- PSI Rockin *gamma*, if learned
- (first turn) Large Pizza

Paula: Freeze *gamma*

Jeff: Big Bottle Rocket

Poo:

- Lifeup *beta* on self, if at a low level
- Freeze *gamma*
- Bag of Dragonite

WALKTHROUGH

Sailing to Scaraba

Once Poo has joined the party, you can talk to the sailor in Toto and set sail for Scaraba. Be at max HP/PP and carry 2 Big Bottle Rockets in Jeff's inventory before setting sail. If you have a **Bag of Dragonite**, give it to Poo. If you want to play it safe, order a **Large Pizza** and give it to Ness (enter a Mach Pizza store in Twoson or Threed to learn their phone number).

Go to Toto and talk to the sailor wearing the blue and white striped shirt. One of them (the one on the right) is the husband of the Magic Cake vendor and offers passage to Scaraba for \$20/person. Answer "yes" when prompted.

During the voyage, the ship is attacked by the **Kraken**. Try to end this fight in 1 or 2 rounds (the Kraken has about 1000 HP). Use your strongest Freeze attacks and any Big Bottle Rockets and Bags of Dragonite you have.

The Kraken's attacks can inflict heavy damage to the entire party, making recovery difficult. If you ordered a Large Pizza, have Ness use it in the first round. Ness tends to have low Speed and is likely to go after the Kraken attacks.

Scaraba

"Well, you'll die by dehydration! I'm warning you!"

-Bottled water merchant, if you don't buy anything from him

Photo Spots:

- Left side of the marketplace in Scaraba
- In front of the Pyramid entrance
- Near a small oasis south of Dungeon Man's original location (Thanks to: **C.V. Reynolds**)

Outline

1. Open the Pyramid entrance by following the **instructions** on the Hieroglyphs in Summers Museum
2. Obtain the Hawk Eye in the Pyramid and exit into Southern Scaraba
3. Receive the Key to the Tower from the native standing outside the Pyramid exit
4. Use the Key to the Tower and enter **Dungeon Man**
5. Talk to Brick Road at the top of Dungeon Man
6. Walk to the southern end of Scaraba and get Dungeon Man stuck between the trees
7. Talk to the tribal native at the southern end of Scaraba and answer "yes" when prompted
8. Go to the top floor of Dungeon Man and fall through the "Goodbye Exit"
9. Check the Submarine and leave Scaraba

Pyramid

Jump to the Enemy List (**Outside** or **Inside the Pyramid**) or the full [[Walkthrough]]

Recommended Level: 42

Equipment	Ness	Paula	Jeff	Poo
Weapon	Big League Bat	Non-Stick Frypan	*Spectrum Beam	(nothing)
Body	Night Pendant	Flame Pendant	*Crystal Charm	
Arms	Diamond Band	Diamond Band	Diamond Band	(nothing)/Bracer of Kings
Other	Lucky Coin	Lucky Coin	Lucky Coin	(nothing)
* = new				

Items

Bottle of DXwater

Use: recovers about 40 PP for Poo; recovers 1 PP for Ness and Paula

Obtained: merchant near the Pyramid (\$198 each)

Conserving PP can be difficult in the Pyramid. Buy a couple of Bottles of DXwater and have Poo use Freeze, Lifeup, and Healing when possible to prevent Ness and Paula from running out of PP.

Rain Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; reduces damage from **Freeze** by about 96%; Defense +15

Obtained: casket in the Pyramid, in the room behind the Guardian General

The Rain Pendant isn't that useful because only 3 later enemies can use Freeze. If you have the **Night** and **Flame Pendants**, it's better to keep those items equipped. Also, for Jeff, the **Crystal Charm** is preferable because its Speed boost makes **Bottle Rockets** more effective and allows Jeff to attack before most enemies.

Snake Bag

Use: inflicts 1~4 HP of damage to a random enemy and has a roughly 50% chance of causing **poison**; can be used an unlimited number of times

Obtained: merchant in Scaraba marketplace

The merchant who sells the Snake Bag reduces the price from \$290 to \$98 when you buy it. I sometimes have Jeff or Poo use this item when they have nothing else to do.

Shopping List

Tools Vendor

Item	Price	Description
Crystal Charm	\$600	Armor (<i>Body</i>); Defense +2, Speed +15; protects from Paralysis
Broken Cannon	218	Repaired into the Spectrum Beam (32 IQ needed); buy if Jeff doesn't have the Heavy Bazooka

Gift Boxes (Pyramid)

Item	Description	Description
------	-------------	-------------

Viper	Poisons a target	East of the entrance
Bag of Dragonite	Inflicts about 250~450 HP of fire damage to all enemies on screen	Northwest of the room with the large sarcophagus
Speed Capsule	Increases Speed by 1	East of the room with the large sarcophagus
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	
Rain Pendant	Armor (<i>Body</i>); reduces damage from Freeze by 96%	Room with the floor switch
Diamond Band	Armor (<i>Arms</i>); Defense +50	East of the room containing the Hawk Eye

Enemies (Outside the Pyramid)

Master Criminal Worm

A victory against the Master Criminal Worm yields enough experience points to almost always level up someone. This enemy looks like a small red worm outside of battle.

The Master Criminal Worm appears rarely and always moves away from the party, allowing you to easily approach it from behind and get an instant victory. On the off chance you get into a fight with this enemy, use Freeze *gamma* to defeat it in 1 hit. This enemy has very high Speed and uses only Fire *alpha* and *beta*.

Beautiful UFO

Attacks

Fire a beam

Damage:

- 25~35 HP (Ness)
- 30~50 HP (Paula, Jeff)
- 50~60 HP (Poo)



Lifeup *alpha*

Effect: recovers 70~120 HP

Strategy.

You should be able to defeat the Beautiful UFO in 1 round using standard attacks. If this enemy appears with a **High-Class UFO**, defeat the Beautiful UFO first; both enemies have about the same Offense, but the Beautiful UFO is easier to defeat.

Ness:

- *bash*
- Recover Ness with Lifeup *beta* if HP falls to 35 or lower
- Recover Paula or Jeff with Lifeup *beta* if HP falls to 50 or lower
- Recover Poo with Lifeup *beta* if HP falls to 60 or lower

Paula: *bash*

Jeff:

- *shoot*
- **Heavy Bazooka**

Poo:

- *bash*
- Recover Ness with Lifeup *beta* if HP falls to 35 or lower
- Recover Paula or Jeff with Lifeup *beta* if HP falls to 50 or lower
- Recover Poo with Lifeup *beta* if HP falls to 60 or lower

Dread Skelpion

Vulnerable: Fire, Freeze, Hypnosis

Attacks

Standard attack

Damage:

- 20~45 HP (Ness)
- 25~50 HP (Paula, Jeff)
- 50~60 HP (Poo)

Thunder *alpha*

Effect: summons 1 lightning bolt
Damage: 65~170 HP per bolt

Thunder *beta*

Effect: summons 2 lightning bolts
Damage: 65~170 HP per bolt

Sting with its poisonous stinger

Effect: **poisons** a single target

Strategy

Two or three hits from any party member's standard attack should defeat the Dread Skelpion. One hit from Freeze *beta* also usually works. If this enemy appears with a **Great Crested Booka**, defeat the Dread Skelpion first. Heal anyone poisoned after the battle is over.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Paula:

- *bash*
 - Freeze *beta*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Great Crested Booka

Vulnerable: Hypnosis

Resistant: Fire

Attacks

Standard attack

Damage:

55~100 HP

75~120 HP (Poo)

Charge forward

Damage:

160~200 HP

200~240 HP (Poo)

Shriek a war cry

Effect: reduces a single target's Offense and Defense by about 6%

Has a big grin on his face

Effect: none

Strategy

You should be able to defeat the Great Crested Booka within 2 rounds using standard attacks. If this enemy appears with a **Dread Skelpion**, defeat the Dread Skelpion first.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

High-Class UFO

Vulnerable: Fire, Brainshock

Attacks**Fire a beam**

Damage:

- 40~55 HP (Ness)
 - 40~70 HP (Paula, Jeff)
 - 70~100 HP (Poo)
-

PSI Shield *alpha*

Effect: nullifies all damage from offensive PSI moves

Disrupt your senses

Effect: renders a single target unable to use PSI for 4 rounds

Comments: This attack has a pretty low success rate and is nothing to worry about.

Strategy

You should be able to defeat the High-Class UFO in about 2 rounds using standard attacks. This enemy always has a non-reflecting Shield up from the beginning of battle.

If this enemy appears with a **Beautiful UFO**, defeat the Beautiful UFO first; both enemies have about the same offense, but the Beautiful UFO is easier to defeat.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 100 or lower
-

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 100 or lower
-

Enemies (Inside the Pyramid)**Arachnid!!!**

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks**Standard attack**

Damage:

- 20~40 HP (Ness)
 - 30~50 HP (Paula, Jeff)
 - 60~80 HP (Poo)
-

Sting with its poisonous stinger

Effect: **poisons** a single target

Shoot spider silk out of its body

Effect: solidifies a single target

Strategy

You should be able to defeat the Arachnid!!! in 1 round using standard attacks. Defeat this enemy last if it appears in a group. Heal anyone poisoned after the battle is over.

Ness:

- *bash*
 - Recover Poo with Lifeup *beta* if his HP falls to 80 or lower
-

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover Poo with Lifeup *beta* if his HP falls to 80 or lower
-

Fierce Shattered Man

Vulnerable: Paralysis

Attacks

Standard attack

Damage:

- 40~80 HP (Ness)
 - 60~90 HP (Paula, Jeff)
 - 90~110 HP (Poo)
-

Start a continuous attack

Effect: hits a single target twice

Damage:

- 40~70 HP per hit (Ness)
 - 50~80 HP per hit (Paula, Jeff)
 - 70~110 HP per hit (Poo)
-

Give you a great big hug

Effect: solidifies a single target

Reach out with its icy hand

Effect: solidifies a single target

Strategy

You should be able to defeat the Fierce Shattered Man in 1 or 2 rounds using standard attacks. Have Jeff use the **Slime Generator** in each round when this enemy appears alone.

Defeat the Fierce Shattered Man only after defeating any **Guardian Hieroglyphs** and before any paralyzed **Petrified Royal Guards**.

Ness:

- *bash*
 - Paralysis *alpha*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Paula:

- *bash*
 - Freeze *beta* or *gamma*
-

Jeff:

- *shoot*
 - Slime Generator
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Freeze *beta* or *gamma*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Guardian Hieroglyph

Vulnerable: Fire, Hypnosis

Attacks**Thunder *alpha***

Effect: summons 1 lightning bolt
Damage: 65~170 HP per bolt

Thunder *beta*

Effect: summons 2 lightning bolts
Damage: 65~170 HP per bolt

Flash *alpha*

Effect: might cause **crying** or **feeling strange**

Let loose with a hacking cough

Effect: gives a single target a **cold**

Strategy

You should be able to defeat the Guardian Hieroglyph in 1 or 2 rounds using standard attacks. Have Poo use Freeze *beta* if his *bash* is ineffective. Defeat the Guardian Hieroglyph first in any battle.

Guardian Hieroglyphs and **Asp Hieroglyphs** that emerge from walls seem to always fight alone. You can avoid fighting groups of enemies by engaging a Hieroglyph on a wall first.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Paula:

- *bash*
 - Freeze *alpha*, if crying
 - PSI Magnet, if low on PP
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Freeze *beta*
 - PSI Magnet, if low on PP
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Lethal Asp Hieroglyph

Vulnerable: Freeze, Paralysis, Hypnosis

Attacks**Use a biting attack**

Damage:

30~70 HP

70~100 HP (Poo)

Use a biting attack

Damage:

125~150 HP (Ness)

130~180 HP (Paula, Jeff)

160~200 HP (Poo)

Comments: The Lethal Asp Hieroglyph's two biting attacks have the same description in the battle dialogue window.

Coil around you and attack

Effect: solidifies a single target

Strategy

You should be able to defeat the Lethal Asp Hieroglyph in 1 or 2 rounds using standard attacks. A hit from Freeze *beta* and a standard attack from Ness or Jeff should also defeat this enemy. If this enemy appears with a **Petrified Royal Guard**, paralyze the Royal Guard and defeat the Asp first.

Asps and **Guardian Hieroglyphs** that emerge from walls seem to always fight alone. You can avoid fighting groups of enemies by engaging a Hieroglyph on a wall first.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 150 or lower
-

Paula:

- *bash*
 - Freeze *beta*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 150 or lower
-

Petrified Royal Guard

Vulnerable: Paralysis

Attacks

Come out swinging

Damage:

60~90 HP (Ness)

80~110 HP (Paula, Jeff)

100~130 HP (Poo)

Charge forward

Damage:

150~220 HP

190~230 HP (Poo)

Shriek a war cry

Effect: reduces a single target's Offense and Defense by 6%

Strategy

Use Paralysis *alpha* in the first round or Jeff's **Slime Generator** in each round to immobilize the Petrified Royal Guard. If this enemy appears in a group, paralyze it in the first round and defeat all other enemies first.

Ness:

- (first turn) Paralysis *alpha*
 - (subsequent turns) *bash*
-

Paula: *bash*

Jeff:

- *shoot*
- **Heavy Bazooka**
- Slime Generator, if the enemy isn't paralyzed

Poo: *bash*

Guardian General

Recommended Level: 43

Attacks

Standard attack

Damage:

70~110 HP

80~130 HP (Poo)

Come out swinging

Damage:

70~110 HP

80~130 HP (Poo)

Charge forward

Damage:

150~220 HP

180~240 HP (Poo)

Make something spin around

Damage: 4~11 PP

Shriek a war cry

Effect: reduces a single target's Offense and Defense by about 6%

Strategy

A couple of Big Bottle Rockets should defeat the Guardian General.

If you don't have Big Bottle Rockets, use the **Slime Generator** in each round to make the Guardian General waste most of its turns, while Paula uses her strongest Freeze attack. If you have some **Bottles of DXwater**, have Poo use his strongest Freeze attack as well.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Paula:

- Freeze *gamma*
 - Freeze *omega*
-

Jeff:

- Big Bottle Rocket
 - Slime Generator
-

Poo:

- Freeze *beta* or *gamma*
 - Recover with Lifeup *beta* if HP falls to 120 or lower
-

Walkthrough

Shopping in Summers and Scaraba

Teleport to Summers and buy any **Diamond Bands** or **Lucky Coins** you couldn't afford the first time you arrived in Summers if you have the money. Note that you'll be able to find 1 Diamond Band near the end of the Pyramid.

If you want the **Big League Bat** and the **Platinum Band**, they're sold at a cheaper price by the tool vendor in the southwest corner of the market in Scaraba. This vendor also sells the **Broken Cannon**, which can be repaired by Jeff into the **Spectrum Beam** (32 IQ required), but don't buy it if Jeff has the **Heavy Bazooka**. Buy a **Crystal Charm** for whomever it benefits.

Another item for sale is the Piggy Nose. This item can be used in Deep Darkness, a swamp that the party will travel through after Scaraba. [[Magic Truffle|Magic Truffles]], an item that recovers about 80 PP, are hidden throughout Deep Darkness, and the Piggy Nose leads you to them.

Entering the Pyramid

Note: The **Master Criminal Worm** occasionally appears south of Scaraba. This enemy awards enough experience points to almost always level up someone.

Head for the Pyramid to the southeast. The Pyramid is a pretty long dungeon with lots of enemies, so you might want to bring an **Exit Mouse** with you just in case. Bring the **Slime Generator** as well because it often works against the strongest enemies in the Pyramid.

Conserving PP can be difficult in the Pyramid, so buy a couple of [\[\[Bottle of DXwater|Bottles of DXwater\]\]](#) from the vendor near the Pyramid. Have Poo use Freeze, Lifeup, and Healing when possible to prevent Ness and Paula from running out of PP.

When you reach the front of the Pyramid, stand on the top circle. To open the Pyramid, the circular switches have to be pressed in a certain order.



.
4 3
2 5

The top . denotes the top circle and is the switch that needs to be pressed first and last. The numbers represent the other switches and denote the order in which they must be pressed.

If a dialogue window saying "...." pops up when you step on a switch, you must return to Summers, go to the second floor of the Museum, and examine the Hieroglyph piece.

If you step on a wrong switch, you must start over.

Pyramid Enemies

Most of the Hieroglyphs on the walls come to life and attack. The [\[\[Guardian Hieroglyph\]\]](#) can attack with Thunder and Flash and should always be defeated first. If Poo's *bash* is weak, have him use Freeze *beta*. The [\[\[Lethal Asp Hieroglyph\]\]](#) can inflict over 150 HP of damage with its biting attack, but they can be defeated quickly with Freeze *beta*.

The Hieroglyphs that emerge from walls seem to always fight alone. You can avoid fighting groups of enemies by engaging a Hieroglyph on a wall first.

The strongest enemies in the Pyramid are the **Fierce Shattered Man** and the **Petrified Royal Guard**, but they can be immobilized with Paralysis or repeated use of the Slime Generator. Use the Slime Generator only when facing 1 enemy because its target is random.

Going Through the Pyramid

Keep moving forward into the Pyramid until the party enters a room with a large sarcophagus in the center. The top-left door leads to a [\[\[Bag of Dragonite\]\]](#) and a dead end. The item is two rooms away and likely guarded by some enemies. Enter the door on the right to proceed.

There are a **Speed Capsule** and a **Cup of Lifenoodles** a bit further into the Pyramid. Use the Speed Capsule right away on someone (I usually give it to Paula).

Enter the door on the right and walk down the long flight of stairs. *Check* the casket at the bottom to fight the **Guardian General**.

Fire a couple of Big Bottle Rockets to defeat the Guardian General. If Jeff doesn't have any Big Bottle Rockets, use the Slime Generator in each round while attacking with Freeze.

Enter the next room and step on the tile with the thick outline to reveal a hole in the room with the large sarcophagus.

The casket here contains a **Rain Pendant**, an item that protects from Freeze. The Rain Pendant isn't that useful because only 3 later enemies can use Freeze. If you have the **Night** and **Flame Pendants**, it's better to keep those items equipped. Also, for Jeff, the **Crystal Charm** is preferable because its Speed boost makes **Bottle Rockets** more effective and allows Jeff to attack before most enemies.

After stepping on the switch, return to the room with the sarcophagus and fall through the hole. Approach the altar and *check* the Hawk Eye to take it.

Go through the door on the right, walk up the stairs, and enter the next room. Open the casket to obtain a Diamond Band. A Magic Butterfly often spawns here, so exit and reenter this room until PP is recovered. Fall through the hole.

This is the last stretch of the Pyramid. Enter the door on the right and walk through the hallway. Remember to engage the Hieroglyphs on the wall to avoid fighting groups. Climb up the stairs to leave the Pyramid.

The party emerges in Southern Scaraba. Before you can walk into the desert, the old man from Dalaam appears and restores everyone's HP/PP. He tells Poo to come with him to learn Starstorm. Poo complies and leaves.

Note: If Poo was carrying the Hawk Eye when he left, you should get a call from **Escargo Express** to let you know they have it. Call Escargo Express and request a delivery to get the Hawk Eye back.

Dungeon Man

Jump to [\[\[Enemies \]\]](#) or the full [\[\[Walkthrough \]\]](#)

Recommended Level: 45

Equipment	Ness	Paula	Jeff
Weapon	Big League Bat	*French Fry Pan	Spectrum Beam
Body	Night Pendant	Flame Pendant	Crystal Charm
Arms	Diamond Band	Diamond Band	Diamond Band
Other	Lucky Coin	Lucky Coin	Lucky Coin
* = new			

Items

Multi Bottle Rocket

Use: fires 20 **Bottle Rockets** at a single target

Obtained: merchant outside the Pyramid exit

Carry 1 or 2 Multi Bottle Rockets in Jeff's inventory at all times. If you can't afford this item when leaving the Pyramid, you can buy some from an arms dealer at a more convenient location in the next area.

Shopping List

Southern Scaraba Merchant

Item	Price	Description
French Fry Pan	\$1790	Weapon for Paula; Offense +60
Crusher Beam	1150	Weapon for Jeff; Offense +72 (buy if he doesn't have the Spectrum Beam or the Heavy Bazooka)
Multi Bottle Rocket	2139	Fires 20 Bottle Rockets at a single target

Gift Boxes (Inside Dungeon Man)

Item	Description	Location
Molokheiya Soup	Recovers 80 HP	First floor
\$5	"Money, that's what I want."	
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	
Snake	Inflicts 1~4 HP of damage to a random enemy and has a roughly 50% chance of causing poison	
Super Plush Bear	Diverts enemy attacks to itself; has about 500 HP	
\$10	More money!	Second floor
Pizza	Recovers 120 HP	
PSI Caramel	Recovers 20 PP	
Sudden Guts Pill	Doubles Guts for a fight	Third floor
Wet Towel	Cures sunstroke	
IQ Capsule	Increases IQ by 1	
Talisman Ribbon	Armor (<i>Other</i>) for Paula; Defense +60, Luck +25	First floor, on your way out of Dungeon Man the second time

Enemies

Master Criminal Worm

A victory against the Master Criminal Worm yields enough experience points to almost always level up someone. This enemy looks like a small red worm outside of battle.

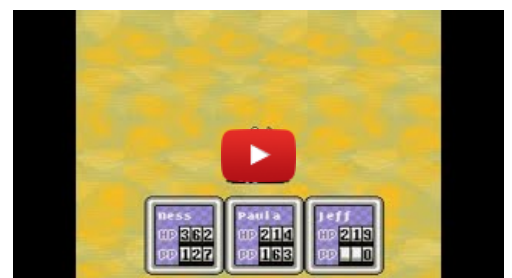
The Master Criminal Worm occasionally appears south of Dungeon Man's original location. It always moves away from the party, allowing you to easily approach it from behind and get an instant victory. On the off chance you get into a fight with this enemy, use Freeze *gamma* to defeat it in 1 hit. This enemy has very high Speed and uses only Fire *alpha* and *beta*.

Beautiful UFO

Vulnerable: Brainshock

Attacks

Fire a beam



Damage: 20~50 HP

Lifeup *alpha*

Effect: recovers 70~120 HP

Strategy

You should be able to defeat the Beautiful UFO in 1 round using standard attacks. If this enemy appears with a **High-Class UFO**, defeat the Beautiful UFO first; both enemies have about the same Offense, but the Beautiful UFO is easier to defeat.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 100 or lower
-

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

High-Class UFO

Vulnerable: Fire, Brainshock

Attacks

Fire a beam

Damage: 30~60 HP

PSI Shield *alpha*

Effect: nullifies all damage from offensive PSI moves

Disrupt your senses

Effect: renders a single target unable to use PSI for 4 rounds

Comments: This attack has a pretty low success rate and is nothing to worry about.

Strategy

The High-Class UFO has a non-reflecting Shield up from the beginning of a battle, but you should be safe just using standard attacks. Use Fire *gamma* when facing a group.

Defeat any **Beautiful UFOs** before attacking the High-Class UFO; both enemies have about the same Offense, but the Beautiful UFO is easier to defeat.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 100 or lower
-

Paula:

- *bash*
 - Fire *gamma*, when facing a group
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Marauder Octobot

Vulnerable: Fire

Attacks

Fire a beam

Damage: 40~80 HP

Coil around you and attack

Effect: solidifies a single target

Try to steal something

Effect: might steal a random nonessential item

Strategy

You should be able to defeat the Marauder Octobot within 2 rounds using standard attacks. If this enemy appears with [[High-Class UFO]], use Fire *gamma* and defeat this enemy first.

Ness:

- *bash*
 - Recover with Lifeup *beta* if HP falls to 100 or lower
-

Paula:

- *bash*
 - Fire *gamma*, when facing a group
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Lesser Mook

Vulnerable: Fire, Hypnosis

Resistant: Freeze

Attacks

Freeze *alpha*

Damage: 150~220 HP

Effect: solidification (25% chance)

Freeze *beta*

Damage: 300~430 HP

Effect: solidification (25% chance)

Hypnosis *alpha*

Effect: might put a single target to sleep

Glare with its eerie eyes

Effect: might **diamondize** a single target

Strategy

While the Lesser Mook can mortally damage a party member with one use of Freeze, you should be able to defeat this enemy in 1 or 2 rounds with just standard attacks before anyone falls to 0 HP. Use PSI Shield *sigma* and Fire *gamma* when facing 2 Lesser Mooks.

Ness: *bash*

Paula:

- *bash*
 - PSI Shield *sigma*
 - Fire *gamma*, when facing a group
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Mystical Record, Scalding Coffee Cup, Worthless Protoplasm, Dali's Clock, Cute Li'l UFO

Defeat the **Scalding Coffee Cup** first and the **Mystical Record** second if these enemies appear in a group.

Walkthrough

Preliminaries

Note: If Poo was carrying the Hawk Eye when he left, you should get a phone call from **Escargo Express** telling you they have it. Call Escargo Express and request a delivery to get the Hawk Eye back.

Talk to the native standing near the Pyramid exit to receive the Key to the Tower.

Next, talk to the merchant standing a little to the north. Buy a [[French Fry Pan]] for Paula and sell whatever her previous weapon was. If Jeff has the **Heavy Bazooka** or the **Spectrum Beam**, you shouldn't need to buy the **Crusher Beam**.

This is the first place in the game where you can buy [[Multi Bottle Rocket|Multi Bottle Rockets]], an item that can inflict about 500 to 2000+ HP of damage depending on its target's Speed. If you can't afford them now, you can buy some from an arms dealer in a more convenient location in the next area.

The Tower

Walk northwest from the Pyramid exit to find what looks like a large statue. This is Dungeon Man, a giant...robot...or something...that is inactive at the moment. Approach the front of Dungeon Man and *use* the Key to the Tower to enter.

Note: The [[Master Criminal Worm]] occasionally appears south of Dungeon Man. This enemy awards enough experience points to almost always level up someone.

There are some enemies inside Dungeon Man, but most of them are weak. Defeat **Scalding Coffee Cups** first if they appear in a group.

Go a little into Dungeon Man until you see a telephone and a bench. *Check* the bench to rest; if Jeff has any broken items he can repair, repeatedly rest on the bench until he fixes them. To the left is a Hospital, which can be helpful if you get **diamondized** here.

From the bench, walk east and then a little north to find three different paths. The right path leads to a gift box containing **Molokheiya Soup**, and the middle path leads to a **Cup of Lifenoodles**. Take the left path to proceed.

Walk forward to find another branch. The elevated path leads to a **Snake** and a **Super Plush Bear**. Take the lower path to proceed.

When you get to four ropes, climb up the third one from the left. The other ropes lead to dead ends and signs that say strange things.

The second floor is a little more dangerous than the first because [[Lesser Mook|Lesser Mooks]] lurk here. While the Lesser Mook can mortally damage a party member with one use of Freeze, you should be able to defeat this enemy in 1 or 2 rounds with just standard attacks before anyone falls to 0 HP. Use PSI Shield *sigma* to defend against Freeze when facing more than one.

Walk all the way south along the right wall to get to the end of this floor. If you explore a bit, you can find a bench and gift boxes containing \$10 and food.

It should be pretty easy to the top from here. Brick Road, the guy Jeff met in Winters, is waiting for you.

After talking to him, walk south and fall through the "Return Hole" to reach the first floor. Open the gift box on the way down to get an [[IQ Capsule]]; I recommend you use it on Paula. Exit Dungeon Man.

Leaving Scaraba

Dungeon Man is now a part of your party. His standard attack can inflict over 400 HP of damage, and his "great big hug" attack can solidify an enemy.

While Dungeon Man makes a great ally, we need to leave it behind. Go to the southern end of Scaraba and walk past the trees growing on an isthmus. Dungeon Man gets stuck between the trees, and the party goes on without it.

Walk to the eastern end of the narrow strip of land and talk to the native standing there. Answer "yes" when prompted.

Return to Dungeon Man and talk to it. Go to the top of the tower.

From Brick Road, walk south and fall through the "Goodbye Exit," the hole that was previously blocked by a sign. Fall through a couple more holes to end up in a previously unreachable part of the first floor.

Open the gift box here to obtain a **Talisman Ribbon**, armor for Paula.

Walk to the northwest corner of the first floor and *check* the yellow submarine. The party carries it outside and departs for Deep Darkness.

Deep Darkness

"Drown to death in puke! Don't you think that's an incredibly masculine taunt to throw at you?"

-Master Barf

Photo Spots:

- Next to the Myna Bird, southwest of the gift box containing Beef Jerky

Outline

1. Use the **Hawk Eye** in the dark portion of the swamp to make things visible
2. Defeat **Master Barf**
3. Enter Tenda Village
4. Exit Tenda Village
5. Teleport to Winters

Swampland

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 46

<i>Equipment</i>	Ness	Paula	Jeff
Weapon	Big League Bat	French Fry Pan	Spectrum Beam
Body	Night Pendant	Flame Pendant	Crystal Charm
Arms	Diamond Band	Diamond Band	Diamond Band
Other	Lucky Coin	*Talisman Ribbon	Lucky Coin
* = new			

Items

Monkey's Love

Use: solidifies a single random enemy in battle; can be used an unlimited number of times

Obtained: teach Teleport to a monkey in Deep Darkness

This item is equivalent to the **Slime Generator** but can be used by anyone. Give this to Poo when he returns.

Magic Truffle

Use: recovers about 80 PP; 160 PP with a **Ketchup Packet** or a **Jar of Delisauce**

Obtained: scattered throughout Deep Darkness

There are 5 Magic Truffles hidden throughout Deep Darkness. I give rough directions to each Magic Truffle in the walkthrough, but if you have trouble finding them, buy a **Piggy Nose** in Scaraba and *use* it when you're close to a Truffle. *Check* the area to pick up the Truffle.

Only 6 Magic Truffles exist in the game. To make the most of them, use them with a Ketchup Packet to double their effectiveness. To apply a Ketchup Packet, place the condiment and a Magic Truffle in the same person's inventory. The Ketchup Packet is automatically applied when you use the Magic Truffle.

Rock Candy

Use: increases **Speed**, **Guts**, **Vitality**, **IQ**, or **Luck** by 1 (or 2, with a **Sugar Packet** or a **Jar of Delisauce**)

Obtained: gift box just before Master Barf

To use the Rock Candy with a condiment, place both items into the same person's inventory and use the Rock Candy. The most convenient place to buy a Sugar Packet is Scaraba.

Note: There is a **glitch** that lets you use the Rock Candy an unlimited number of times.

Casey Bat

Use: weapon for Ness; Offense +125; accuracy of 25%

Obtained: Master Barf

The Casey Bat provides the highest boost in Offense out of all of Ness's weapons, but it's too inaccurate for general use.

Gift Boxes

Item	Description	Location
Banana	Recovers 25 HP	South of the arms dealer
Beef Jerky	Recovers 150 HP	West of the ATM guy
IQ Capsule	Increases IQ by 1	West of the Beef Jerky
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	Next to the crashed helicopter
Souvenir Coin	Armor (<i>Other</i>); Defense +80, Luck +35 (equip on Paula)	West of the crashed helicopter
Rock Candy	Increases a random stat by 1 (or 2 with a Sugar Packet or Jar of Delisauce)	Area before Master Barf
Death Ray	Weapon for Jeff; Offense +90	Tenda Village

Enemies

Big Pile of Puke

Attacks

Standard attack

Damage: 80~110 HP

Exhale a blast of stinky breath

Effect: makes the entire party start **crying**

Burp and blow his nauseating breath at you

Effect: makes a single target **nauseous**

Spit out a sticky mucus

Effect: solidifies a single target

Strategy

You should be able to defeat the Big Pile of Puke in 2 or 3 rounds using standard attacks. Use Freeze *beta* or *gamma* if everyone starts crying.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 100 or lower
-

Paula:

- *bash*
 - Freeze *beta* or *gamma*, if crying
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Demonic Petunia

Vulnerable: Fire

Resistant: Freeze

Attacks**Dispense an extinguishing blast**

Damage: 190~280 HP to everyone

Comments: The **Flame Pendant** protects from this attack.

Scatter its pollen around

Effect: **paralyzes** a single target

Edge closer

Effect: none

Strategy

Be near max HP before engaging the Demonic Petunia. It can be difficult to keep everyone's HP up when facing this enemy, so take advantage of the rolling HP counter and use standard attacks to win in 1 or 2 rounds. Use Fire *gamma* when facing a group or if Ness and Paula miss. Always defeat this enemy first.

Ness: *bash***Paula:**

- *bash*
 - Fire *gamma*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Even Slimier Little Pile

Vulnerable: Paralysis

Attacks**Standard attack**

Damage: 55~70 HP

Exhale a blast of stinky breath

Effect: makes the entire party start **crying**

Spit out a sticky mucus

Effect: solidifies a single target

Call for help

Effect: another Even Slimier Little Pile might join the fight

Strategy

You should be able to defeat this enemy in 1 or 2 rounds using standard attacks. Use Freeze *beta* if everyone starts crying. Defeat this enemy before only **Manly Fishes**.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 70 or lower
-

Paula:

- *bash*
 - Freeze *beta*, if crying
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Hard Crocodile

Vulnerable: Fire

Attacks

Standard attack

Damage: 60~100 HP

Biting attack

Damage: 160~210 HP

Swing his tail very hard

Damage: 160~210 HP

Strategy

Use Freeze *beta* or *gamma* and standard attacks to defeat the Hard Crocodile in 1 or 2 rounds. Defeat this enemy first if it appears in a group.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 150 or lower
-

Paula:

- *bash*
 - Freeze *beta* or *gamma*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Hostile Elder Oak

Vulnerable: Fire

Attacks

Standard attack

Damage: 100~140 HP

Brainshock *alpha*

Effect: might make a single target **feel strange**

PSI Magnet *alpha*

Effect: steals 2 to 8 PP from a single target

Burst into flames (death action)

Damage: 240~330 HP; 120~170 HP to adjacent targets

Comments: A party member should suffer only about 50 HP of damage at most if you defeat this enemy last and end the battle quickly.

Strategy

You should be able to defeat the Hostile Elder Oak in 2 or 3 rounds using standard attacks. Have Paula use the **Monkey's Love** to prevent this enemy from attacking. Defeat this enemy last if it appears in a group.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 120 or lower
-

Paula:

- *bash*
 - Monkey's Love
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Manly Fish

Resistant: Fire

Attacks

Jab with a spear

Damage: 15~30 HP

Strategy

You should be able to defeat the Manly Fish in 1 or 2 rounds using standard attacks. Defeat this enemy last if it appears in a group.

Ness: *bash*

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Manly Fish's Brother

Resistant: Freeze

Attacks

Freeze *beta*

Damage: 300~430 HP

Effect: solidification (25% chance)

Healing *omega*

Effect: can cure almost any status effect or revive a defeated enemy (restores full HP)

Hypnosis *alpha*

Effect: might put a single target to **sleep**

Paralysis *alpha*

Effect: might **paralyze** a single target

Strategy

Use PSI Shield *sigma* to protect against Freeze. If Ness hasn't learned Healing *gamma* (level 53), buy 1 or 2 Secret Herbs from the businessman at the beginning of the swamp in case someone gets paralyzed.

If you encounter this enemy past Master Barf, go all out with Fire and Starstorm because you should be near the end of the swamp.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 120 or lower
-

Paula:

- (first turn) PSI Shield *sigma*
 - *bash*
 - Fire *gamma*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Mole Playing Rough

I guess it's supposed to be a recurring joke.

Pit Bull Slug

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage: 10~20 HP

Hypnosis *alpha*

Effect: might put a single target to **sleep**

Comments: The Pit Bull Slug can't use PSI for the first 4 rounds of battle.

Vacuum attack

Effect: reduces a single target's Offense and Defense by about 6%

Strategy

One or two hits from any party member's standard attack should defeat the Pit Bull Slug. Defeat this enemy last if it appears in a group.

Use PSI Magnet *omega* or the **Hungry HP-sucker** to recover your party.

Ness: *bash*

Paula:

- *bash*
 - PSI Magnet *omega*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
 - **Hungry HP-sucker**
-

Zap Eel

Vulnerable: Fire

Attacks

Electrical shock attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Strategy

You should be able to defeat the Zap Eel in 1 round using standard attacks. One hit from Freeze *beta* and a standard attack should also work. Attack the Zap Eel after defeating any **Hard Crocodiles**.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 100 or lower
-

Paula:

- *bash*
 - Freeze *beta*
 - Freeze *gamma*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Master Barf

Recommended Level: 48

Attacks**Start a continuous attack**

Effect: hits a single target twice

Damage: 100~150 HP per hit

Exhale a blast of stinky breath

Effect: makes the entire party start **crying**

Burp and blow his nauseating breath at you

Effect: makes a single target feel **nauseous**

Call for help

Effect: an **Even Slimier Little Pile** might join the fight

Strategy

Use a **Multi Bottle Rocket** to win in 1 round.

If you don't have a Multi Bottle Rocket, use Freeze *gamma* or *omega* and PSI Rockin *beta*. If Jeff starts crying or feels nauseous and doesn't have the **Heavy Bazooka**, use the **Hungry HP-sucker** instead of *shoot*; the item usually doesn't work, but it drains about 150~200 HP when it does.

In case you're wondering, the Jar of Fly Honey does nothing to Master Barf.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 150 or lower
-

Paula:

- Freeze *omega*
 - Freeze *gamma*
-

Jeff:

- Multi Bottle Rocket
 - Heavy Bazooka
 - *shoot*
 - Hungry HP-sucker
-

Walkthrough**Preliminaries**

Note 1: If Poo was carrying the **Hawk Eye** when he left, you should get a phone call from **Escargo Express** to let you know they have it. Call Escargo Express and request a delivery to get the Hawk Eye back.

Note 2: The party takes 2 HP of damage about every 5 seconds while walking through the deepest parts of the swamp. If you see red flashes at a faster rate than this, it's because each person is taking damage at different times.

You can avoid damage and save time by traveling through the deep parts of the swamp with **Teleport alpha**. This method takes a bit of practice to use, however, because it can be hard to avoid obstacles at high speed and you might accidentally teleport away from Deep Darkness.

Note 3: There are 5 **Magic Truffles** hidden throughout Deep Darkness. To help you find them, buy the **Piggy Nose** in Scaraba and use it when you're somewhat close to a Truffle to pinpoint its location. *Check* the area to take the Truffle. I give rough directions to each Magic Truffle in the walkthrough.

Check the bird to call Escargo Express and store the Key to the Tower and the Hieroglyph Copy.

Walk into the swamp and go a little to the east. There is a **Magic Truffle** to the left and a bit south of the lone tree growing out of the water. *Use* the Piggy Nose to the left of this tree to find the Magic Truffle's exact location and *check* the spot to take it.

Walk all the way east and *check* behind the lone tree growing in the dirt to find another **Magic Truffle** (Thanks to: **J. Pampalon**).

Walk onto the elevated area of grassy land where all the monkeys are. Talk to the monkey on the right and answer "yes" to its request to receive the Monkey's Love, an item that can solidify a single random enemy in battle. I usually give the Monkey's Love to Poo and have him use it when his *bash* isn't effective.

To the left are a businessman and a doctor. Talk to the businessman to buy some items or be treated by the doctor (if you talk directly to the doctor, he doesn't do anything for you). Buy 1 or 2 Secret Herbs if Ness hasn't learned Healing *gamma* (level 53) in case someone gets paralyzed in the swamp.

The doctor can heal any status effect, but you can avoid paying him by selecting "let him pay" when the businessman mentions the \$500 fee.

If Jeff isn't carrying at least 2 **Multi Bottle Rockets**, talk to the arms dealer and buy 1 or 2 before venturing into the swamp. This is the most convenient place to buy Multi Bottle Rockets; teleport back to Deep Darkness whenever you need more.

To the south is a submerged man. This is Deep Darkness's ATM, but he charges a usage fee equal to the amount you withdraw.

Crossing the Swamp

Walk south into the swamp and *use* the Hawk Eye while in the darkness to reveal your surroundings.

Keep walking south and then turn northwest. The party should enter a pretty wide area. There is a gift box to the northwest that contains Beef Jerky (recovers 150 HP).

A **Magic Truffle** is hidden northwest of the gift box. Go northwest and then a little to the left along the edge of the trees. When the line of trees drops down a bit, *check* the spot to take the Magic Truffle.

From the gift box containing the Beef Jerky, go further west to find an [[IQ Capsule]]. Either use it on Paula or save it for Poo, who will be returning soon.

Go back a little to the east and then turn south. There is a crashed helicopter on a bit of dry land. Open the gift box here to obtain a **Cup of Lifenoodles**.

To the west is a deep part of the swamp with two lone trees growing near the middle of the area. There is a **Magic Truffle** to the northwest of the left-hand tree.

Walk west onto the patch of dry land. Open the gift box to find a [[Souvenir Coin]] and equip it on either Paula or Jeff.

To the north is another gift box containing **Rock Candy**, an item that should be used with a **Sugar Packet** or a **Jar of Delisauce** to increase a random stat by 2.

From the gift box containing the Rock Candy, walk a little south, east, and then north into a narrow path of deep water. Be near max HP before talking to the monster.

Although **Master Barf** is Master Belch redux, the Jar of Fly Honey no longer works to distract him. Use a Multi Bottle Rocket to win in 1 round.

Master Barf drops the **Casey Bat** when defeated. This weapon is the strongest weapon for Ness in the game, but it has an accuracy of just 25%.

Walk north to reach another wide part of the swamp. There is one last **Magic Truffle** here: look for 2 floating logs in this area. From the top log, walk directly north until you're up against the trees. The Magic Truffle is a bit left of this spot behind a tree.

If you encounter a **Manly Fish's Brother** at this point, go all out with Fire and Starstorm since you're near the end of the swamp.

Walk west and onto dry land. Enter the cave to reach Tenda Village.

Crisis in Winters

None of the Tendas here have much to say yet, but the party can rest at the inn for free or use the hot spring to heal any status effects.

South of the entrance is a trash can and a telephone among other "weird junk." Open the trash can to find the **Death Ray**, a weapon for Jeff.

If you talk to the village chief, the Tenda with the horns, it mentions a book that can help the Tendas overcome their shyness. Keep this book in mind and leave the village.

Outside, the party gets a phone call from Apple Kid. Teleport to Winters.

Winters/Tenda Village

*"Where are you, my friend?
They came and took you away.
Come back, Sebastian.*

Hey, that's a Haiku poem!"

-Tessie Watch Club member, lamenting a missing comrade

Photo Spots:

- Next to the Tenda Village chief, after curing the Tendas of their shyness

Outline
1. Walk south to Dr. Andonuts's Lab
2. Talk to the Mouse and receive the Eraser Eraser
3. Go to Stonehenge and <i>use</i> the Eraser Eraser to eliminate the eraser statue
4. Go through Stonehenge Base and defeat the Starman Deluxe
5. Talk to Apple Kid about the Overcoming Shyness Book
6. Go to Onett Library and <i>check</i> the bookshelves to find the Overcoming Shyness Book
7. Teleport to Tenda Village and give the Shyness Book to the Tenda chief
8. Talk to the Tenda next to the boulder in Tenda Village to gain access to the Seventh Sanctuary Cave
9. Record the Seventh Sanctuary Melody

Stonehenge

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 49

Equipment	Ness	Paula	Jeff	Poo
Weapon	Big League Bat	French Fry Pan	*Death Ray	(nothing)
Body	Night Pendant	Flame Pendant	Crystal Charm	
Arms	Diamond Band	Diamond Band	Diamond Band	Bracer of Kings
Other	Lucky Coin	*Souvenir Coin	Lucky Coin	(nothing)
* = new				

Items

Sword of Kings

Use: weapon for Poo; Offense +30

Obtained: dropped by a **Starman Super**

The Starman Super has a 1/128 chance of carrying the Sword of Kings, the only effective weapon for Poo in the game. The Sword increases Poo's Offense by 30, but requires a lot of luck or a lot of patience to obtain. (The first time I got this weapon, I had to defeat more than 100 Starman Supers; the next time, I fought only 3.) Be warned that all enemies in Stonehenge disappear once the boss here is defeated, and the Sword of Kings can't be found anywhere else.

Saturn Ribbon

Use: armor (*Other*) for Paula; Defense +90, Luck +40

Obtained: Mr. Saturn inside Stonehenge, after the Starman Deluxe is defeated

Talk to the rescued Mr. Saturn after defeating the Starman Deluxe to receive the Saturn Ribbon.

Broken Harmonica

Use: repaired by Jeff into the Baddest Beam (Offense +98)

IQ Required: 55

Obtained: gift box, in the hi-tech part of the base

You shouldn't need the Baddest Beam if Jeff has the **Heavy Bazooka**.

Broken Trumpet

Use: repaired into the **Defense Shower**, a tool for Jeff

IQ Required: 40

Obtained: gift box, in the hi-tech part of the base

The Defense Shower increases the entire party's Defense by 6% each time it's used. It's mostly unnecessary, so give it to **Escargo Express** if you don't need it.

Gift Boxes

Note: All enemies in Stonehenge disappear once the boss here is defeated, making it easier to open any gift boxes you skipped.

Item	Description	Location
Spicy Jerky	Recovers 250 HP	Third room of the base
Guts Capsule	Increases Guts by 1	Fourth room
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	Fifth room
Broken Harmonica	Repaired into the Baddest Beam (55 IQ required)	Hi-tech part of the base, far right of the entrance
PSI Caramel	Recovers 20 PP	Hi-tech part of the base, below the entrance
Broken Trumpet	Repaired into the Defense Shower (40 IQ required)	In the room past the Exit Mice, far right of the entrance
Pixie's Bracelet	Armor (<i>Arms</i>); Defense +60, Luck +10 (equip on Paula)	In the room past the Exit Mice
Speed Capsule	Increases Speed by 1	

Enemies

Mook Senior

Vulnerable: Fire, Hypnosis

Resistant: Freeze

Attacks

Fire *alpha*

Damage: 60~100 HP to all

Freeze *beta*

Damage: 300~430 HP

Effect: solidification (25% chance)

Lifeup *alpha*

Effect: recovers 70~120 HP

Glare with its eerie eyes

Effect: might **diamondize** a single target

Comments: Use Healing *gamma* or an appropriate item to heal anyone diamondized.

Strategy

You should be able to defeat the Mook Senior in 1 or 2 rounds using standard attacks. Take advantage of the rolling HP counter and keep attacking even if someone is mortally wounded. Use PSI Shield *sigma* only if this enemy appears in a group or if someone is low on HP. Use Fire *gamma* if Ness and Paula miss. Always defeat this enemy first.

The Mook Senior appears only in the early maze-like sections of Stonehenge.

Ness:

- *bash*
- Healing *gamma*, if someone is diamondized
- Recover with Lifeup if HP falls to 150 or lower

Paula:

- *bash*
- Fire *gamma*
- PSI Shield *sigma*, if facing a group

Jeff:

- *shoot*
- **Heavy Bazooka**

Poo:

- *bash*
- Healing *gamma*, if someone is diamondized
- Recover with Lifeup if HP falls to 150 or lower

Atomic Power Robot

Vulnerable: Freeze

Resistant: Fire

Attacks

Fire a beam

Damage:

70~110 HP (Ness, Jeff)

65~90 HP (Paula)

80~125 HP (Poo)

Replenish a fuel supply

Effect: recovers max HP for a single target

Explode into bits (death action)

Damage: 150~300 HP; 50~200 HP to adjacent targets

Comments: A party member should suffer only about 50 HP of damage at most if you defeat this enemy last and end the battle quickly.

Strategy

You should be able to defeat the Atomic Power Robot in 1 or 2 rounds with standard attacks if it doesn't recover its HP. Use Freeze *beta* to defeat this enemy before it can replenish a fuel supply. If you're low on PP, use the **Slime Generator** or the **Monkey's Love**. Always defeat this enemy last.

Poo's *mirror* can be used on the Atomic Power Robot to recover your HP without using PP, though this method requires some patience to use.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 120 or lower
-

Paula:

- *bash*
 - Freeze *beta*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
 - **Slime Generator**
-

Poo:

- *bash*
 - Freeze *beta*
 - **Monkey's Love**
 - Recover with Lifeup if HP falls to 120 or lower
-

Starman

Attacks

Fire a beam

Damage:

50~70 HP (Ness, Jeff)

30~60 HP (Paula)

70~100 HP (Poo)

PSI Magnet *alpha*

Effect: steals 2 to 8 PP from a single target

Shield *alpha*

Effect: reduces damage inflicted by *bash* by 50%

Guard

Effect: reduces damage inflicted by *bash* by 50% for a single round

Use a Sudden Guts Pill

Effect: doubles a single target's **Guts**

Comments: I don't think the Starman's beam attack can hit with a SMAAAASH!!, and I don't think enemies can survive a mortal blow. This move is probably just a waste of a turn.

Strategy

You should be able to defeat the Starman in 1 or 2 rounds with standard attacks, provided it doesn't use Shield or "guard." This enemy is a good target for PSI Magnet. Defeat the Starman before only **Atomic Power Robots**.

You can often get green swirls against this enemy by waiting until it teleports close to the party and then approaching it from the sides or the front.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 70 or lower
 - Recover Poo with Lifeup *beta* if HP falls to 100 or lower
-

Paula:

- *bash*
 - PSI Magnet
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - PSI Magnet
 - Recover with Lifeup if HP falls to 70 or lower
 - Recover Poo with Lifeup *beta* if HP falls to 100 or lower
-

Starman Super

Attacks

Fire a beam

Damage:

- 60~90 HP (Ness, Jeff)
 - 30~70 HP (Paula)
 - 70~120 HP (Poo)
-

Healing *omega*

Effect: can cure almost any status effect or revive a defeated enemy to full HP

PSI Shield *beta*

Effect: reflects all damage from offensive PSI moves

Comments: The Starman Super is protected by a reflecting PSI shield from the start of a fight.

Guard

Effect: reduces damage from *bash* by 50% for that round

Call for help

Effect: a **Starman** might join the fight

Strategy

You should be able to defeat the Starman Super in 1 or 2 rounds using standard attacks, provided it doesn't "guard." Defeat this enemy first if it appears in a group. Avoid using PSI attacks because this enemy is protected with a reflecting PSI shield from the start of a fight.

The Starman Super has a 1/128 chance of carrying the **Sword of Kings**, the only effective weapon for Poo in the game. The Sword of Kings can be found only in Stonehenge, and all enemies in the base disappear once the boss here is defeated.

You can often get green swirls against this enemy by waiting until the Starman Super teleports close to the party and then approaching it from the sides or the front.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 100 or lower
 - Recover Poo with Lifeup *beta* if HP falls to 120 or lower
-

Paula:

- *bash*
 - PSI Magnet
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - PSI Magnet
 - Recover with Lifeup if someone's HP falls to 100 or lower
 - Recover Poo with Lifeup *beta* if HP falls to 120 or lower
-

Military Octobot

Vulnerable: Fire

Attacks

Fire a beam

Damage:

100~150 HP (Ness, Jeff)

80~140 HP (Paula)

130~190 HP (Poo)

Coil around you and attack

Effect: solidifies a single target

Try to steal something

Effect: might steal a random nonessential item

Strategy

You should be able to defeat the Military Octobot in 1 or 2 rounds using standard attacks. Attack this enemy after defeating any **Starman Supers**.

Ness:

- *bash*
 - Recover with Lifeup if HP falls to 150 or lower
-

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover with Lifeup if HP falls to 150 or lower
-

Starman Deluxe

Recommended Level: 53

Attacks

Fire a beam

Damage:

110~160 HP (Ness, Jeff)

100~140 HP (Paula)

150~200 HP (Poo)

Starstorm *alpha*

Damage: 300~435 HP to all

Comments: Use PSI Shield *sigma* in the first round to defend against this attack. Use PSI Shield *omega* instead if Paula has learned it (level 60) because the reflection damage can be enough to defeat the Starman Deluxe in 1 turn.

PSI Shield *beta*

Effect: reflects all damage from offensive PSI moves

Comments: The Starman Deluxe is protected with a reflecting PSI Shield from the start of the fight. If you don't have a Multi Bottle Rocket, eliminate the Starman Deluxe's shield with the **Shield Killer** or Thunder before using other PSI attacks.

Call for help

Effect: either a **Starman** or a **Starman Super** might join the fight

Comments: The Starman Deluxe's cohorts disappear when the Starman Deluxe is defeated. Don't use PSI Rockin or Starstorm if a Starman Super appears because it's protected with a reflecting PSI shield.

Strategy

Make sure everyone is near max HP before starting this fight. If Jeff has a **Multi Bottle Rocket**, you should be able to win in 1 or 2 rounds. Use PSI Shield *sigma* or *omega* just in case the Starman Deluxe uses Starstorm while Ness and Poo use their standard attacks. Avoid using PSI attacks because this boss has a reflecting PSI shield from the start of the fight.

If Jeff doesn't have any Multi Bottle Rockets, eliminate the Starman Deluxe's PSI shield with Thunder or the **Shield Killer** (don't use the **Neutralizer**; Starstorm is painful). Use PSI Rockin and Freeze while the Starman is unshielded.

If you're low on PP, you can try this surprisingly effective strategy: have both Jeff and Poo use the **Slime Generator** and the **Monkey's Love** in each round while Ness and Paula *bash*. The Slime Generator and Monkey's Love seem to have a decent success rate against the Starman Deluxe and can prevent it from doing anything.

Ness:

- *bash*
 - PSI Rockin *beta* or *gamma*, while the Starman is unshielded
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Paula:

- (first turn) PSI Shield *sigma* or *omega*
 - *bash*, while the Starman Deluxe is shielded
 - Freeze *omega*, while the Starman Deluxe is unshielded
-

Jeff:

- (first turn) Multi Bottle Rocket
 - (first turn) Shield Killer, if a Bottle Rocket isn't available
 - *shoot*
 - Slime Generator
-

Poo:

- Thunder *gamma*, if a Bottle Rocket isn't available and the Starman Deluxe is shielded
 - Freeze *gamma*, while the Starman Deluxe is unshielded
 - *bash*
 - Monkey's Love
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Walkthrough

Traveling South

If Jeff doesn't have at least two **Multi Bottle Rockets**, teleport to Deep Darkness and buy a couple from the arms dealer.

Also, if both Ness and Poo haven't learned Healing *gamma* (at level 53 and 36 respectively), bring a couple of Secret Herbs in case someone gets diamondized. (You can buy some from the businessman in Deep Darkness or in Saturn Valley.) If you didn't obtain any **Magic Truffles** in [[Walkthrough]], buy a couple of **Bottles of DXwater** from the businessman as well.

Teleport to Snow Wood Boarding House in Winters. Start walking south to Dr. Andonuts's Lab.

Note: Take the Pencil Eraser with you to eliminate a pencil statue on the way to Dr. Andonuts's Lab. This should be the last pencil statue in the game; give the Pencil Eraser to **Escargo Express** after this.

The new enemies in Winters aren't too tough and can be defeated with *auto fight* if they appear alone. (Keep in mind, however, that the Lesser Mook can use Freeze and cause diamondization.) A hit from Starstorm and a standard attack should defeat any enemy you face. Don't worry about conserving PP because you can still rest in a couple of tents in northern Winters.

At the lake, talk to the Bubble Monkey to ride Tessie to the other side. Walk south and *use* the Pencil Eraser on the pencil statue to create a shortcut. From here, it should be easy to reach Dr. Andonuts's Lab.

Talk to the Mouse inside the Lab to receive the Eraser Eraser. *Check* the Instant Revitalizing Device to recover before going to Stonehenge.

The Stonehenge Base: Overview

The Stonehenge Base is a pretty long area full of enemies. If you didn't bring any Magic Truffles or Bottles of DXwater, use PSI Magnet against **Starmen** and **Starman Supers**. Have Poo use Lifeup and Healing instead of Ness for the most part since Poo can use PSI Magnet.

When you see a Starman or Starman Super on the field, wait for it to teleport close to the party and then approach it from the sides or the front; this seems to maximize the chances of getting a green swirl.

The first part of Stonehenge is a maze-like cave full of **Mook Seniors**, Starmen, and **Atomic Power Robots**. Keep everyone's HP above 150 before engaging any enemies in case someone gets hit by the Mook Senior's Freeze. When facing only one Mook Senior, take advantage of the rolling HP counter and keep attacking even if someone gets mortally wounded. Use PSI Shield *sigma* only if a Mook Senior appears in a group or if someone is low on HP. Use Healing *gamma* or a Secret Herb to cure anyone diamondized, and always defeat Mook Seniors first when facing a group.

Defeat the Atomic Power Robot last because it explodes when defeated. Use Freeze *beta*, the **Slime Generator**, or the **Monkey's Love** to prevent it from replenishing its HP. You can use Poo's *mirror* against this enemy to recover your HP without using PP, though this method requires some patience to use.

Stonehenge Base

Use the Eraser Eraser on the eraser statue near the entrance to eliminate it. Give the Eraser Eraser to **Escargo Express** after this. Continue into the next area.

Two paths lead out of the second area. They both take you to the same place, but the right path might be a little shorter.

Open the gift box in the third area to find Spicy Jerky (recovers 250 HP). Go east into the next area.

In the fourth area, the path to the northeast leads to a **Guts Capsule**, which I recommend you use on Ness. (All enemies in Stonehenge disappear once the boss here is defeated, making it easier to get any gift boxes you skip.) A Magic Butterfly seems to always appear in the open area when approached from the path leading to the Guts Capsule, but it's not very easy to camp because enemies spawn here as well. Take the path to the south to proceed.

You'll come across another fork in the fifth area. The top path leads to a **Cup of Lifenoodles** and the right path leads to the next section of Stonehenge.

Mook Seniors no longer appear in this part of Stonehenge, but you'll start encountering Starman Supers. Always defeat this enemy first because they can revive defeated cohorts with Healing *omega*. They are protected with a reflecting PSI shield from the start of a fight, so use only standard attacks.

Note: The Starman Super has a 1/128 chance of carrying the **Sword of Kings**, the only effective weapon for Poo in the game. The Sword increases Poo's Offense by 30, but requires a lot of luck or a lot of patience to obtain. (The first time I got this weapon, I had to defeat more than 100 Starman Supers; the next time, I fought only three.) Be warned that all enemies in Stonehenge disappear once the boss here is defeated, and the Sword of Kings can't be found anywhere else.

If Jeff doesn't have the **Heavy Bazooka**, walk to the right from the entrance to find a Broken Harmonica, an item Jeff can repair into the **Baddest Beam** (55 IQ required). To proceed, climb down the ladder in front of the entrance.

Walk to the east and open the gift box to get a **PSI Caramel**.

Continue east to reach a room where some Exit Mice live. An **Exit Mouse** is convenient for returning to the entrance after defeating the boss here. Go through the next door.

There is a new enemy lurking in this maze-like section of the base, but it can be defeated with standard attacks. All the way to the right of the entrance is a Broken Trumpet, an item Jeff can repair into the Defense Shower. The Defense Shower increases the entire party's Defense by about 6% per use in battle, but it's not very useful.

Walk north from the entrance and follow the path to the northeast. At the end of this path are two gift boxes containing a **Pixie's Bracelet** and a **Speed Capsule**. Equip the Pixie's Bracelet on Paula. Enter the door to the east.

The next room is filled with tubes holding abducted people, including the Apple Kid.

Starman Deluxe

Enter the next room to encounter the **Starman Deluxe**. Make sure everyone is near max HP before talking to it.

With a Multi Bottle Rocket, you should be able to win in 1 or 2 rounds. Use PSI Shield *sigma* or *omega* (level 60) in case the Starman Deluxe uses Starstorm while Ness and Poo use their standard attacks. Avoid using PSI attacks because this boss has a reflecting PSI shield from the start of the fight.

If you don't have any Multi Bottle Rockets, eliminate the Starman Deluxe's shield with Thunder or the **Shield Killer** before using PSI Rockin and Freeze. (Don't use the **Neutralizer**; Starstorm is painful.)

The base shuts down after the Starman Deluxe is defeated, and all enemies disappear from the area. Enter the previous room and talk to the Mr. Saturn to receive the **Saturn Ribbon**, an item for Paula. If Paula had the **Souvenir Coin**, equip it on Jeff.

Next, talk to the Apple Kid about the Overcoming Shyness Book. Open any gift boxes you skipped on your way back to the entrance, or use an Exit Mouse.

Tenda Village

WALKTHROUGH

The Shyness Book

After defeating the Starman Deluxe and talking to Apple Kid, teleport to Onett and go to the Library.

Check the bookshelves on the first floor of the Library for the Shyness Book. The book seems to always be in the room on the right, on the left-most section of the bookshelf.

Teleport to Tenda Village and *use* the Shyness Book next to the chief. The chief reads the book to everyone in the village and gives the party Tendakraut, an item that will help you later.

A voice takes over and starts talking to you, the player. Just as Tony previously did in Toto, this voice asks for your name.

EXTRA

Stuff To Do in Tenda Village

Purpose:

- Receive a **Bag of Dragonite**
- Trade **Horns of Life** for other items
- Read some text that talks about the party's adventure

Now that the Tendas aren't shy, you can do a few new things here. First, talk to the Tenda chief to receive a Bag of Dragonite, an item that inflicts about 250~400 HP of fire damage to all enemies on screen (Thanks to: **C.V. Reynolds**).

Next, talk to the villager near the chief and answer "yes" to its offer. A funky background fills the screen and scrolling text talks about the party's adventure. (This is similar to what happens when you drink coffee in Saturn Valley.) This text is long and you'll have to let it finish once it starts.

There is a Tenda in the northwest corner of the Village who trades items for Horns of Life. Each time the Tenda receives a Horn of Life, he gives whatever item is at the top of his list:

- Plain Roll: recovers about 80 HP
- Plain Yogurt: recovers about 160 HP
- Plain Roll: recovers about 80 HP
- Spicy Jerky: recovers about 250 HP
- Bag of Dragonite: inflicts about 250~400 HP of fire damage to all enemies on screen
- Talisman Coin: armor (*Other*) for Ness, Paula, or Jeff; Defense +60, Luck +25
- Hall of Fame Bat: weapon for Ness; Offense +62

Total value: \$6674

Total cost: \$12,460

Horns of Life can be bought in Saturn Valley for \$1780 each. The Bag of Dragonite might be worth the cost, but the Talisman Coin and the Hall of Fame Bat are quickly superseded by equipment sold in the next village.

Seventh Sanctuary Location

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 53

<i>Equipment</i>	Ness	Paula	Jeff	Poo
Weapon	Big League Bat	French Fry Pan	Death Ray	(nothing) or *Sword of Kings
Body	Night Pendant	Flame Pendant	Crystal Charm	(nothing)
Arms	Diamond Band	*Pixie's Bracelet	Diamond Band	Bracer of Kings
Other	Lucky Coin	*Saturn Ribbon	Souvenir Coin	(nothing)

* = new

Items

Broken Antenna

Use: repaired into the Gaia Beam, a weapon for Jeff

IQ Required: 65

Obtained: Uncontrollable Sphere

The **Uncontrollable Sphere** has a 1/128 chance of carrying the Broken Antenna. The Gaia Beam is the most powerful weapon for Jeff.

Rabbit's Foot

Use: armor (*Body*) for Ness, Paula, or Jeff; Defense +3 and Speed +40; protects from **Paralysis**

Obtained: gift box, near the Shining Spot

The Rabbit's Foot can be helpful against an enemy that appears near the end of the game. Have Paula hold on to it until then.

Diadem of Kings

Use: armor (*Other*) for Poo; Defense +20 and Luck +30; slightly decreases damage from **Fire** and **Freeze**

Obtained: gift box, down the ladder located far west of the entrance

The Diadem of Kings should be equipped on Poo for the rest of the game.

Gift Boxes

Item	Description	Location
Super Bomb	Inflicts 140~400 HP of damage to a target, 70~200 HP to adjacent targets	Down the first hole
IQ Capsule	Increases IQ by 1	Down the ladder far west of the entrance
Diadem of Kings	Armor (<i>Other</i>) for Poo; Defense + 20, Luck +30; decreases damage from Fire and Freeze	
Luck Capsule	Increases Luck by 1	North of the entrance
Rock Candy	Increases a random stat by 1 (or 2 with a Sugar Packet or Jar of Delisauce)	Down the ladder by the Luck Capsule
Bottle of DXwater	Recovers 40 PP for Poo	North of the Rock Candy
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	Up the ladder north of the Rock Candy
Luxury Jerky	Recovers 300 HP	Down the hole next to the Lifenoodles
Rabbit's Foot	Armor (<i>Body</i>); Speed +40 (hold on to this for later)	South of the Shining Spot

Enemies

Fobby

Vulnerable: Fire, Freeze, Paralysis, Brainshock

Attacks

Standard attack

Damage:

- 40~60 HP (Ness)
- 10~20 HP (Paula, Jeff)
- 60~80 HP (Poo)

PSI Magnet *alpha*

Effect: steals 2 to 8 PP from a single target

Comments: The Fobby can't use PSI for the first 4 rounds of battle.

Brainshock *alpha*

Effect: might make a single target **feel strange**

HP-sucker

Effect: drains 10~20% of a single target's max HP

Comments: This attack has a pretty low success rate and is nothing to worry about.

Strategy

One hit from Ness's *bash* or 2 hits from anyone else's standard attack should defeat the Fobby. Try to defeat 2 Fobbies in 1 round by having Ness and Poo target a different enemy from Paula and Jeff.

Use PSI Magnet *omega* or the **Hungry HP-sucker** to recover some HP or PP. This enemy is the best one to fight if you want to level up. Defeat the Fobby last if it appears with anything else.

Ness:

- *bash*
- Recover with Lifeup if someone's HP falls to 150 or lower

Paula:

- *bash*
- PSI Magnet *omega*

Jeff:

- *shoot*
- **Heavy Bazooka**
- Hungry HP-sucker

Poo:

- *bash*
- PSI Magnet *omega*
- Recover with Lifeup if someone's HP falls to 150 or lower

Conducting Spirit

Attacks

Flash *alpha*

Effect: might cause **crying** or **feeling strange**

Flash *beta*

Effect: might cause **crying**, **feeling strange**, **paralysis**, or an instant KO

Thunder *beta*

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Thunder *gamma*

Effect: summons 3 lightning bolts

Damage: 115~280 HP per bolt

Strategy

Two hits from Freeze *beta* and a hit from Ness or Jeff should defeat the Conducting Spirit. If 2 Conducting Spirits appear, consider using Starstorm or Freeze *omega*, and recover PP by using PSI Magnet *omega* against **Fobbies**. Always defeat this enemy first.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Paula:

- *bash*
 - Freeze *beta*, *gamma*, or *omega*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Freeze *beta* or *gamma*
 - Starstorm *alpha*
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Hyper Spinning Robo

Vulnerable: Freeze

Resistant: Fire

Attacks**Fire a beam**

Damage:

80~110 HP (Ness)

50~80 HP (Paula, Jeff)

90~130 HP (Poo)

Shield *beta*

Effect: reduces damage inflicted by *bash* by 50%; reflects damage inflicted by any physical attack

Disrupt your senses

Effect: renders a single target unable to use PSI for 4 rounds

Comments: This attack has a pretty low success rate and is nothing to worry about.

Strategy

You should be able to defeat the Hyper Spinning Robo in 1 or 2 rounds using standard attacks. If this enemy uses Shield *beta*, eliminate the shield with the **Neutralizer** or attack with Freeze *beta*. Defeat this enemy after any **Conducting Spirits**.

Ness:

- *bash*
- Recover with Ness or Poo Lifeup if HP falls to 120 or lower
- Recover Paula or Jeff with Lifeup *beta* if HP falls to 80 or lower

Paula:

- *bash*
 - Freeze *beta*, if shielded
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
 - Neutralizer or **Shield Killer**, if shielded
-

Poo:

- *bash*
 - Freeze *beta*, if shielded
 - Recover Ness or Poo with Lifeup *beta* if HP falls to 120 or lower
 - Recover Paula or Jeff with Lifeup *beta* if HP falls to 80 or lower
-

Uncontrollable Sphere

Vulnerable: Fire, Hypnosis

Resistant: Freeze

Attacks**Standard attack**

Damage:

- 70~100 HP (Ness)
 - 40~60 HP (Paula, Jeff)
 - 90~130 HP (Poo)
-

Fire *alpha*

Damage: 60~100 HP to all

Fire *beta*

Damage: 120~200 HP to all

Start laughing maniacally

Effect: makes a single target **feel strange**

Explode into bits (death action)

Damage: 150~400 HP, 50~200 HP to adjacent targets

Comments: A party member should suffer only about 50 HP of damage at most if you defeat this enemy last and end the battle quickly.

Strategy

You should be able to defeat the Uncontrollable Sphere in 1 or 2 rounds with standard attacks. Use PSI Shield *sigma* to defend against Fire. Defeat the Uncontrollable Sphere last if it appears in a group.

This enemy has a 1/128 chance of carrying the **Broken Antenna**, an item that Jeff can repair into the Gaia Beam. The Gaia Beam is the most powerful weapon for Jeff but requires a lot of luck or a lot of patience to obtain.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 120 or lower
-

Paula:

- *bash*
 - PSI Shield *sigma*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover with Lifeup if someone's HP falls to 120 or lower
-

Electro Specter (Sanctuary Boss)

Recommended Level: 56

Attacks

Electrical shock attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Hungry HP-sucker

Effect: drains about 10~20% of all party members' HP and gives it to the Electro Specter

Comments: This attack has a pretty low success rate and is nothing to worry about.

Neutralizer

Effect: resets any stats changes and removes everyone's shields

Shield Killer

Effect: might remove a shield protecting a single target

Strategy

With only one attack that inflicts significant damage, the Electro Specter is one of the easiest Sanctuary Bosses in the game. It's protected with a reflecting PSI Shield from the start of the fight, so use Jeff's **Neutralizer** or **Shield Killer** to eliminate it before using PSI attacks.

Ness:

- *bash*
 - PSI Rockin *beta* or *gamma*, if unshielded
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Paula:

- *bash*
 - Freeze *omega*, if unshielded
-

Jeff:

- (first turn) Neutralizer or Shield Killer
 - **Multi Bottle Rocket**
 - *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Freeze *gamma*, if unshielded
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Walkthrough

The Strong Tenda

After curing the Tendas of their shyness, talk to the Tenda standing next to a boulder in the southwest corner of Tenda Village. This Tenda is very strong and lifts the rock, revealing a hole that leads to the Seventh Sanctuary Cave.

There is a talking rock you'll have to speak to at the bottom of the hole. More talking rocks can be found in the Sanctuary Cave, but none of them say anything important.

Seventh Sanctuary Cave: Enemies

The enemies in the Seventh Sanctuary Cave are the **Fobby**, the **Uncontrollable Sphere**, the **Hyper Spinning Robo**, and the **Conducting Spirit**. Fobbies tend to be found on the upper level of the cave, while the other enemies usually lurk on the lower level.

Fobbies tend to attack in large groups and are the best enemies to fight if you want to level up. Use PSI Magnet *omega* or the **Hungry HP-sucker** to recover from them.

The Conducting Spirit can use **Flash beta** and **Thunder gamma** and is the most powerful enemy in the cave. Use Paula and Poo's Freeze *beta* and Ness or Jeff's standard attack to defeat them in 1 round. Consider using Freeze *omega* or Starstorm when facing 2 and recover PP by using PSI Magnet *omega* against Fobbies. Always defeat Conducting Spirits first.

The Uncontrollable Sphere can use Fire *beta* and explodes when defeated. Use PSI Shield *sigma* to defend against Fire and always defeat this enemy last.

Note: The Uncontrollable Sphere has a 1/128 chance of carrying the Broken Antenna, an item Jeff can repair into his most powerful weapon (65 IQ needed).

The Hyper Spinning Robo is an easy enemy. Use Freeze *beta* if it uses Shield *beta*.

Seventh Sanctuary Cave

Walk as far west as you can from the entrance and go down the ladder to find a **Diadem of Kings** and an **IQ Capsule**. Equip the Diadem on Poo and use the IQ Capsule on Paula or Poo.

Go back towards the entrance and turn north at the fork (the nearby ladder and hole lead to a **Super Bomb**). At the end of this path is a **Luck Capsule**. Use it on whomever you want. Climb down the ladder near the gift box.

There is a gift box on the lower level of the cave containing a [[Rock Candy]]. Use this item with a Sugar Packet or a Jar of Delisauce to increase a random stat by 2 (condiments can be bought in Twoson or Scaraba).

There are two ladders leading out of the lower level, both of which lead to the Shining Spot. The first ladder leads to a **Cup of Lifenoodles** and a **Luxury Jerky** (recovers about 300 HP), but the path to the boss is a little longer. There is a **Bottle of DXwater** on the way to the other ladder.

Before talking to the Shining Spot, open the gift box near it to get the **Rabbit's Foot**. This item can be very helpful against an enemy that appears near the end of the game and should be given to Paula.

Sanctuary Boss

The Seventh Sanctuary Boss is the **Electro Specter**. With only one attack that inflicts significant damage, the Electro Specter is one of the easiest Sanctuary bosses in the game. It is protected with a reflecting PSI shield from the start of the fight, so use Jeff's **Neutralizer** or **Shield Killer** to eliminate it before using PSI.

Lost Underworld

"Don't feed the dinosaurs in the cage!

The Boss"

-Sign in the Tenda settlement

Photo Spots: none

Outline

1. Enter the Tenda settlement and speak to the talking rock (optional)
2. Record the **Eighth Sanctuary Melody**

Exploring the Underworld

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 57

<i>Equipment</i>	Ness	Paula	Jeff	Poo
Weapon	Big League Bat	French Fry Pan	Death Ray	(nothing) or Sword of Kings
Body	Night Pendant	Flame Pendant	Crystal Charm	(nothing)
Arms	Diamond Band	Pixie's Bracelet	Diamond Band	Bracer of Kings
Other	Lucky Coin	Saturn Ribbon	Souvenir Coin	*Diadem of Kings

* = new

Items

Sea Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; protects from **Fire**, **Freeze**, and **Flash**; Defense +20

Obtained: gift box in the northeast corner of the Underworld

Obtain the Sea Pendant and equip it on Paula. If Paula was equipped with the **Flame Pendant**, equip it to Jeff (but keep the Crystal Charm).

Equip the Sea Pendant on Ness before recording the last Sanctuary melody.

Cloak of Kings

Use: armor (*Body*) for Poo; Defense +20, Speed +40

Obtained: gift box, northeast of the Eighth Sanctuary Cave

The Cloak of Kings can be found on the way to the Eighth Sanctuary Cave. The Speed boost is especially helpful when you need to save someone mortally wounded.

Magic Fry Pan

Use: weapon for Paula; Offense +50, **Guts** +100

Obtained: Chomposaur

The **Chomposaur** has a 1/128 chance of carrying the Magic Fry Pan. The Offense increase isn't the best and I don't think this weapon is worth going out of your way to get.

Shopping List

Tenda Settlement

Item	Price	Description
Ultimate Bat	\$2298	weapon for Ness; Offense +68
Shiny Coin	4000	armor (<i>Other</i>); Defense +70, Luck +30
Holy Fry Pan	3480	weapon for Paula; Offense +80, Guts +10

Gift Boxes

Item	Description	Location
Brain Food Lunch	Recovers 300 HP and 50 PP (600 HP and 100 PP for Poo; max HP/PP with a Salt Packet)	Teleport to the Underworld, then go west
Horn of Life	Cures almost any status effect; revives someone unconscious (restores max HP)	Eastern edge of the Underworld
Sea Pendant	Armor (<i>Body</i>); protects from Fire , Freeze , and Flash	Northeast corner of the Underworld
Guts Capsule	Increases Guts by 1	North-central part of the Underworld
Cloak of Kings	Armor (<i>Body</i>) for Poo; Defense +20, Speed +40	Southwest of the Tenda settlement

Enemies

Chomposaur

Resistant: Fire

Attacks

Stomp with its huge foot

Damage:

90~140 HP (Ness, Poo)

70~120 HP (Paula, Jeff)

Swing its tail very hard

Damage:

210~300 HP (Ness, Poo)

200~280 HP (Paula, Jeff)

Fire alpha

Damage: 60~100 HP to all

Fire beta

Damage: 120~200 HP to all

Fire gamma

Damage: 190~280 HP to all

Strategy

Use PSI Shield *sigma* unless both Paula and Jeff are protected from Fire. Have Paula and Poo use Freeze *gamma* and *beta* respectively while Ness uses PSI Rockin *beta* to defeat the Chomposaur in about 2 rounds.

The Chomposaur is protected with a reflecting physical shield at the start of a fight. Have Jeff use the **Neutralizer** (or the **Shield Killer** if you put up a PSI shield) before using physical attacks.

The Chomposaur has a 1/128 chance of carrying the Magic Fry Pan, a weapon for Paula that increases Offense by 50 and **Guts** by 100. The Offense increase isn't the best and I don't think this weapon is worth going out of your way to get.

Ness: PSI Rockin *beta*

Paula:

- (first turn) PSI Shield *sigma*
- Freeze *gamma*

Jeff:

- (first turn) Shield Killer or Neutralizer
 - *shoot*
 - **Heavy Bazooka**
-

Poo:

- Freeze *beta*
 - **Monkey's Love**
-

Wetnosaur

Vulnerable: Fire

Attacks**Stomp with its huge foot**

Damage:

80~120 HP (Ness, Poo)

50~90 HP (Paula, Jeff)

Swing its tail very hard

Damage:

170~260 HP (Ness, Poo)

160~220 HP (Paula, Jeff)

Biting attack

Damage:

200~250 HP (Ness, Poo)

170~230 HP (Paula, Jeff)

Make a loud rumble

Effect: solidifies a single target

Strategy

Have Paula use Freeze *gamma* and Poo use Freeze *beta* to defeat the Wetnosaur in 1 or 2 rounds.

Ness: *bash*

Paula: Freeze *gamma*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- Freeze *beta*
 - **Monkey's Love**
-

Ego Orb

Vulnerable: Freeze

Attacks**Standard attack**

Damage:

80~110 HP (Ness, Poo)

50~90 HP (Paula, Jeff)

Growl and lunge forward

Damage:

190~260 HP (Ness, Poo)

Tear into you

Damage:

190~260 HP (Ness, Poo)

160~220 HP (Paula, Jeff)

Strategy

Have Paula use Freeze *beta* and Poo use Freeze *alpha* to defeat the Ego Orb in 1 round.

Ness: *bash*

Paula: Freeze *beta*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo: Freeze *alpha*

Walkthrough

Features of the Underworld

There are 3 geysers located in the Underworld that erupt periodically. There are blue geysers located in the southeast and southwest corners of the Underworld and a red geyser directly north of a Tenda settlement. The blue ones completely recover HP/PP, and the red one heals all status effects and revives anyone unconscious. To recover on a geyser, simply stand on top of one and wait for it to erupt.

The enemies found here are the **Chomposaur**, the **Wetnosaur**, and the **Ego Orb**. All of these enemies can inflict heavy damage, so keep everyone's HP above 150 while in the Underworld.

The Chomposaur can use Fire *gamma* and is protected with a reflecting physical shield from the start of a fight. Use PSI Shield *sigma* unless both Paula and Jeff are protected from Fire, and have Paula and Poo use Freeze *gamma* and *beta* respectively to defeat the Chomposaur in about 2 rounds.

The Wetnosaur is similar to the Chomposaur except it can't use PSI and isn't protected with a shield. Use Freeze *gamma* and *beta* to defeat this enemy in 1 or 2 rounds. The Ego Orb can be defeated in 1 round with Freeze *alpha* and *beta*.

Note: The Chomposaur has a 1/128 chance of carrying the Magic Fry Pan, a weapon for Paula that increases Offense by 50 and **Guts** by 100. The Offense increase isn't the best and I don't think this weapon is worth going out of your way to get.

Items in the Underworld

After falling into the Underworld, walk south into the area with less trees and use Teleport *beta*. Select the *Underworld* to end up in a more convenient part of this large place. If Jeff doesn't have any [\[\[Multi Bottle Rocket|Multi Bottle Rockets\]\]](#), teleport to Deep Darkness first and buy at least 3 from the arms dealer.

To the left is a small enclosure with two Tendas (it's a little hard to make them out, but they are Tendas) and a bird phone. From there you should be able to see a small, white box. Walk to the other side of the rock wall and *check* the box to get a **Brain Food Lunch**.

Directly to the east is a **Horn of Life**. Walk along the upper side of the rock wall heading east to reach it.

In the northeast corner of the Underworld is the **Sea Pendant**, an item that protects from Fire, Freeze, and Flash. Obtain it and equip it on Paula. If Paula had the **Flame Pendant** equipped, equip it on Jeff (but keep the Crystal Charm). **Equip the Sea Pendant on Ness just before recording the final Sanctuary melody.**

Directly west of the Sea Pendant is a **Guts Capsule**. Use it on Ness if you get it.

There is also a **Cloak of Kings** to the southwest, but save it for later.

The Tenda Settlement

Near the center of the Underworld is a second village of Tendas. Approach the gate to the village to enter.

There is a talking rock in this village that discusses the Eight Sanctuary Spots. The rock basically summarizes the objective of Ness's quest and doesn't need to be talked to.

There is a Tenda here who sells some strong equipment. Buy the [\[\[Ultimate Bat\]\]](#) and the **Holy Fry Pan** for Ness and Paula and a **Shiny Coin** for whoever needs it. There is another Tenda who acts like an ATM, but he charges a usage fee if you withdraw money from him.

Eighth Sanctuary Location

Jump to [\[\[Enemies\]\]](#) or the full [\[\[Walkthrough\]\]](#)

Recommended Level: 57

Equipment	Ness	Paula	Jeff	Poo
Weapon	*Ultimate Bat	*Holy Fry Pan	Death Ray	(nothing) or Sword of Kings
Body	Night Pendant	*Sea Pendant	Flame Pendant	*Cloak of Kings
Arms	Diamond Band	Pixie's Bracelet	Diamond Band	Bracer of Kings
Other	*Shiny Coin	Saturn Ribbon	Souvenir Coin	Diadem of Kings
* = new				

Items

Star Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; protects from **Fire**, **Freeze**, **Flash**, and **Paralysis**

Obtained: Major Psychic Psycho

The **Major Psychic Psycho** has a 1/128 chance of carrying the Star Pendant.

Cloak of Kings

Use: armor (*Body*) for Poo; Defense +20, Speed +40

Obtained: gift box, northeast of the Eighth Sanctuary Cave

The Cloak of Kings can be found on the way to the Eighth Sanctuary Cave. The Speed boost is especially helpful when you need to save someone mortally wounded.

Gift Boxes

Item	Description	Location
Speed Capsule	Increases Speed by 1	Through the first cave door from the entrance
Bag of Dragonite	Inflicts about 250~450 HP of fire damage to all enemies on screen	Up the first couple of ropes from the entrance
Cherub's Band	Armor (<i>Arms</i>) for Ness, Paula, or Jeff; Defense +70, Luck +20; protects from Hypnosis	Southeast corner of the cave
Horn of Life	Cures almost any status effect; revives someone unconscious (restores max HP)	Above the Magic Butterfly room
Moon Beam Gun	Weapon for Jeff; Offense +110	Near the end of the cave

Enemies

Soul Consuming Flame

Vulnerable: Freeze

Resistant: Fire

Attacks

Spew out a flaming fireball

Damage: 200~400 HP

Breathe fire

Damage: 180~300 HP to everyone

Shoot out a spray of fire

Damage: 200~400 HP to everyone

Comments: The damage inflicted by all of the above attacks can be reduced to 10~20 HP with the Flame Pendant, the Sea Pendant, or the Star Pendant.

Edge closer

Effect: none

Strategy

The Soul Consuming Flame has very low Defense and can be defeated in 1 round with standard attacks. One hit from Freeze *gamma* and a standard attack can also defeat this enemy. Defeat the Soul Consuming Flame first in any battle. Make sure anyone not protected from Fire has at least 150 HP before entering battle.

Ness:

- *bash*
- Recover with Lifeup if someone's HP falls to 150 or lower

Paula:

- *bash*
- Freeze *beta* or *gamma*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Freeze *beta*
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Evil Elemental

Vulnerable: Fire, Flash, Hypnosis

Resistant: Freeze

Attacks**Standard attack**

Damage:

50~80 HP (Ness, Poo)

40~70 HP (Paula, Jeff)

Possess you in a frightening manner

Effect: **possesses** a single target with a Tiny Li'l Ghost

Disrupt your senses

Effect: renders a single target unable to use PSI for 4 rounds

Strategy

You should be able to defeat the Evil Elemental in 1 or 2 rounds using standard attacks. Always defeat this enemy last.

Ness:

- *bash*
 - Recover Ness or Poo with Lifeup *gamma* if HP falls to 80 or lower
 - Recover Paula or Jeff with Lifeup *beta* if HP falls to 70 or lower
-

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover Ness or Poo with Lifeup *gamma* if HP falls to 80 or lower
 - Recover Paula or Jeff with Lifeup *beta* if HP falls to 70 or lower
-

Psychic Psycho

Vulnerable: Brainshock

Resistant: Fire

Attacks**Fire *alpha***

Damage: 60~100 HP to all

Fire *beta*

Damage: 120~200 HP to all

Strategy

If the Psychic Psycho appears alone, use standard attacks or Freeze to defeat this enemy in 1 or 2 rounds. Use PSI Shield *sigma* in the first round if this enemy appears with a **Major Psychic Psycho** or if Paula and Jeff aren't protected from Fire. Use PSI Magnet if Paula or Poo is low on PP. Defeat the Psychic Psycho before only **Evil Elementals**.

Ness: *bash*

Paula:

- *bash*
 - PSI Shield *sigma*
 - PSI Magnet
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Freeze *alpha*
 - PSI Magnet
-

Major Psychic Psycho

Resistant: Fire

Attacks

Fire *beta*

Damage: 120~200 HP to all

Fire *gamma*

Damage: 190~280 HP to all

PSI Shield *omega*

Effect: protects all enemies with a reflecting PSI Shield

Paralysis *alpha*

Effect: might **paralyze** a single target

Strategy

Use PSI Shield *sigma* in the first round. Have Poo use Freeze *beta* if his *bash* is weak. Attack this enemy after defeating any **Soul Consuming Flames**.

The Major Psychic Psycho has a 1/128 chance of carrying the **Star Pendant**, an item that protects from Fire, Freeze, Flash, and Paralysis.

Ness:

- *bash*
 - Healing *gamma*, on anyone paralyzed
-

Paula:

- (first turn) PSI Shield *sigma*
 - *bash*
 - PSI Magnet
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Freeze *beta*
 - Healing *gamma*, on anyone paralyzed
 - PSI Magnet
-

Carbon Dog/Diamond Dog (Sanctuary Boss)

Recommended Level: 59

Resistant: Fire (Carbon Dog)

Attacks (Carbon Dog)

Biting attack

Damage:

110~180 HP (Ness, Poo)
90~150 HP (Paula, Jeff)

Charge forward

Damage:

290~320 HP (Ness, Poo)
230~300 HP (Paula, Jeff)

Spew out a flaming fireball

Damage: 200~400 HP

Shoot out a spray of fire

Damage: 200~400 HP to everyone

Make a loud, piercing howl

Effect: none

Attacks (Diamond Dog)

Biting attack

Damage:

160~190 HP (Ness, Poo)
120~160 HP (Paula, Jeff)

Biting attack

Damage:

290~400 HP (Ness, Poo)
250~340 HP (Paula, Jeff)

Comments: The Diamond Dog's two biting attacks have the same description in the battle dialogue window.

Bite you hard

Damage:

120~190 HP (Ness, Poo)
110~160 HP (Paula, Jeff)

Comments: This attack has a slight chance (maybe 10% or so) of **diamondizing** its target.

Emit a glorious light

Effect: might cause **crying**, **feeling strange**, **paralysis**, or an instant KO

Shield *beta*

Effect: reduces damage inflicted by *bash* by 50%; reflects damage inflicted by any physical attack

Make a loud, piercing howl

Effect: none

Strategy

This battle is divided between the Carbon Dog first and the Diamond Dog second, with no break in-between. How you fight this battle depends on whether you have a **Multi Bottle Rocket** or not:

With Multi Bottle Rockets: Three Multi Bottle Rockets should be enough to win this fight. The Diamond Dog is protected with a reflecting physical shield when it appears, but don't bother using the Neutralizer or the Shield Killer. Since Ness is usually slower than Jeff, have Ness use Lifeup on Jeff in each round to keep him alive. If Ness goes before Jeff, have Poo save him. Note that damage is reflected to Jeff if a Multi Bottle Rocket triggers the Carbon Dog's transformation.

If you have only 1 or 2 Multi Bottle Rockets, save them for the Diamond Dog if both Paula and Jeff are protected from Fire. If you aren't protected from Fire, use a Multi Bottle Rocket against the Carbon Dog.

Without Multi Bottle Rockets: Without **Magic Truffles** or **Brain Food Lunches**, you might deplete most of your PP if you use PSI attacks throughout the fight. If both Paula and Jeff are protected from fire, stick to standard attacks against the Carbon Dog, and keep Ness and Poo alive with Lifeup to conserve PP for use against the Diamond Dog. If less than 2 party members are protected from fire, use your strongest Freeze attacks against the Carbon Dog instead.

When the Diamond Dog appears, have Jeff use the **Neutralizer** or the **Shield Killer** to remove the Diamond Dog's reflecting physical shield before using *shoot* or the **Heavy Bazooka**. Paula and Poo should use their strongest Freeze attacks while Ness uses PSI Rockin *beta* for the most part.

If you start to run low on PP, use a **Bottle of DXwater** or a Brain Food Lunch on Poo or a Magic Truffle on Paula; Ness can use *bash* instead of PSI Rockin. Always make sure Ness and Poo have enough PP for Lifeup. If you don't have any items that can cure **diamondization** or revive someone unconscious, keep Ness's PP above 20 for Healing *gamma* and keep Poo's PP above 38 for Healing *omega*.

Ness:

- *bash*
 - PSI Rockin *beta*
 - Recover with Lifeup if someone's HP falls to 150 or lower
 - Healing *gamma*, on anyone diamondized
-

Paula:

- *bash*
 - Freeze *omega*
-

Jeff:

- **Multi Bottle Rocket**
 - *shoot*
 - Heavy Bazooka
 - Neutralizer or Shield Killer, against the Diamond Dog
-

Poo:

- Freeze *gamma*
 - PSI Magnet, against the Diamond Dog
 - Recover with Lifeup if someone's HP falls to 150 or lower
 - Healing *gamma*, on anyone diamondized
 - Healing *omega*, on anyone unconscious
-

Walkthrough

Preparation

- If Jeff doesn't have at least 3 **Multi Bottle Rockets**, teleport to Deep Darkness and buy a few from the arms dealer there.
- You should also have gotten the **Sea Pendant** in the northeast corner of the Underworld and equipped it on Paula. The **Flame Pendant** found in the Monkey Cave is also helpful here and should be equipped on Jeff (but hold on to the Crystal Charm if he has it).

(The above steps are for making the upcoming Sanctuary boss easier.)

The Eighth Sanctuary Cave is in the southwest corner of the Underworld. To get there, walk west from the Tenda settlement and then turn south. There is a gift box containing the **Cloak of Kings** on the way; this item increases Poo's Speed by 40 and is especially helpful when you need to save someone mortally wounded.

There is a blue geyser near the Eighth Sanctuary Cave that recovers HP/PP. Just stand on top of the geyser and wait for it to erupt. Use the nearby bird phone to save.

Eighth Sanctuary Cave: Enemies

The strongest enemies in the cave are the **Soul Consuming Flame** and the **Major Psychic Psycho**. The Soul Consuming Flame can damage the entire party with Fire equivalent attacks, but it has very low Defense and is vulnerable to Freeze. Use standard attacks or Freeze *beta* to defeat this enemy in the first round.

The Major Psychic Psycho can use Fire *gamma* and Paralysis *alpha*. Use PSI Shield *sigma* in the first round and standard attacks to defeat it in 1 or 2 rounds. If Poo's *bash* doesn't inflict much damage, have him use Freeze *beta*.

The **Psychic Psycho** is similar to the Major Psychic Psycho, but it can use only Fire *alpha* and *beta*. If this enemy appears alone, use standard attacks and Freeze *alpha* or *beta* to defeat this enemy in 1 round. If you're protected with a PSI shield, use PSI Magnet.

The **Evil Elemental** can cause **possession** and is resistant to Freeze, but it's a weak enemy overall. Use standard attacks to defeat it last.

Note: The Major Psychic Psycho has a 1/128 chance of carrying the Star Pendant, an item that protects from Fire, Freeze, Flash, and Paralysis.

Getting Through the Cave

The first cave door from the entrance leads to a **Speed Capsule**. This way is a dead end, but the path is short.

If you want a **Bag of Dragonite**, climb up the first couple of ropes from the entrance. This path is also a dead end.

Walk to the right until a puddle of lava blocks the way and enter the second cave door. Go through this small room and walk all the way to the right wall of the cave. There is a gift box here containing a **Cherub's Band**. Obtain it and equip it on Paula. If Paula was equipped with the **Pixie's Bracelet**, equip that on Jeff. Go back a little and climb up the rope.

From here, there should be three paths available: two cave doors and a rope. The door on the left leads to the Magic Butterfly room; keep reentering this room until PP is recovered. The rope leads to a [[Horn of Life]]. Enter the door on the right to proceed.

The next fork is two cave doors. Enter the door on the right to find a **Moon Beam Gun**, a weapon for Jeff. Enter the door on the left to proceed. Climb up the ropes to the Shining Spot.

Sanctuary Boss

The **Sanctuary Boss** battle is divided between the Carbon Dog first and the Diamond Dog second with no break in-between. The Carbon Dog can inflict more damage because it frequently engulfs the entire party in flames, but the Diamond Dog can get instant KOs through **diamondization** and its "glorious light" attack and has about twice as much HP.

Three Multi Bottle Rockets should be enough to win this fight. The Diamond Dog is protected with a reflecting physical shield when it appears, but don't bother using the Neutralizer or the Shield Killer. Since Ness is usually slower than Jeff, have Ness use Lifeup on Jeff in each round to keep him alive. If Ness goes before Jeff, have Poo save him. Note that damage is reflected to Jeff if a Multi Bottle Rocket triggers the Carbon Dog's transformation.

Important: Ness will be traveling alone for a while after recording all melodies. In preparation, equip your best defensive items on him and give him the Franklin Badge. (Leave whatever is equipped on his arms; a better bracelet can be found soon.) He should be protected from Flash and carry all of your Bags of Dragonite. Carry a couple of **Magic Truffles** or a **Brain Food Lunch** if possible, but leave at least 2 empty spaces in his inventory.

Magicant

"Let's be friends forever, all right?"

-Pokey

Photo Spots: none

Outline
1. Defeat Ness's Nightmare

Internal Struggle

Jump to [\[\[Enemies\]\]](#) or the full [\[\[Walkthrough\]\]](#)

Recommended Level: 61

Equipment	Ness
Weapon	Ultimate Bat
Body	Night Pendant/Sea Pendant
Arms	Diamond Band/Cherub's Band
Other	Shiny Coin/Souvenir Coin

Shopping List

Item	Price	Description
Earth Pendant	\$4000	Armor (<i>Body</i>) for Ness, Paula, or Jeff; provides 50% protection from Fire , Freeze , and Flash (but if Ness doesn't have the Night , Sea , or Star Pendant)
Magic Pudding	680	Recovers 40 PP (buy if Ness doesn't have any PP recovery items)

Gift Boxes

Item	Description	Location
Bag of Dragonite	Inflicts about 250~450 HP of fire damage to all enemies on screen (save for the boss)	East of the Flying Man house
Goddess Band	Armor (<i>Arms</i>) for Ness, Paula, or Jeff; Defense +80, Luck +30; protects from Hypnosis (equip on Paula when Ness wakes up)	Northwest of the Bag of Dragonite
Magicant Bat	Weapon for Ness; Offense +80	
Magic Tart	Recovers 20 PP	

Enemies

Loaded Dice

Vulnerable: Paralysis

Attacks

Call for help

Effect: a **Beautiful UFO**, **Care Free Bomb**, **Electro Swoosh**, **Fobby**, **High-Class UFO**, or an **Uncontrollable Sphere** joins the fight
Comments: If a Care Free Bomb joins the battle, defeat it first after paralyzing the Loaded Dice. Defeat any Uncontrollable Spheres last.

Strategy

Use Paralysis *alpha* in the first round to prevent the Loaded Dice from calling for help. Defeat this enemy last.

Like all gift box enemies, this one can move only in a straight line and can be dodged or approached from behind. If you get a green swirl, you can *run away* with a 100% chance of success.

Ness:

- (first turn) Paralysis *alpha*
 - *bash*
-

Electro Swoosh

Attacks

Send a greeting

Effect: none

Comments: The Electro Swoosh always attacks in the order listed here.

Electrical shock attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Electrical shock attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Charge forward

Damage: 190~260 HP

Strategy

About 3 hits from Ness's *bash* should defeat the Electro Swoosh.

Ness:

- *bash*
 - Recover with Lifeup *gamma* if the HP counter rolls down to 150 or lower
-

French Kiss of Death

Attacks

Give the kiss of death

Effect: **poisons** a single target

Strategy

About 3 hits from Ness's *bash* should defeat the French Kiss of Death. Use Healing *beta* to cure Ness after the battle is over. Defeat this enemy last when facing a group.

Ness: *bash*

Mr. Molecule

Attacks

Flash *alpha*

Effect: might cause **crying** or **feeling strange**

Comments: The Mr. Molecule can't use PSI for the first 4 rounds of battle.

Fire *alpha*

Damage: 60~100 HP to all

Freeze *alpha*

Damage: 150~220 HP

Effect: solidification (25% chance)

Thunder *alpha*

Effect: summons 1 lightning bolt

Damage: 65~170 HP per bolt

Strategy

One or two hits from Ness's *bash* should defeat the Mr. Molecule. If Ness has the **Sea** or **Star Pendant** and the Franklin Badge, this enemy poses no threat whatsoever. Otherwise, recover if Ness's HP counter rolls down to 150 or below after the 4th round. Defeat the Mr. Molecule last when it appears in a group.

Ness:

- *bash*
 - Recover with Lifeup *gamma* if the HP counter rolls down to 150 or lower
-

Care Free Bomb

Attacks

Bomb

Damage: 50~130 HP

Super Bomb

Damage: 140~400 HP

Strategy

Take advantage of the rolling HP counter when facing the Care Free Bomb. Don't use Lifeup *gamma* until Ness's HP rolls down to about 150, and wait for the HP counter to reach near max before attacking again. If you're fast (and lucky) enough, Ness should have to use Lifeup only once in most fights against this enemy.

Ness:

- *bash*
 - Recover with Lifeup *gamma* if the HP counter rolls down to 150 or lower
-

Kraken

Attacks

Generate a tornado

Damage: 100~130 HP to all

Breathe fire

Damage: 180~300 HP to all

Flash *beta*

Effect: might cause **crying**, **feeling strange**, **paralysis**, or an instant KO

Comments: If Ness isn't equipped with the **Night**, **Sea**, or **Star Pendant**, buy an **Earth Pendant** from the Magicant store to prevent Ness from being instantly KO'd by this attack.

Crashing boom bang attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Emit a pale green light

Effect: resets any stats changes and eliminates all shields

Strategy

About 5 hits from Ness's *bash* should defeat the Kraken.

Ness:

- *bash*
 - Recover with Lifeup *gamma* if the HP counter rolls down to about 120~150 or lower
-

Ness's Nightmare

Recommended Level: 65

Attacks

PSI Rockin *alpha*

Damage: 40~120 HP

PSI Rockin *omega*

Damage: 430~920 HP

Comments: There is a small chance PSI Rockin won't work on Ness.

Lifeup *beta*

Effect: recovers 230~370 HP

Shield *beta*

Effect: reduces damage from *bash* by 50%; reflects damage inflicted by any physical attack

Comments: This shield reflects damage from Bags of Dragonite.

Emit a glorious light

Effect: might cause **crying**, **feeling strange**, **paralysis**, or an instant KO

Comments: If Ness has the **Night**, **Sea**, or **Star Pendant**, this attack doesn't affect him. Otherwise, buy an **Earth Pendant** from the store in Magicant to reduce the chance this attack will instantly defeat Ness. Without protection from Flash, you'll need some luck to win this fight.

Strategy

This battle is a lesson on managing the rolling HP counter. Wait until Ness's HP rolls down to about 200 before recovering with Lifeup *gamma* even if mortally wounded. Wait until the counter reaches near max before attacking again just in case Ness is hit with PSI Rockin *omega*.

Use any **Bags of Dragonite** you have at the start of the fight. Attack with *bash* thereafter and switch to PSI Rockin *beta* when Ness's Nightmare uses Shield *beta*. (Ness's Nightmare is protected with a PSI shield at the start of the fight.)

Eat **Magic Pudding**, a **Magic Truffle**, or a **Brain Food Lunch** if PP runs low. If you don't have PP recovery items, a safer but slower strategy is to not use PSI Rockin *beta* even after Ness's Nightmare uses Shield *beta*. If you have a **Sudden Guts Pill**, use it at the start of the fight to improve your chances of getting SMAAAASH!! hits.

Ness:

- (first few turns) Bag of Dragonite
 - *bash*
 - PSI Rockin *beta*, if Ness's Nightmare uses Shield *beta*
 - Sudden Guts Pill
 - Recover with Lifeup *gamma* if the HP counter rolls down to about 200 or lower
-

Walkthrough

Preliminaries

Magicant should be easy if you gave Ness the Franklin Badge and the **Night**, **Sea**, or **Star Pendant**. Otherwise, you should buy some new equipment.

Walk south from Ness's starting point and enter the building on the right. This is Magicant's store (there is an ATM in the neighboring building). Buy 2 or 3 **Magic Puddings** if Ness doesn't have any **Magic Truffles** or [[Brain Food Lunch|Brain Food Lunches]], and get an **Earth Pendant** if he isn't equipped with the Night, Sea, or Star Pendant. The Earth Pendant provides 50% protection from Fire, Freeze, and Flash and can save Ness's life from the "glorious light" attack used by the boss at the end of Magicant.

To the right of Ness's starting point is Ness's mom and Tracy. Talk to Tracy if you want to store or retrieve something from storage and talk to Ness's mom to rest.

Monsters in Ness's Mind

Ness can enlist the help of a "Flying Man" just before the dangerous part of Magicant. The Flying Man can inflict about 100 HP of damage with his attacks, but he likely won't survive to the end of Magicant because you can't recover his HP. As far as I can tell, the Flying Man has about 300 to 400 HP.

The enemies in Magicant can be fairly tough. The **Loaded Dice** can summon the aid of many different enemies but can be rendered helpless with Paralysis *alpha*. Because the Loaded Dice is a gift box enemy, it can move only in a straight line and can be avoided or approached from behind.

The other enemy that can cause trouble is the **Care Free Bomb**. When facing this enemy, take advantage of the rolling HP counter and don't use Lifeup until Ness's HP rolls down to about 150. Wait for the counter to reach near max before attacking again. If you're fast (and lucky) enough, you should have to use Lifeup only once in most fights against this enemy.

Traveling Through Ness's Mind

The music changes when you enter the area with enemies. You can either go north or east from the starting point.

Walk east to find a **Bag of Dragonite** and another Ness. Save the Bag of Dragonite for the next boss. Talk to Ness to receive a Baseball Cap, a completely useless item. Go north to proceed.

Go north at the next fork to find a **Goddess Band**. Equip this on Paula when Ness returns to the outside world. Take the path leading east to proceed.

There are two other gift boxes here that contain a **Magicant Bat** and a Magic Tart (recovers 20 PP). Use the Magic Tart here because it isn't very useful after Magicant.

There is a strange squiggly spire at the end of this path. *Check* it to teleport to the Sea of Eden.

There are 3 [[Kraken]] lurking in the Sea of Eden. The Kraken should be much easier than the last time you fought it and can be defeated with standard attacks. Recover with Lifeup when Ness's HP rolls down to 150 or lower, especially if he isn't protected from Fire.

Ness's Nightmare

Be near max HP before checking the **statue** in the Sea of Eden.

Take advantage of the rolling HP counter in this fight. Recover with Lifeup only when the HP counter rolls down to about 200, even if Ness is mortally wounded, and wait until HP is near max before attacking again just in case Ness's Nightmare uses PSI Rockin *omega*.

Use any Bags of Dragonite you have at the start of the fight. Attack with *bash* initially and switch to PSI Rockin *beta* when Ness's Nightmare uses Shield *beta*. (Ness's Nightmare is protected with a PSI shield at the start of the battle.) Use a Magic Truffle, a Magic Pudding, or a Brain Food Lunch if PP runs low.

If you're low on PP recovery items, a safer but slower strategy is to keep bashing even after Ness's Nightmare uses Shield *beta*. Use a [[Sudden Guts Pill]] at the start of the fight if you have one to increase the chances of getting SMAAAASH!! hits (a SMAAAASH!! hit eliminates a shield in 1 hit).

Saturn Valley/Onett

"The Ghost of Starman flashed a menacing smile!"

Photo Spots: none

Outline

1. Test the Phase Distorter
2. Obtain the Meteorite Piece in Onett
3. Give the Meteorite Piece to Dr. Andonuts
4. Sleep at the hotel
5. Talk to Dr. Andonuts twice
6. Use the Phase Distorter
7. Talk to the Apple Kid and Dr. Andonuts
8. Use the Phase Distorter again

Meteorite Piece

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 68

<i>Equipment</i>	Ness	Paula	Jeff	Poo
Weapon	*Magicant Bat	Holy Fry Pan	Moon Beam Gun	(nothing) or Sword of Kings
Body	Night Pendant	Rabbit's Foot/Sea Pendant	Crystal Charm	Cloak of Kings
Arms	Pixie's Bracelet	*Goddess Band	Cherub's Band	Bracer of Kings
Other	Shiny Coin	Saturn Ribbon	Souvenir Coin	Diadem of Kings
* = new				

Items

Goddess Ribbon

Use: armor (*Other*) for Paula

Obtained: Ghost of Starman

The **Ghost of Starman** has a 1/128 chance of carrying the Goddess Ribbon, the best *Other* armor for Paula (Thanks to: **C.V. Reynolds**). I've never gotten this item, but according to the in-game description it increases Defense and Luck and protects from **Hypnosis** (Thanks to: **R. Etheridge**).

Shopping List

Saturn Valley Shop

Item	Price	Description
Night Pendant	\$3000	Armor (<i>Body</i>); protects from Flash (buy for anyone not protected from Flash, but don't equip it until the final boss)

Gift Boxes

Item	Description	Location
Horn of Life	Cures almost any status effect; revives someone unconscious (restores max HP)	Phase Distorter rubble

Enemies

Ghost of Starman

Attacks

Starstorm *alpha*

Damage: 300~435 HP to all

Comments: The Ghost of Starman always attacks in the order listed here.

Flash a menacing smile

Effect: none

Whisper "3..."

Effect: none

Murmur "2..."

Effect: none

Mutter "1..."

Effect: none

Starstorm *omega*

Damage: 580~860 HP to all

Strategy.

Have Paula use PSI Shield *sigma* in the first round to defend against the Ghost of Starman's Starstorm. If Paula isn't always able to go before this enemy attacks, try equipping her with the Rabbit's Foot (Speed +40), an item found in the Seventh Sanctuary Cave. If you sold or threw away the Rabbit's Foot, the Crystal Charm (Speed +15) sold in Scaraba is the next best option.

The Ghost of Starman has a 1/128 chance of carrying the Goddess Ribbon, the best *Other* armor for Paula in the game (Thanks to: **C.V. Reynolds**). I've never gotten this item, but according to the in-game description it increases Defense and Luck and protects from Hypnosis (Thanks to: **R. Etheridge**).

Ness:

- *bash*
- Recover with **Lifeup omega** if hit by Starstorm

Paula:

- (first turn) PSI Shield *sigma*
- *bash*

Jeff:

- *shoot*
- **Heavy Bazooka**

Poo: *bash*

Evil Eye

Vulnerable: Freeze

Resistant: Fire

Attacks

Standard attack

Damage:

80~120 HP (Ness, Poo)

60~100 HP (Paula, Jeff)

Paralysis *omega*

Effect: might **paralyze** the entire party

Brainshock *omega*

Effect: might make the entire party **feel strange**

Glare with its eerie eyes

Effect: might **diamondize** a single target

Strategy

If the Evil Eye doesn't appear with a **Ghost of Starman**, use Freeze *omega* and Freeze *alpha* to defeat it quickly. If the Evil Eye appears with a Ghost of Starman, have Poo use Freeze *gamma* and Ness and Jeff attack it to defeat it first.

Use Healing *beta* on anyone feeling strange and Healing *gamma* on anyone paralyzed or diamondized.

Ness:

- *bash*
 - Healing *beta* or *gamma*, as needed
-

Paula: Freeze *omega*, if no Ghost of Starman

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- Freeze *alpha*
 - Freeze *gamma*, if facing a Ghost of Starman also
 - Healing *beta* or *gamma*, as needed
-

Mechanical Octobot

Vulnerable: Fire

Attacks

Fire a beam

Damage:

- 100~140 HP (Ness, Poo)
 - 70~100 HP (Paula, Jeff)
-

Generate a mysterious electrical field

Effect: might **paralyze** a single target

Comments: This attack seems to have a very low success rate and is nothing to worry about.

Try to steal something

Effect: might steal a random nonessential item

Strategy

You should be able to defeat the Mechanical Octobot in 1 or 2 rounds using standard attacks. Defeat this enemy last when facing a group.

Ness:

- *bash*
 - Recover Ness or Poo with Lifeup *gamma* if HP falls to 140 or lower
 - Recover Paula or Jeff with Lifeup *beta* if HP falls to 100 or lower
-

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover Ness or Poo with Lifeup *gamma* if HP falls to 140 or lower
 - Recover Paula or Jeff with Lifeup *beta* if HP falls to 100 or lower
-

Walkthrough

Incomplete Invention

Note 1: If there is anything you want to do in Onett, do it now. All buildings other than Ness's house will become inaccessible soon and will stay that way until the final boss is defeated.

Note 2: There are new items being sold in Saturn Valley's store. If each party member doesn't have an item that protects from Flash (i.e. the **Night, Sea, or Star Pendant**), buy as many Night Pendants from the store as needed and give one each to Ness, Paula, Jeff, and Poo. Don't equip them until the final boss.

Give Paula the **Goddess Band** you found in Magicant. If you were optimally equipped, give the **Cherub's Band** to Jeff and the [[Pixie's Bracelet]] to Ness. Talk to Dr. Andonuts in Saturn Valley and attempt to enter the Phase Distorter.

Dr. Andonuts explains that a meteorite piece is needed to complete the device and asks if you've seen a meteorite lately. Answer "yes" when prompted; answering "no" just causes Dr. Andonuts to ask again. Teleport to Onett.

Onett

The enemies in northern Onett are the **Evil Eye**, the **Ghost of Starman**, and the **Mechanical Octobot**. The Evil Eye can debilitate the party with status effects and should be defeated first with Freeze *gamma* or *omega*.

The Ghost of Starman always uses Starstorm *alpha* in the first round and Starstorm *omega* in the sixth. If Paula isn't always able to use PSI Shield *sigma* before the Ghost of Starman attacks, try equipping her with the Rabbit's Foot (Speed +40) found in the Seventh Sanctuary Cave. If you sold or threw away the Rabbit's Foot, the Crystal Charm (Speed +15) sold in Scaraba is the next best option.

The Mechanical Octobot is not much of a threat and can be defeated with just standard attacks.

When you reach the impact site, *check* the meteorite and answer "yes" when prompted. Teleport to Saturn Valley.

Use the Meteorite Piece while standing next to Dr. Andonuts and rest at the house to the southwest.

Preparing for the Final Area

Once you enter the Phase Distorter, you won't be able to return to any other place in the game.

There are many enemies in the final area of the game, but only minor preparations should be needed. As mentioned above, give an item that protects from Flash to each party member (including Poo) but don't equip them until the final fight. Place the Franklin Badge in Paula's inventory, along with a Sea or Star Pendant. Protecting Paula from all forms of PSI attacks will greatly help in the final battle.

Ghosts of Starman also frequently appear on the way to the last boss. If you had trouble with them in Onett, get the Rabbit's Foot in the Seventh Sanctuary Cave or buy a Crystal Charm in Scaraba if you didn't already and equip it on Paula. Level up Ness until he learns **Lifeup omega** at level 70.

Talk to Dr. Andonuts again and answer "yes." Approach the front of the Phase Distorter to leave Saturn Valley.

Cave of the Past

Walk east and the old man from Dalaam appears to teach Poo one last ability.

Continue walking east to find a destroyed Phase Distorter. *Check* the rubble to find a **Horn of Life**.

Walk to the dead-end past the strange silver spire and go back; Dr. Andonuts, Apple Kid, and a Mr. Saturn appear from another Phase Distorter.

Talk to Apple Kid and then Dr. Andonuts. Answer "yes" when prompted both times to proceed.

Cave of the Past

"I feel...g...o...o...d..."

-Giygas

Photo Spots: none

Outline

1. Make your way through the Cave of the Past
2. Defeat **Giygas's** first couple forms
3. Final boss spoiler: Pray 9 times to defeat Giygas's final forms

Machines

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 70

<i>Equipment</i>	Ness	Paula	Jeff	Poo
Weapon	Magiant Bat	Holy Fry Pan	Moon Beam Gun	(nothing) or Sword of Kings
Body	Night Pendant	Rabbit's Foot/Sea Pendant	Crystal Charm	Cloak of Kings
Arms	Pixie's Bracelet	Goddess Band	Cherub's Band	Bracer of Kings
Other	Shiny Coin	Saturn Ribbon	Souvenir Coin	Diadem of Kings

Items

Gutsy Bat

Use: weapon for Ness (Offense +100, **Guts** +127)

Obtained: Bionic Kraken

This is the best weapon Ness can get. The Guts increase can give Ness SMAAAASH!! hits roughly 40% of the time.

The **Bionic Kraken** has a 1/128 chance of carrying this weapon. The Bionic Kraken seems to appear only after the first teleporting sphere, which is located about halfway through the cave.

Goddess Ribbon

Use: armor (*Other*) for Paula

Obtained: Ghost of Starman

The [[Ghost of Starman]] has a 1/128 chance of carrying the Goddess Ribbon, the best *Other* armor for Paula in the game (Thanks to: **C.V. Reynolds**). I've never gotten this item, but according to the in-game description it increases Defense and Luck and protects from Hypnosis (Thanks to: **R. Etheridge**).

Gift Boxes

Item	Description
Legendary Bat	Weapon for Ness; Offense +110

Enemies

Ghost of Starman

Attacks

Starstorm *alpha*

Damage: 300~435 HP to all

Comments: The Ghost of Starman always attacks in the order listed here.

Flash a menacing smile

Effect: none

Whisper "3..."

Effect: none

Murmur "2..."

Effect: none

Mutter "1..."

Effect: none

Starstorm *omega*

Damage: 580~860 HP to all

Strategy

Use PSI Shield *sigma* in the first round to defend against the Ghost of Starman's Starstorm. If Paula isn't always able to go before this enemy attacks, equip her with the **Rabbit's Foot** (Speed +40) or a **Crystal Charm** (Speed +15).

If you don't have either item, your best option might be to use **Lifeup *omega*** in the second round. Be sure everyone has at least 200 HP before entering battle.

If you're low on PP recovery items, a good way to maintain Paula and Poo's PP is to use PSI Magnet after protecting everyone with a PSI shield. Have Ness and Jeff *defend* until enough PP is recovered.

The Ghost of Starman has a 1/128 chance of carrying the Goddess Ribbon, the best *Other* armor for Paula (Thanks to: **C.V. Reynolds**). I've never gotten this item, but according to the in-game description it increases Defense and Luck and protects from Hypnosis (Thanks to: **R. Etheridge**).

Ness:

- *bash*
 - Recover with Lifeup *omega* if hit by Starstorm
-

Paula:

- (first turn) PSI Shield *sigma*
 - *bash*
 - PSI Magnet, if protected with a PSI Shield
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - PSI Magnet, if protected with a PSI Shield
-

Nuclear Reactor Robot

Resistant: Fire

Attacks**Fire a beam**

Damage:

80~100 HP (Ness, Poo)

60~90 HP (Paula, Jeff)

Replenish a fuel supply

Effect: recovers max HP for a single target

Explode into bits (death action)

Damage: 150~300 HP, 50~200 HP to adjacent targets

Comments: A party member should suffer only about 50 HP of damage at most if you defeat this enemy last and end the battle quickly.

Strategy

You should be able to defeat the Nuclear Reactor Robot in 1 or 2 rounds using standard attacks. Use the **Monkey's Love** or the **Slime Generator** to prevent this enemy from recovering HP. Always defeat this enemy last when facing a group.

You can use Poo's *mirror* on the Nuclear Reactor Robot to recover your HP without using PP, though this method requires some patience to use.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 100 or lower
-

Paula: *bash***Jeff:**

- *shoot*
 - **Heavy Bazooka**
 - Slime Generator
-

Poo:

- *bash*
 - Monkey's Love
 - Recover with Lifeup if someone's HP falls to 100 or lower
-

Squatter Demon

Vulnerable: Fire

Resistant: Freeze

Attacks**Bite you hard**

Damage:

100~160 HP (Ness, Poo)

80~140 HP (Paula, Jeff)

Take a bite using its poisonous fangs

Damage:

100~160 HP (Ness, Poo)

80~140 HP (Paula, Jeff)

Effect: **poisons** its target

Hypnosis *alpha*

Effect: might put a single target to sleep

Shield Killer

Effect: might remove a shield protecting a single target

Strategy

You should be able to defeat the Squatter Demon in 1 or 2 rounds using standard attacks. Heal anyone poisoned after the battle is over.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Ultimate Octobot

Vulnerable: Fire

Attacks

Fire a beam

Damage:

100~160 HP (Ness, Poo)

100~130 HP (Paula, Jeff)

Generate a mysterious electric field

Effect: might **paralyze** a single target

Comments: This attack seems to have a very low success rate and is nothing to worry about.

Try to steal something

Effect: steal a random nonessential item

Strategy

You should be able to defeat the Ultimate Octobot in 1 or 2 rounds using standard attacks.

Ness:

- *bash*
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Paula: *bash*

Jeff:

- *shoot*
- **Heavy Bazooka**

Poo:

- *bash*
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Wild 'n Wooly Shambler**Attacks****Fire a beam**

Damage:

- 90~120 HP (Ness, Poo)
 - 60~90 HP (Paula, Jeff)
-

Flash *beta*

Effect: might cause **crying**, **feeling strange**, **paralysis**, or an instant KO

PSI Shield *beta*

Effect: reflects all damage from offensive PSI moves

Strategy

You should be able to defeat the Wild 'n Wooly Shambler in 1 or 2 rounds with standard attacks.

Ness:

- *bash*
 - Recover Ness or Poo with Lifeup *gamma* if HP falls to 120 or lower
 - Recover Paula or Jeff with Lifeup *beta* if HP falls to 90 or lower
-

Paula: *bash*

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Recover Ness or Poo with Lifeup *gamma* if HP falls to 120 or lower
 - Recover Paula or Jeff with Lifeup *beta* if HP falls to 90 or lower
-

Bionic Kraken**Attacks****Generate a tornado**

Damage: 200~350 HP to everyone

Breathe fire

Damage: 180~300 HP to everyone

Crashing boom bang attack

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Emit a pale green light

Effect: resets any stats changes and eliminates all shields

Strategy

Have Paula and Poo use Freeze *beta* to defeat the Bionic Kraken in 1 or 2 rounds. Make sure everyone is near max HP before fighting this enemy. The Bionic Kraken seems to appear only after the first teleporting sphere, which is located about halfway through the cave.

The Bionic Kraken has a 1/128 chance of carrying the Gutsy Bat (Offense +100, Guts +127).

Ness:

- *bash*
 - Recover with Lifeup *omega*, as necessary
-

Paula:

- *bash*
 - Freeze *beta*
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
-

Poo:

- *bash*
 - Freeze *beta*
-

Final Starman**Attacks****Starstorm *alpha***

Damage: 300~435 HP to all

Starstorm *omega*

Damage: 580~860 HP to all

Healing *omega*

Effect: can cure almost any status effect or revive a defeated enemy (restores full HP)

Shield *beta*

Effect: reduces damage from *bash* by 50%; reflects damage inflicted by any physical attack

Brainshock *omega*

Effect: might make the entire party **feel strange**

Flash a menacing smile

Effect: none

Strategy

Use PSI Shield *sigma* in the first round. If Ness or Jeff start feeling strange, have Poo use Healing *beta* on one of them. If Poo feels strange, you should be able to have him *bash* without much risk to your party; he might even hit someone feeling strange and revert them to normal.

Use PSI Shield *omega* if you want an easier time against the Final Starman. With PSI Shield *omega*, you can have Paula and Poo use PSI Magnet while the Final Starman and any Ghost of Starman it appears with destroy themselves with Starstorm.

The Final Starman is protected with a reflecting PSI shield from the start of a fight; the PSI shield is replaced if this enemy uses Shield *beta*.

Ness:

- *bash*
 - *defend*, if feeling strange
 - Lifeup *omega*, if hit by Starstorm
-

Paula:

- (first turn) PSI Shield *sigma* or *omega*
 - PSI Magnet
-

Jeff:

- *shoot*
 - **Heavy Bazooka**
 - *defend*, if feeling strange
-

Poo:

- *bash*
 - **Monkey's Love**
 - PSI Magnet
-

Walkthrough**The Cave of the Past: Enemies**

When facing the [[Ghost of Starman]], use PSI Shield *sigma* in the first round to defend against its Starstorm. If Paula doesn't always go before the Ghost of Starman, equip her with the **Rabbit's Foot** (Speed +40) or the **Crystal Charm** (Speed +15). If you don't have either item, use **Lifeup omega** to recover the party, but make sure everyone has at least 200 HP before entering battle.

The **Final Starman** can use Brainshock *omega* and Shield *beta* in addition to Starstorm. PSI Shield *sigma* should be enough to defend yourself for the most part, but PSI Shield *omega* can cause the Final Starman and any Ghost of Starman it appears with to destroy themselves with Starstorm. If Ness or Jeff feel strange, use Healing *beta* to cure one of them.

If Paula or Poo run low on PP and you don't have PP recovery items, repeatedly use PSI Magnet against Starman after protecting everyone with a PSI shield. Have Ness and Jeff *defend* until enough PP is recovered.

Most other enemies in this cave can be defeated with standard attacks. Always defeat the **Nuclear Reactor Robot** last; use the **Slime Generator** or the **Monkey's Love** to prevent it from recovering HP. Use Poo's *mirror* to copy their "replenish a fuel supply" ability if you have the patience.

If you ever encounter a horde of enemies on the field, you can often get a green swirl by trying to approach an enemy from behind during the few seconds of invulnerability after fights. You can run away with a 100% chance of success on the first round if you get a green swirl.

The Path to Giygas

The Cave of the Past is a very straightforward area with no branching whatsoever. The only gift box here contains the Legendary Bat, a weapon for Ness.

The **Bionic Kraken** has a 1/128 chance of carrying the Gutsy Bat (Offense +100, Guts +127). The Bionic Kraken seems to appear only after the first teleporting sphere, which is located about halfway through the cave.

The last boss is in a large cave full of tubes. Before approaching Giygas, give the Franklin Badge and a **Sea** or **Star Pendant** to Paula. If Jeff has any Multi Bottle Rockets, equip the Rabbit's Foot on him; otherwise, Bottle Rockets don't help much in the final fight. Place an item that protects from Flash in each person's inventory, and equip them in the 2nd or 3rd phase of the final battle. If you have any **Bags of Dragonite**, **Super Bombs**, or other damage inflicting items, give them to Ness and Jeff.

The Final Battle

Recommended Level: 71

Equipment	Ness	Paula	Jeff	Poo
Weapon	*Legendary Bat	Holy Fry Pan	Moon Beam Gun	(nothing) or Sword of Kings
Body	Night Pendant	Sea Pendant	Rabbit's Foot/Night Pendant	Cloak of Kings/Night Pendant
Arms	Pixie's Bracelet	Goddess Band	Cherub's Band	Bracer of Kings
Other	Shiny Coin	Saturn Ribbon	Souvenir Coin	Diadem of Kings
* = new				

Enemies/Walkthrough

Heavily Armed Pokey

Vulnerable: Brainshock

Attacks

Discharge a very stinky gas

Effect: reduces all party members' Offense by about 6%

Comments: Pokey uses this move in every other round, starting in the first.

Charge forward

Damage:

180~300 HP (Ness, Poo)

150~260 HP (Paula, Jeff)

Tear into you

Damage:

180~300 HP (Ness, Poo)

150~260 HP (Paula, Jeff)

Strategy

The first phase of the final battle is against Giygas and Heavily Armed Pokey. Pokey is the target the party needs to focus on, but use **PSI Shield sigma** in the first round to defend against Giygas's PSI Rockin (don't use PSI Shield *omega* or *beta*). Use PSI Shield *sigma* whenever the shield starts to weaken, or have Ness use Lifeup *omega* in each round if Paula is low on PP.

Pokey is somewhat vulnerable to Paralysis, so use Paralysis *alpha* in each round until successful to render Pokey helpless. Have Paula and Poo use their strongest Freeze attacks while Jeff uses the **Heavy Bazooka** or his standard attack. If Jeff has any **Multi Bottle Rockets**, equip the **Rabbit's Foot** on him; otherwise, Multi Bottle Rockets don't inflict much damage to Pokey.

Use PSI Magnet *omega* if Paula or Poo runs low on PP to drain some from Giygas and Pokey.

You'll hopefully be able to defeat Pokey in about 3 rounds.

Ness:

- Paralysis *alpha*, until successful
 - *bash*
 - Recover with Lifeup if someone's HP falls to 200 or lower
 - Recover with Lifeup *omega* if hit by PSI Rockin
-

Paula:

- (first turn) PSI Shield *sigma*
 - Freeze *omega*
 - PSI Magnet *omega*
-

Jeff:

- *shoot*
 - Heavy Bazooka
 - Multi Bottle Rocket, if equipped with the Rabbit's Foot
-

Poo:

- Freeze *gamma*
 - PSI Magnet *omega*
 - Recover with Lifeup if someone's HP falls to 200 or lower
-

Giygas (Form 1: The Devil's Machine)

Vulnerable: Brainshock

Attacks

PSI Rockin *alpha*

Damage: 40~120 HP to all

PSI Rockin *beta*

Damage: 100~270 HP to all

Strategy

Use **PSI Shield *sigma*** in the first round to defend against PSI Rockin (don't use PSI Shield *omega* or *beta*). Use PSI Shield *sigma* again whenever the shield starts to weaken, or have Ness use **Lifeup *omega*** in each round if Paula is low on PP.

All damage inflicted on Giygas reflect off of him and damage the party. This includes any attack reflected off of a shield or any attack Giygas targets himself with (this can occur if Poo uses Brainshock to make Giygas feel strange). The only attacks that affect Giygas are *assist* or *recover* type PSI abilities or status affecting items such as the Slime Generator and the Monkey's Love. You can take advantage of this by using PSI Magnet *omega* to recover Paula or Poo's PP.

Ness: recover with Lifeup *omega* as needed

Paula:

- PSI Shield *sigma*
 - PSI Magnet *omega*
-

Poo: PSI Magnet *omega*

Giygas (Form 2)

Vulnerable: Brainshock

Attacks

Attack 1

Damage: 150~220 HP to the entire party

Status Effect: solidification (25% chance)

Comments: Freeze protective armor, such as the **Rain Pendant**, reduces damage from this attack to about ~10 HP. I suggest you give priority to Flash protection, however, because Giygas's Flash equivalent attack has a pretty good chance of rendering someone unconscious. Use Lifeup *omega* to recover from this attack.

Attack 2

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Attack 3

Effect: causes **crying, feeling strange, paralysis**, or an instant KO

Comment: Flash protective armor, such as the **Night Pendant**, provides near immunity to this attack.

Waste a turn

Strategy

To defeat Giygas's second form, the party has to inflict roughly 2000 HP of damage. Starstorm *omega* is the most effective attack in this phase, so use it a couple of times if you have something that can recover Poo's PP, such as a **Brain Food Lunch**, a **Magic Truffle**, or a **Bottle of DXwater**. Make sure Poo has enough PP leftover to use Brainshock and Healing *omega* after this phase.

If Poo can't spare the PP, have Ness use PSI Rockin. PSI Rockin isn't as effective as Starstorm because it can sometimes fail and its animation is long, but Ness should have more than enough PP to last this fight.

This is a good time to use up any **Bags of Dragonite**, **Super Bombs**, or any other damage inflicting items you have. Use Multi Bottle Rockets only if Jeff is equipped with the **Rabbit's Foot**. Otherwise, Multi Bottle Rockets don't work.

Ness:

- PSI Rockin *gamma* or *omega*
 - Recover with Lifeup *omega* if someone's HP falls to 150 or lower
-

Paula: Freeze *omega*

Jeff:

- *shoot*
 - **Heavy Bazooka**
 - Multi Bottle Rocket, if equipped with the Rabbit's Foot
-

Poo:

- Starstorm *alpha* or *omega*
 - Freeze *gamma*
 - Recover with Lifeup if someone's HP falls to 150 or lower
-

Giygas (Final Forms)

Vulnerable: Brainshock

Attacks

Attack 1

Damage: 150~220 HP to the entire party

Status Effect: solidification (25% chance)

Comments: Freeze protective armor, such as the **Rain Pendant**, reduces damage from this attack to about ~10 HP. I suggest you give priority to Flash protection, however, because Giygas's Flash equivalent attack has a pretty good chance of rendering someone unconscious. Use Lifeup *omega* to recover from this attack.

Attack 2

Effect: summons 2 lightning bolts

Damage: 65~170 HP per bolt

Attack 3

Effect: causes **crying, feeling strange, paralysis**, or an instant KO

Comment: Flash protective armor, such as the **Night Pendant**, provides near immunity to this attack.

Waste a turn

Strategy

The only way to defeat Giygas's final forms is to have Paula *pray* 9 times. If Paula has the Franklin Badge and the **Sea** or **Star Pendant**, she'll have no trouble surviving. Otherwise, use Lifeup to keep her HP near max.

Use Brainshock *alpha* whenever Giygas isn't feeling strange. Have Poo use Freeze *alpha* as much as possible to try to solidify Giygas (25% chance).

If anyone isn't protected from Flash at this point and you gave each person a **Night Pendant**, enter *goods* and select the Night Pendant to equip it now.

Ness: Lifeup *beta*, *gamma*, or *omega*

Paula: *pray*

Jeff: food and medicine

Poo:

- Brainshock *alpha*, if Giygas isn't feeling strange
 - Freeze *alpha*, to try to solidify Giygas (25% chance)
 - Lifeup *beta* or *gamma*
 - Healing *omega*, on anyone who falls unconscious
-

The Ending

The ending in EarthBound is unique in that there are few cutscenes or predetermined occurrences. Rather, the ending allows you to explore the world of EarthBound free of monsters and Giygas's evil influence.

To finish exploring and watch the ending credits, talk to Ness's mom.

Note: It's possible to lose a fight during the ending. The Shattered Men can still be found on the second floor of the Museum in Summers if you didn't defeat them before. If you lose to them in battle, the screen turns black and the game over music starts playing, but the game thinks you're still in the Museum. Walk to the left and exit the room to see a strange glitch.

Appendices and Indexes

Photo Spots

Onett

1. In front of Ness's house, after daybreak
 2. Inside the house for sale in southwest Onett
-

Twoson

1. In front of the Bike Shop
 2. West edge of Peaceful Rest Valley, past the pencil statue
 3. In front of the cabin in Peaceful Rest Valley, after Paula joins Ness
 4. In front of the entrance to Chaos Theater, after receiving the Backstage Pass
-

Threed

1. North-central Threed, between the two fenced graveyards and in front of a lone gravestone
 2. In front of the circus tent in central Threed, after the monsters are gone
-

Winters

1. In the campsite north of Lake Tess, after daybreak
 2. Inside Brick Road, after reading one of the signs
 3. Near the center of Stonehenge
-

Grapefruit Falls

1. In front of the waterfall
-

Saturn Valley

1. To the right of the hot spring
-

Dusty Dunes Desert

1. By the Black Sesame Seed in northwest Dusty Dunes Desert, after talking to it
 2. In front of the gold mine, after the five moles are defeated
-

Fourside

1. On the bridge to Fourside, just before the second tunnel
 2. Inside the Fourside Museum, in front of the Dinosaur exhibit
 3. Between the two trees standing between the Monotoli Building and the Dept. Store
 4. In front of the Toy Shop in the Fourside Department Store, after the Dept. Store Spook is defeated
 5. Outside the Fourside Museum entrance, after recording the Fifth Sanctuary Melody
-

Summers/Toto

1. In front of the Hotel in Summers

2. Inside the Restaurant in Summers, in the northwest part of the building
3. The beach in Summers, in front of the man selling Gelato de Resort
4. Next to one of the sailors in Toto, after Poo joins the party.

Dalaam

1. In front of the Palace
2. Inside the Palace, in front of the throne

Scaraba

1. Left side of the marketplace
2. In front of the Pyramid entrance
3. Near a small oasis south of Brick Road's original location (Thanks to: **C.V. Reynolds**)

Deep Darkness

1. Next to the Myna Bird, southwest of a gift box containing Beef Jerky

Tenda Village

1. Next to the Tenda chief, after giving it the Shyness Book

Gift Box List

"Gift Box" refers to all item carrying containers, including trash cans, chests, and coffins. Items that are somewhat easy to miss are also listed here.

Onett

Item	Description	Location
Town		
Cracked Bat	Weapon for Ness; Offense +4	Tracy's Room in Ness's house
Bread Roll	Recovers 30 HP	Northern Onett, along the path to the impact site
Mr. Baseball Cap	Armor (<i>Other</i>) for Ness; Defense +6	Kid in the tree house, northwest of the Library
Hamburger	Recovers 50 HP	Trash can next to the Burger Shop
Can of Fruit Juice	Recovers 6 HP	Trash can next to the Arcade
Travel Charm	Armor (<i>Body</i>); protects from Paralysis	Man in northern Onett, after unlocking the Shack
Hamburger	Recovers 50 HP	Southern Onett, on the road to Twoson
First Sanctuary Cave		
Skip Sandwich	Increases walking speed for 10 sec.	First level of the First Sanctuary Cave
Cold Remedy	Cures a cold (helpful in the next town)	Second level of the First Sanctuary Cave
Hamburger	Recovers 50 HP	Third level of the First Sanctuary Cave

Twoson

Item	Description	Location
\$50	Money; very useful	Talk to a man in the hotel 17 times
Broken Machine	Repaired into the Counter-PSI Unit (1 IQ required)	Apple Kid's house
Teddy Bear	Diverts attacks away from the party; has about 100 HP	Polestar Preschool
Skip Sandwich	Increases walking for 10 sec.	Waaaay south of Twoson
Magic Truffle	Recovers 80 PP	A man in the hospital, after giving him the Insignificant Item

Peaceful Rest Valley

Item	Description	Location
Travel Charm	Armor (<i>Body</i>); protects from Paralysis	Central area
Luck Capsule	Increases Luck by 1	
Croissant	Recovers 60 HP	South-central area
Bomb	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets	
Hard Hat	Armor (<i>Other</i>); Defense +15	Northwest corner
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	Eastern area

Happy Happy Village

Item	Description	Location
Croissant	Recovers 60 HP	Happy Happyists' temple
Skip Sandwich	Increases walking speed for 10 sec.	
Great Charm	Armor (<i>Body</i>); Defense +1, Speed +5; protects from Paralysis	Second Sanctuary Cave, south of the entrance
Croissant	Recovers 60 HP	Second Sanctuary Cave, east of the entrance
PSI Caramel	Recovers 20 PP	Second Sanctuary Cave, near the Shining Spot

Threed

Item	Description	Location
Teddy Bear	Diverts attacks away from the party; has about 100 HP	Northeast Threed, next to a hint shop
Insecticide Spray	Inflicts 100 HP of damage to all enemy bugs on-screen	Northwest Threed, in a graveyard
Skip Sandwich	Increases walking for 10 seconds	East of the Bakery
Insignificant Item	See Insignificant Item	Drawer on the second floor of the hospital

Winters

Item	Description	Location
Cookie (x7)	Recovers 6 HP	Snow Wood Boarding House, left of Jeff and Tony's room
Pop Gun	Weapon for Jeff; Offense +16	Locker in Snow Wood
Holmes Hat	Armor (<i>Other</i>); Defense +10	
Broken Air Gun	Repaired into the Magnum Air Gun (12 IQ required)	
Bread Roll	Recovers 30 HP	Brick Road's maze
Croissant	Recovers 60 HP	
Insecticide Spray	Inflicts 100 HP of damage to all enemy bugs on-screen	
Broken Iron	Repaired into the Slime Generator (10 IQ required)	
Stun Gun	Weapon for Jeff; Offense +24	Fourth Sanctuary Cave, first room
Hamburger	Recovers 60 HP	
Cheap Bracelet	Armor (<i>Arms</i>); Defense +5	Fourth Sanctuary Cave, up the first rope
Bottle Rocket	Inflicts about 120 HP of damage to a single target	Fourth Sanctuary Cave, at the bottom of the second rope
Broken Pipe	Repaired into the Shield Killer (30 IQ required)	Second floor of Dr. Andonuts's Lab

Underground Passage/Grapefruit Falls

Item	Description	Location
Silver Bracelet	Armor (<i>Arms</i>); Defense +15	Underground Passage, in the first large room
Skip Sandwich DX	Increases walking for 20 seconds	Underground Passage, in the second large room
Bomb	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets	Grapefruit Falls
Protein Drink	Recovers 80 HP	
Bottle Rocket	Inflicts 120 HP of damage to a single target	In the cave leading to Saturn Valley

Saturn Valley

Item	Description	Location
Rust Promoter	Inflicts 200 HP of damage to all metallic enemies (except Starmen) on-screen	North of the hospital
Sudden Guts Pill	Doubles Guts for a fight	Cave north of the hospital
Broken Spray Can	Repaired into the Defense Spray (1 IQ required)	
Protractor	Does nothing	
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	Mr. Saturn inside the cave below the shop, after defeating Master Belch
Mr. Saturn Coin	Armor (<i>Other</i>); Defense +47, Luck +18	
Stag Beetle	Solidifies a single random enemy; gone after one use	
Coin of Slumber	Armor (<i>Other</i>); Defense +30, Luck +10	Third Sanctuary Cave, near the Shining Spot

Belch's Base

Item	Description	Location
Bomb	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets	To the right of the first ladder
Broken Laser	Repaired into the Laser Gun (24 IQ required)	Down the second ladder
IQ Capsule	Increases IQ by 1	
Vital Capsule	Increases Vitality by 1	Up the third ladder
HP-sucker	Tool for Jeff	
Calorie Stick	Recovers 60 HP	

Dusty Dunes Desert

Item	Description	Location
Big Bottle Rocket	Fires 5 Bottle Rockets at a target	South central area, near the wall of rocks
Double Burger	Recovers 90 HP	Northwest and north-central area
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	North-northwest area
Skip Sandwich DX	Increases walking speed for 20 seconds	Next to an oasis near the middle of the desert
PSI Caramel	Recovers 20 PP	Northeast corner
Sudden Guts Pill	Doubles Guts for a fight	Eastern edge
\$1000	Money, money, money, money	South of the wall of rocks, near a sign that says "DESERT"

Gold Mine

Item	Description	Location
IQ Capsule	Increases IQ by 1	North of the entrance, down the ladder and behind one of the five moles
Big Bottle Rocket	Fires 5 Bottle Rockets at a single target	Southeast from the center of the mine
Croissant	Recovers 60 HP	Center of the mine
Picnic Lunch	Recovers 80 HP	
Secret Herb	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)	North from the center of the mine
Teddy Bear	Diverts attacks away from the party; has about 100 HP	Northwest from the center of the mine
Super Bomb	Inflicts 140~400 HP of damage to a target, 70~200 HP to adjacent targets	Southwest from the center of the mine
Bomb	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets	South from the center of the mine
Calorie Stick	Recovers 60 HP	Northeast from the center of the mine, near one of the five moles
Coin of Defense	Armor (<i>Other</i>); Defense +40, Luck +13	Northeast from the center of the mine, behind one of the five moles
Guts Capsule	Increases Guts by 1	North from the center of the mine, behind one of the five moles
Luck Capsule	Increases Luck by 1	South from the center of the mine, behind one of the five moles
Platinum Band	Armor (<i>Arms</i>); Defense +40	South from the center of the mine, behind one of the five moles
PSI Caramel	Recovers 20 PP	Southwest from the center of the mine, behind one of the five moles

Moonside

Item	Description	Location
Night Pendant	Armor (<i>Body</i>); protects from Flash ; Defense +15	Southwestern area (talk to a warping man in front of the hospital)
Handbag Strap	Inflicts minor damage and solidifies its target	Southeastern area
Secret Herb	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)	Southwestern area
Protein Drink	Recovers 80 HP	West edge of town
Double Burger	Recovers 90 HP	Behind the Hospital

Monkey Cave

Item	Description	Location
Bag of Dragonite	Inflicts 250~400 HP of fire damage to all enemies	From the first monkey room, enter the right door, the left door, and then the left door
Broken Tube	Repaired into the Hungry HP-sucker (36 IQ required)	Left door, right door, left door
Flame Pendant	Armor (<i>Body</i>); reduces damage from Fire and equivalent attacks by 96%	Left door, right door, right door
Neutralizer	Resets all stats changes and removes everyone's shields	Right door, right door, right door
Brain Food Lunch	Recovers 300 HP and 50 PP; recovers max HP/PP with a Salt Packet	End of the Monkey Cave
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	
Tradable Items		
Hamburger (x3)	Recovers 50 HP	From the first monkey room, enter the right door and then the right door
		Left door, right door
		Right door, left door, right door
Picnic Lunch	Recovers 80 HP	Right door, left door, right door
Pizza (x2)	Recovers 120 HP	Left door
		Left door, left door
Protein Drink	Recovers 80 HP	Right door, left door
Ruler	Does nothing	Left door, right door
Wet Towel	Cures sunstroke	Right door

Monotoli Building

Item	Description	Location
Sudden Guts Pill	Doubles Guts for 1 fight	48th floor
Vital Capsule	Increases Vitality by 1	
Trout Yogurt	Recovers 30 HP	From the maid

Dalaam

Item	Description	Location
Brain Food Lunch	Recovers 300 HP and 50 PP (600 HP and 100 PP for Poo; max HP/PP with a Salt Packet)	Dalaam Palace
Brain Stone	Prevents its carrier from being unable to concentrate	
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	
Bottle of Water (x2)	Recovers 10 PP for Poo, 1 PP for Ness and Paula	Dalaam Restaurant
		Inside one of the houses
Bowl of Rice Gruel	Recovers 200 HP	Dalaam Restaurant
Jar of Delisauce	Condiment; works well with almost any food item	Inside one of the houses

Fifth Sanctuary Sewer

Item	Description	Location
Broken Iron	Repaired into the Slime Generator (10 IQ required)	East of the entrance
Croissant	Recovers 60 HP	West of the entrance
Broken Spray Can	Repaired into a Defense Spray (1 IQ required)	Middle of the first section
Rust Promoter DX	Inflicts 400 HP of damage to all metallic enemies (except Starmen) on-screen	Second section
Broken Bazooka	Repaired into the Heavy Bazooka (45 IQ required)	Third section, west of the Shining Spot
Carrot Key	Opens the Sixth Sanctuary Cave	Sanctuary Location

Sixth Sanctuary Cave

Item	Description	Location
Sudden Guts Pill	Doubles Guts for a fight	At the bottom of the first hole
Rock Candy	Increases a random stat by 1 (or 2 with a Sugar Packet or Jar of Delisauce)	On the level above the Shining Spot
Bracer of Kings	Armor (<i>Arms</i>) for Poo; Defense +30, Luck +35; protects from Hypnosis	At the bottom of the hole east of the Shining Spot

Scaraba Pyramid

Item	Description	Description
Viper	Poisons a target	East of the entrance
Bag of Dragonite	Inflicts about 250~450 HP of fire damage to all enemies on screen	Northwest of the room with the large sarcophagus
Speed Capsule	Increases Speed by 1	East of the room with the large sarcophagus
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	
Rain Pendant	Armor (<i>Body</i>); reduces damage from Freeze by 96%	Room with the floor switch
Diamond Band	Armor (<i>Arms</i>); Defense +50	East of the room containing the Hawk Eye

Dungeon Man

Item	Description	Location
Molokheiya Soup	Recovers 80 HP	First floor
\$5	"Money, that's what I want."	
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	
Snake	Inflicts 1~4 HP of damage to a random enemy and has a roughly 50% chance of causing poison	
Super Plush Bear	Diverts enemy attacks to itself; has about 500 HP	
\$10	More money!	Second floor
Pizza	Recovers 120 HP	
PSI Caramel	Recovers 20 PP	
Sudden Guts Pill	Doubles Guts for a fight	
Wet Towel	Cures sunstroke	Third floor
IQ Capsule	Increases IQ by 1	Second floor, on your way out of Dungeon Man the first time
Talisman Ribbon	Armor (<i>Other</i>) for Paula; Defense +60, Luck +25	First floor, on your way out of Dungeon Man the second time

Deep Darkness

Item	Description	Location
Magic Truffle (x5)	Recovers 80 PP (160 PP with a Ketchup Packet)	See the [[Walkthrough]]
Monkey's Love	Solidifies a single random enemy	Teach Teleport to a monkey near the beginning of the swamp
Banana	Recovers 25 HP	South of the arms dealer
Beef Jerky	Recovers 150 HP	West of the ATM guy
IQ Capsule	Increases IQ by 1	West of the Beef Jerky
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	Next to the crashed helicopter
Souvenir Coin	Armor (<i>Other</i>); Defense +80, Luck +35	West of the crashed helicopter
Rock Candy	Increases a random stat by 1 (or 2 with a Sugar Packet or Jar of Delisauce)	Area before Master Barf

Tenda Village

Item	Description	Location
Death Ray	Weapon for Jeff; Offense +90	Trash can south of the entrance
Bag of Dragonite	Inflicts about 250~450 HP of fire damage to all enemies on screen	Tenda chief, after curing the Tendas of their shyness

Stonehenge

Item	Description	Location
Sword of Kings	Weapon for Poo; Offense +30	Starman Super (1/128 chance)
Spicy Jerky	Recovers 250 HP	Third room of the base
Guts Capsule	Increases Guts by 1	Fourth room
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	Fifth room
Broken Harmonica	Repaired into the Baddest Beam (55 IQ required)	Hi-tech part of the base, far right of the entrance
PSI Caramel	Recovers 20 PP	Hi-tech part of the base, below the entrance

Broken Trumpet	Repaired into the Defense Shower (40 IQ required)	In the room past the Exit Mice, far right of the entrance
Pixie's Bracelet	Armor (<i>Arms</i>); Defense +60, Luck +10	In the room past the Exit Mice
Speed Capsule	Increases Speed by 1	
Saturn Ribbon	Armor (<i>Other</i>) for Paula; Defense +90, Luck +40	Captured Mr. Saturn

Seventh Sanctuary Cave

Item	Description	Location
Broken Antenna	Repaired into the Gaia Beam (65 IQ required)	Uncontrollable Sphere (1/128 chance)
Super Bomb	Inflicts 140~400 HP of damage to a target, 70~200 HP to adjacent targets	Down the first hole
IQ Capsule	Increases IQ by 1	Down the ladder far west of the entrance
Diadem of Kings	Armor (<i>Other</i>) for Poo; Defense + 20, Luck +30; decreases damage from Fire and Freeze	
Luck Capsule	Increases Luck by 1	North of the entrance
Rock Candy	Increases a random stat by 1 (or 2 with a Sugar Packet or Jar of Delisauce)	Down the ladder by the Luck Capsule
Bottle of DXwater	Recovers 40 PP for Poo	North of the Rock Candy
Cup of Lifenoodles	Cures almost any status effect; revives someone unconscious (restores max HP)	Up the ladder north of the Rock Candy
Luxury Jerky	Recovers 300 HP	Down the hole next to the Lifenoodles
Rabbit's Foot	Armor (<i>Body</i>); Speed +40 (hold on to this for later)	South of the Shining Spot

Lost Underworld

Item	Description	Location
Magic Fry Pan	Weapon for Paula; Offense +50, Guts +100	Chomposaur (1/128 chance)
Brain Food Lunch	Recovers 300 HP and 50 PP (600 HP and 100 PP for Poo; max HP/PP with a Salt Packet)	Teleport to the Underworld, then go west
Horn of Life	Cures almost any status effect; revives someone unconscious (restores max HP)	Eastern edge of the Underworld
Sea Pendant	Armor (<i>Body</i>); protects from Fire , Freeze , and Flash ; Defense +20	Northeast corner of the Underworld
Guts Capsule	Increases Guts by 1	North-central part of the Underworld
Cloak of Kings	Armor (<i>Body</i>) for Poo; Defense +20, Speed +40	Southwest of the Tenda settlement

Eighth Sanctuary Cave

Item	Description	Location
Star Pendant	Armor (<i>Body</i>); protects from Fire , Freeze , Flash , and Paralysis	Major Psychic Psycho (1/128 chance)
Speed Capsule	Increases Speed by 1	Through the first cave door from the entrance
Bag of Dragonite	Inflicts about 250~450 HP of fire damage to all enemies on screen	Up the first couple of ropes from the entrance
Cherub's Band	Armor (<i>Arms</i>) for Ness, Paula, or Jeff; Defense +70, Luck +20; protects from Hypnosis	Southeast corner of the cave
Horn of Life	Cures almost any status effect; revives someone unconscious (restores max HP)	Above the Magic Butterfly room
Moon Beam Gun	Weapon for Jeff; Offense +110	Near the end of the cave

Magicant

Item	Description	Location
Bag of Dragonite	Inflicts about 250~450 HP of fire damage to all enemies on screen	East of the Flying Man house
Goddess Band	Armor (<i>Arms</i>) for Ness, Paula, or Jeff; Defense +80, Luck +30; protects from Hypnosis	Northwest of the Bag of Dragonite
Magicant Bat	Weapon for Ness; Offense +80	
Magic Tart	Recovers 20 PP	

Cave of the Past

Item	Description	Location
Gutsy Bat	Weapon for Ness; Offense +100, Guts +127	Bionic Kraken (1/128 chance)
Goddess Ribbon	Armor (<i>Other</i>) for Paula	[[Ghost of Starman]] (1/128 chance)
Legendary Bat	Weapon for Ness; Offense +110	

Shops List

Onett

Drugstore

Item	Price	Description
Cracked Bat	\$18	Weapon for Ness; Offense +4
Tee Ball Bat	48	Weapon for Ness; Offense +8
Yo-yo	29	Weapon; Offense +6; has slightly lower accuracy than bats and can't get SMAAAASH!! hits; damage isn't reduced by shields
Baseball Cap	19	Armor (<i>Other</i>) for Ness; Defense +5
Cheap Bracelet	98	Armor (<i>Arms</i>); Defense +5
Cold Remedy	22	Cures colds

Burger Shop

Item	Price	Description
Can of Fruit Juice	\$4	Recovers about 6 HP
Cup of Coffee	6	Recovers about 12 HP
Bag of Fries	8	Recovers about 24 HP
Hamburger	14	Recovers about 50 HP

Bakery

Item	Price	Description
Cookie	\$7	Recovers about 6 HP
Bread Roll	12	Recovers about 30 HP
Skip Sandwich	38	Increases walking speed for 10 seconds
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP

Twoson

Dept. Store

Item	Price	Description
Burger		
Can of Fruit Juice	\$4	Recovers about 6 HP
Cup of Coffee	6	Recovers about 12 HP
Bag of Fries	8	Recovers about 24 HP
Hamburger	14	Recovers about 50 HP
Bakery		
Cookie	\$7	Recovers about 6 HP
Bread Roll	12	Recovers about 30 HP
Skip Sandwich	38	Increases walking speed for 10 seconds
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP
Shop		
Tee Ball Bat	\$48	Weapon for Ness; Offense +8
Fry Pan	56	Weapon for Paula; Offense +10
Slingshot	89	Weapon; Offense +12; has slightly lower accuracy than bats and can't get SMAAAASH!! hits; damage isn't reduced by shields
Cheap Bracelet	98	Armor (<i>Arms</i>); Defense +5
Baseball Cap	19	Armor (<i>Other</i>) for Ness; Defense +5
Ribbon	89	Armor (<i>Other</i>) for Paula; Defense +20
Cold Remedy	22	Cures colds
Teddy Bear	178	Diverts attacks away from the party; has about 100 HP

Burglin Park

Item	Price	Description
Hippie		
Ketchup Packet	\$2	Condiment; increases the HP and/or PP recovered from food by 50~100% if the condiment and food are a good combination
Sugar Packet	3	
Tin of Cocoa	4	
Carton of Cream	4	

Sprig of Parsley	2	
Jar of Hot Sauce	3	
Salt Packet	2	
Blonde Dude		
Fresh Egg	\$12	Recovers 80 HP; turns into a Chicken in about 1 min. 30 sec.
Guy with Braids		
Defense Spray	\$500	Increases Defense by 6%
Rust Promoter	89	Inflicts 200 HP of damage to all metallic enemies (except Starmen) on-screen
Travel Charm	60	Armor (<i>Body</i>); protects from Paralysis
Copper Bracelet	349	Armor (<i>Arms</i>); Defense +10
Broken Spray Can	189	Repaired into the Defense Spray by Jeff (1 IQ required)
Broken Iron	149	Repaired into the Slime Generator by Jeff (10 IQ required)
Shaggy Haired Kid		
For Sale Sign	\$98	Summons a customer to buy an item
Baker		
Cookie	\$7	Recovers about 6 HP
Bread Roll	12	Recovers about 30 HP
Skip Sandwich	38	Increases walking speed for 10 seconds
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP
Can of Fruit Juice	4	Recovers about 6 HP
Cup of Coffee	6	Recovers about 12 HP
Masked Kid		
Ruler	\$2	Does nothing
Old Lady		
Banana	\$5	Recovers about 25 HP

Happy Happy Village

Drugstore

Item	Price	Description
Sand Lot Bat	\$98	Weapon for Ness; Offense +15
Fry Pan	56	Weapon for Paula; Offense +10
Copper Bracelet	349	Armor (<i>Arms</i>); Defense +10
Holmes Hat	59	Armor (<i>Other</i>); Defense +10
Ribbon	89	Armor (<i>Other</i>) for Paula; Defense +20
Cold Remedy	22	Cures a cold
Refreshing Herb	80	Cures poison, nausea, colds, sunstroke, sleep, crying, and feeling strange
Croissant	18	Recovers about 60 HP
Skip Sandwich	38	Increases walking speed for 10 seconds
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP
Can of Fruit Juice	4	Recovers about 6 HP
Cup of Coffee	6	Recovers about 12 HP

Self-Service Stand

Item	Price	Description
Banana	Price is up to you	Recovers about 25 HP
Fresh Egg	Price is up to you	Recovers 80 HP; turns into a Chicken in about 1 min. 30 sec.

Threed

Drugstore

Item	Price	Description
Minor League Bat	\$399	Weapon for Ness; Offense +26
Thick Fry Pan	198	Weapon for Paula; Offense +20

Hard Hat	298	Armor (<i>Other</i>); Defense +15
Insecticide Spray	19	Inflicts 100 HP of damage to all enemy bugs in battle
Copper Bracelet	349	Armor (<i>Arms</i>); Defense +10
Cold Remedy	22	Cures a cold
Vial of Serum	58	Cures poison
Refreshing Herb	80	Cures poison, nausea, colds, sunstroke, sleep, crying, and feeling strange
Toothbrush	3	Solidifies an enemy
Calorie Stick	18	Recovers about 60 HP

Arms Dealer

Item	Price	Description
Toy Air Gun	\$215	Weapon for Jeff; Offense +32
Bomb	149	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets
Bottle Rocket	29	Inflicts about 120 HP of damage to a single target
Rust Promoter	89	Inflicts 200 HP of damage to all metallic enemies (except Starmen) on-screen

Bakery

Item	Price	Description
Cookie	\$7	Recovers about 6 HP
Bread Roll	12	Recovers about 30 HP
Croissant	18	Recovers about 60 HP
Skip Sandwich	38	Increases walking speed for 10 seconds
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP
Can of Fruit Juice	4	Recovers about 6 HP
Cup of Coffee	6	Recovers about 12 HP

Saturn Valley

Store

Item	Price	Description
Bionic Slingshot	\$499	Weapon; Offense +32; has slightly lower accuracy than bats and can't get SMAAAASH!! hits; damage isn't reduced by shields
Travel Charm	60	Armor (<i>Body</i>); protects from Paralysis
Great Charm	400	Armor (<i>Body</i>); Defense +1, Speed +5; protects from Paralysis
Silver Bracelet	599	Armor (<i>Arms</i>); Defense +15
Red Ribbon	179	Armor (<i>Other</i>) for Paula; Defense +25
Insecticide Spray	19	Inflicts 100 HP of damage to all enemy bugs in battle
Stag Beetle	8	Solidifies an enemy; gone after one use
Refreshing Herb	80	Cures poison, nausea, colds, sunstroke, sleep, crying, and feeling strange
Peanut Cheese Bar	22	Recovers about 100 HP
Horn of Life	1780	Cures almost any status effect; revives someone unconscious (restores max HP)
Secret Herb	380	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)
Picture Postcard	2	Makes you feel sad and empty
After Magicant		
Flame Pendant	\$3000	Armor (<i>Body</i>); protects from Fire ; Defense +15
Rain Pendant	3000	Armor (<i>Body</i>); protects from Freeze ; Defense +15
Night Pendant	3000	Armor (<i>Body</i>); protects from Flash ; Defense +15
Piggy Jelly	222	Recovers about 300 HP

Dusty Dunes Desert

Drugstore

Item	Price	Description
Mr. Baseball Bat	\$498	Weapon for Ness; Offense +38
Thick Fry Pan	198	Weapon for Paula; Offense +20

Deluxe Fry Pan	598	Weapon for Paula; Offense +30
Silver Bracelet	599	Armor (<i>Arms</i>); Defense +15
Coin of Slumber	1500	Armor (<i>Other</i>); Defense +30, Luck +10
Wet Towel	24	Cures sunstroke
Refreshing Herb	80	Cures poison, nausea, colds, sunstroke, sleep, crying, and feeling strange
Calorie Stick	18	Recovers about 60 HP
Skip Sandwich	38	Increases walking speed for 10 seconds
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP
Can of Fruit Juice	4	Recovers about 6 HP
Picnic Lunch	24	Recovers about 80 HP

Arms Dealer

Item	Price	Description
Zip Gun	\$425	Weapon for Jeff; Offense +40
Bomb	149	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets
Bottle Rocket	29	Inflicts about 120 HP of damage to a single target
Rust Promoter	89	Inflicts 200 HP of damage to all metallic enemies (except Starmen) on-screen

Fourside

Bakery

Item	Price	Description
Cookie	\$7	Recovers about 6 HP
Bread Roll	12	Recovers about 30 HP
Croissant	18	Recovers about 60 HP
Skip Sandwich	38	Increases walking speed for 10 seconds
Skip Sandwich DX	98	Increases walking speed for 20 seconds
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP

Dude with Mohawk in Northeast Fourside

Item	Price	Description
Broken Gadget	\$109	Repaired into the Double Beam (34 IQ required)
Broken Iron	149	Repaired into the Slime Generator (10 IQ required)
Defense Spray	500	Increases Defense by 6%
Rust Promoter	89	Inflicts 200 HP of damage to all metallic enemies (except Starmen) on-screen

Dept. Store

Item	Price	Description
Arms Dealer		
Hyper Beam	\$850	Weapon for Jeff; Offense +58
Bomb	149	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets
Super Bomb	399	Inflicts 140~400 HP of damage to a target, 70~200 HP to adjacent targets
Bottle Rocket	29	Inflicts about 120 HP of damage to a single target
Big Bottle Rocket	139	Fires 5 Bottle Rockets at a single target
Burger		
Can of Fruit Juice	\$4	Recovers about 6 HP
Cup of Coffee	6	Recovers about 12 HP
Bag of Fries	8	Recovers about 24 HP
Hamburger	14	Recovers about 50 HP
Double Burger	24	Recovers about 90 HP
Food		
Boiled Egg	\$9	Recovers about 40 HP
Bread Roll	12	Recovers about 30 HP

Croissant	18	Recovers about 60 HP
Banana	5	Recovers about 25 HP
Picnic Lunch	24	Recovers about 80 HP
Cart		
Ketchup Packet	\$2	Condiment; increases the HP and/or PP recovered from food by 50~100% if the condiment and food are a good combination
Sugar Packet	3	
Tin of Cocoa	4	
Carton of Cream	4	
Sprig of Parsley	2	
Jar of Hot Sauce	3	
Salt Packet	2	
Shop		
Cold Remedy	\$22	Cures a cold
Refreshing Herb	80	Cures poison, nausea, colds, sunstroke, sleep, crying, and feeling strange
Protein Drink	38	Recovers about 80 HP
Calorie Stick	18	Recovers about 60 HP
Tool		
Deluxe Fry Pan	\$598	Weapon for Paula; Offense +30
Chef's Fry Pan	1198	Weapon for Paula; Offense +40
Silver Bracelet	599	Armor (<i>Arms</i>); Defense +15
Gold Bracelet	2799	Armor (<i>Arms</i>); Defense +30
Insecticide Spray	19	Inflicts 100 HP of damage to all enemy bugs in battle
Toothbrush	3	Solidifies an enemy
Protractor	2	Does nothing
Sports		
Sand Lot Bat	\$98	Weapon for Ness; Offense +15
Minor League Bat	399	Weapon for Ness; Offense +26
Mr. Baseball Bat	498	Weapon for Ness; Offense +38
Baseball Cap	19	Armor (<i>Other</i>); Defense +5
Toys		
Trick Yo-yo	\$998	Weapon; Offense +46; has slightly lower accuracy than bats and can't get SMAAAASH!! hits; damage isn't reduced by shields
Coin of Slumber	1500	Armor (<i>Other</i>); Defense +30, Luck +10
Coin of Defense	2000	Armor (<i>Other</i>); Defense +40, Luck +13
Red Ribbon	179	Armor (<i>Other</i>) for Paula; Defense +25
Defense Ribbon	389	Armor (<i>Other</i>) for Paula; Defense +40, Luck +15
Teddy Bear	178	Diverts attacks away from the party; has about 100 HP

Moonside

Hotel

Item	Price	Description
Can of Fruit Juice	\$4	Recovers about 6 HP
Cup of Coffee	6	Recovers about 12 HP
Hamburger	14	Recovers about 50 HP
Double Burger	24	Recovers about 90 HP
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP

Winters

Drugstore

Item	Price	Description
T-Rex's Bat	\$698	Weapon for Ness; Offense +48
Non-Stick Frypan	1490	Weapon for Paula; Offense +50
Coin of Silence	2500	Armor (<i>Other</i>); Defense +45, Luck +16

Picnic Lunch	24	Recovers about 80 HP
Skip Sandwich DX	98	Increases walking speed for 20 seconds
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP
Cup of Coffee	6	Recovers about 12 HP

Cave Boy

Item	Price	Description
Before Shrooom!		
Cup of Noodles	\$98	Recovers about 40 HP
Beef Jerky	70	Recovers about 150 HP
Protein Drink	38	Recovers about 80 HP
Cup of Coffee	6	Recovers about 12 HP
Bottle of DXwater	198	Recovers about 40 PP for Poo, 1 PP for Ness and Paula
Secret Herb	380	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)
After Shrooom!		
Double Burger	\$24	Recovers about 90 HP
Picnic Lunch	24	Recovers about 80 HP
Fresh Egg	12	Recovers 80 HP; turns into a Chicken in about 1 min. 30 sec.
Cup of Coffee	6	Recovers about 12 HP
Secret Herb	380	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)

Summers/Toto

Shop

Item	Price	Description
Big League Bat	\$3080	Weapon for Ness; Offense +54
Chef's Fry Pan	1198	Weapon for Paula; Offense +40
Lucky Coin	6000	Armor (<i>Other</i>); Defense +50, Luck +20
Gold Bracelet	2799	Armor (<i>Arms</i>); Defense +30
Platinum Band	6899	Armor (<i>Arms</i>); Defense +40
Diamond Band	9998	Armor (<i>Arms</i>); Defense +50
Super Plush Bear	1198	Diverts enemy attacks to itself; has about 500 HP

Restaurant

Item	Price	Description
Chef's Special	\$298	Recovers about 200 HP
Pasta di Summers	128	Recovers about 110 HP
Kraken Soup	648	Recovers max HP
Royal Iced Tea	78	Recovers about 60 HP
Can of Fruit Juice	4	Recovers about 6 HP
Cup of Coffee	6	Recovers about 12 HP

Magic Cake Vendor

Item	Price	Description
Magic Tart	\$480	Recovers about 20 PP

Beach Vendor

Item	Price	Description
Gelato de Resort	\$49	Recovers about 30 HP

Toto Shop

Item	Price	Description
Coin of Defense	\$2000	Armor (<i>Other</i>); Defense +40, Luck +13

Bottle of Water	4	Recovers about 10 PP for Poo, 1 PP for Ness and Paula
Secret Herb	380	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)
Skip Sandwich DX	98	Increases walking speed for 20 seconds
Lucky Sandwich	128	Recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP
Cup of Coffee	6	Recovers about 12 HP
Can of Fruit Juice	4	Recovers about 6 HP

Dalaam

Restaurant

Item	Price	Description
Bottle of Water	\$4	Recovers about 10 PP for Poo
Bowl of Rice Gruel	88	Recovers about 200 HP
Jar of Delisauce	300	Condiment; works well with all applicable food items
Brain Food Lunch	800	Recovers about 300 HP and 50 PP (600 HP and 100 PP for Poo; max HP/PP with a Salt Packet)

Scaraba

Hotel Arms Dealer

Item	Price	Description
Bomb	\$149	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets
Super Bomb	399	Inflicts 140~400 HP of damage to a target, 70~200 HP to adjacent targets
Bottle Rocket	29	Inflicts about 120 HP of damage to a single target
Big Bottle Rocket	139	Fires 5 Bottle Rockets at a single target

Hassan's Shop

Item	Price	Description
Wet Towel	\$24	Cures sunstroke
Vial of Serum	58	Cures poison
Secret Herb	380	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)
Sudden Guts Pill	500	Doubles Guts for 1 fight
Protein Drink	38	Recovers about 80 HP
Banana	5	Recovers about 25 HP

Market

Item	Price	Description
Snake Vendor		
Snake	\$220	50% chance of poisoning a target
Viper	550	100% chance of poisoning target
Vial of Serum	58	Cures poison
Condiments Vendor		
Ketchup Packet	\$2	Condiment; increases the HP and/or PP recovered from food by 50~100% if the condiment and food are a good combination
Sugar Packet	3	
Tin of Cocoa	4	
Carton of Cream	4	
Sprig of Parsley	2	
Jar of Hot Sauce	3	
Salt Packet	2	
Food Vendor		
Bean Croquette	\$12	Recovers about 40 HP
Molokheiya Soup	20	Recovers about 80 HP
Kabob	54	Recovers about 120 HP
Boiled Egg	9	Recovers about 40 HP
Fresh Egg	12	Recovers 80 HP; turns into a Chicken in about 1 min. 30 sec.

Cup of Coffee	6	Recovers about 12 HP
Bottle of Water	4	Recovers about 10 PP for Poo, 1 PP for Ness and Paula
Tools Vendor		
Big League Bat	\$1380	Weapon for Ness; Offense +54
Platinum Band	3899	Armor (<i>Arms</i>); Defense +40
Defense Spray	500	Increases Defense by 6%
Crystal Charm	600	Armor (<i>Body</i>); Defense +2, Speed +15; protects from Paralysis
Broken Cannon	218	Repaired into the Spectrum Beam (32 IQ required)
Piggy Nose	300	Helps find Magic Truffles (see the [[Walkthrough]])
Snake Bag Vendor		
Snake Bag	\$98	Contains an unlimited number of Snakes

Pyramid Merchant

Item	Price	Description
Bottle of DXwater	\$198	Recovers about 40 PP for Poo, 1 PP for Ness and Paula

Southern Scaraba Merchant

Item	Price	Description
French Fry Pan	\$1790	Weapon for Paula; Offense +60
Crusher Beam	1150	Weapon for Jeff; Offense +72
Multi Bottle Rocket	2139	Fires 20 Bottle Rockets at a single target
Bazooka	950	Inflicts 50~120 HP of damage to a target, 20~60 HP to adjacent targets; has unlimited ammo
Bottle of DXwater	198	Recovers about 40 PP for Poo, 1 PP for Ness and Paula
Beef Jerky	70	Recovers about 150 HP
Secret Herb	380	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)

Deep Darkness

Arms Dealer

Item	Price	Description
Combat Yo-yo	\$1148	Weapon; Offense +54; has slightly lower accuracy than bats and can't get SMAAAASH!! hits; damage isn't reduced by shields
Super Bomb	399	Inflicts 140~400 HP of damage to a target, 70~200 HP to adjacent targets
Multi Bottle Rocket	2139	Fires 20 Bottle Rockets at a single target
Rust Promoter DX	289	Inflicts about 400 HP of damage to all metallic enemies (except Starmen) in battle

Businessman

Item	Price	Description
Diamond Band	\$5198	Armor (<i>Arms</i>); Defense +50
Charm Coin	3000	Armor (<i>Other</i>); Defense +50, Luck +20
Secret Herb	380	Cures almost any status effect; has a chance of reviving someone unconscious (restores 25% of max HP)
Beef Jerky	70	Recovers about 150 HP
Cup of Noodles	98	Recovers about 40 HP
Protein Drink	38	Recovers about 80 HP
Bottle of DXwater	198	Recovers about 40 PP for Poo, 1 PP for Ness and Paula

Tenda Village

Item Shop

Horns of Life are sold in Saturn Valley for \$1780.

Item	Price	Description
Plain Roll	1 Horn of Life	Recovers about 80 HP
Plain Yogurt	2 Horns of Life	Recovers about 160 HP
Plain Roll	3 Horns of Life	Recovers about 80 HP
Spicy Jerky	4 Horns of Life	Recovers about 250 HP

Bag of Dragonite	5 Horns of Life	Inflicts about 250~450 HP of fire damage to all enemies on screen
Talisman Coin	6 Horns of Life	Armor (<i>Other</i>); Defense +60, Luck +25
Hall of Fame Bat	7 Horns of Life	Weapon for Ness; Offense +62

Lost Underworld

Store

Item	Price	Description
Ultimate Bat	\$2298	Weapon for Ness; Offense +68
Holy Fry Pan	3480	Weapon for Paula; Offense +80, Guts +10
Shiny Coin	4000	Armor (<i>Other</i>); Defense +70, Luck +30
Horn of Life	1780	Cures almost any status effect; revives someone unconscious (restores max HP)
Mammoth Burger	98	Recovers about 200 HP
Luxury Jerky	210	Recovers about 300 HP
Bottle of DXwater	198	Recovers about 40 PP for Poo, 1 PP for Ness and Paula

Magicant

Store

Item	Price	Description
Magic Pudding	\$680	Recovers about 40 PP
Earth Pendant	4000	Provides 50% resistance to Fire , Freeze , and Flash ; Defense +16

Item List

Items are listed in alphabetical order. For some items that can be obtained at many different locations, the most convenient locations for obtaining them are listed rather than all of them.

ATM Card

Use: allows the use of ATMs

Obtained: Ness starts with this item

Ness is required to carry the ATM Card at all times. ATMs can be used even if Ness is unconscious.

Backstage Pass

Use: grants access to Chaos Theater in Twoson

Obtained: talk to one of the Runaway Five band members after Paula joins Ness

Approach the woman blocking the entrance to the music hall and *use* the Backstage Pass to gain access. Give this item to **Escargo Express** once Twoson is cleared.

Baddest Beam

Use: weapon for Jeff; Offense +98

Obtained: repair the **Broken Harmonica** (55 IQ needed)

The Broken Harmonica is found in a gift box in Stonehenge. You likely won't need the Baddest Beam if Jeff has the **Heavy Bazooka**. Give this weapon to **Escargo Express** when a better gun becomes available.

Bad Key Machine

See **Bad Key Machine**

Bag of Dragonite

Use: inflicts about 250~450 HP of fire damage to all enemies on screen

Obtained:

- Chest near the end of the Monkey Cave
- Casket in the Pyramid in Scaraba, northwest of the room with the large sarcophagus
- Talk to the Tenda chief after giving him the **Shyness Book** (Thanks to: **C.V. Reynolds**)
- Trade 5 **Horns of Life** with a Tenda in Tenda Village
- Gift box in the Eighth Sanctuary Cave, up the first couple of ropes from the entrance
- Gift box in Magicant, far east of the Flying Man house

The Bag of Dragonite can inflict 30 HP to 700 HP of damage depending on an enemy's weakness to **Fire**. **Shield beta** and *omega* reflect damage from this item.

Bag of Fries

Use: recovers about 24 HP

Banana

Use: recovers about 25 HP

Baseball Cap

Use: armor (*Other*) for Ness; Defense +5

Obtained: Onett Drugstore

Don't buy the Baseball Cap; the **Mr. Baseball Cap** is better.

Bazooka

See **Bazooka**.

Bean Croquette

Use: recovers about 40 HP

Beef Jerky

Use: recovers about 150 HP

Bicycle

Use: allows Ness to move faster; can't be used unless Ness is alone

Obtained: Bike Shop in Twoson

The Bicycle is mostly useless because it can't be used if there's more than one person in your party, and Paula joins Ness soon after this item becomes available. If you decide to get the Bicycle, give it to [[Escargo Express]] once Paula joins Ness.

Big Bottle Rocket

See **Bottle Rocket** and **Big Bottle Rocket**.

Big League Bat

Use: weapon for Ness: Offense +54

Obtained:

- Summers shop (\$3080)
 - Scaraba marketplace (\$1380)
-

Bionic Slingshot

Use: weapon for Ness, Paula, or Jeff; Offense +32

Obtained: Saturn Valley store

The Bionic Slingshot is good enough for Paula when you first reach Saturn Valley, but it should be replaced with a **Deluxe Fry Pan** when you get to Dusty Dunes Desert.

Slingshots and Yo-yos have slightly lower accuracies than the party's standard weapons and can't get SMAAAASH!! hits, but their damage isn't reduced by shields.

Boiled Egg

Use: recovers about 40 HP

Bomb

Use: inflicts 50~120 HP of damage to a target and 20~60 HP to adjacent targets

Obtained: most arms dealers in Threed and later

Give this item to Jeff and use it against bosses or groups of enemies.

Bottle of DXwater

Use: recovers about 40 PP for Poo; recovers 1 PP for Ness and Paula

Obtained:

- Merchant by the Pyramid in Scaraba

- Businessman in Deep Darkness

If you have a few Bottles of DXwater, have Poo use Lifeup/Healing and Freeze instead of Ness or Paula when traveling through long dungeons.

Bottle of Water

Use: recovers 10 PP for Poo; recovers 1 PP for Ness or Paula

The advantage of the Bottle of Water over DXwater is that the cost per PP recovery for Poo is cheaper with normal Water (\$.40 per PP vs. \$4.95 per PP).

Bottle Rocket

See **Bottle Rocket**.

Bowl of Rice Gruel

Use: recovers about 200 HP

Bracer of Kings

Use: armor (*Arms*) for Poo; Defense +30, Luck +35; protects from **Hypnosis**

Obtained: gift box in the Sixth Sanctuary Cave

This is the only item Poo should equip on his arms.

Brain Food Lunch

Use:

- Recovers about 300 HP and 50 PP for Ness, Paula, and Jeff
- Recovers 600 HP and 100 PP for Poo
- Recovers max HP/PP with a **Salt Packet**

Obtained:

- Restaurant in Dalaam
 - Chest at the end of the Monkey Cave
 - Chest in Dalaam's palace
 - Gift box in the Lost Underworld, west of the **Teleport** destination
-

Bread Roll

Use: recovers about 30 HP

Broken Air Gun

Use: can be repaired by Jeff into the **Magnum Air Gun**, a weapon for Jeff

IQ Required: 12

Obtained: inside one of the lockers in Snow Wood Boarding House

Jeff should be able to repair this item soon after he joins Ness and Paula.

Broken Antenna

Use: can be repaired by Jeff into the **Gaia Beam**

IQ Required: 65

The **Uncontrollable Sphere** in the Seventh Sanctuary Cave has a 1/128 chance of carrying the Broken Antenna.

Broken Bazooka

Use: can be repaired by Jeff into the **Heavy Bazooka**

IQ Required: 45

Obtained: trash can in the sewers of Fourside

The Heavy Bazooka is powerful enough to replace Jeff's *shoot* until the end of the game.

Broken Cannon

Use: can be repaired by Jeff into the **Spectrum Beam**, a weapon for Jeff

IQ Required: 32

Obtained: Scaraba marketplace

Buy the Broken Cannon if Jeff doesn't have the **Heavy Bazooka**.

Broken Gadget

Use: can be repaired by Jeff into the **Double Beam**

IQ Required: 34

Obtained: dealer in northern Fourside, past the Monotoli Building and the Department Store

Broken Harmonica

Use: can be repaired by Jeff into the **Baddest Beam**

IQ Required: 55

Obtained: gift box in Stonehenge

If Jeff has the **Heavy Bazooka**, you probably won't need the Baddest Beam.

Broken Iron

Use: can be repaired by Jeff into the **Slime Generator**, an item that solidifies a single random enemy

IQ Required: 10

Obtain the Broken Iron before leaving Brick Road's maze in Winters. You can also buy one in Twoson or Fourside.

Broken Laser

Use: can be repaired by Jeff into the **Laser Gun**

IQ Required: 24

Obtained: gift box in Belch's factory

Jeff will probably be able to repair the Broken Laser after **Master Belch** is defeated.

Broken Pipe

Use: can be repaired by Jeff into the **Shield Killer**

IQ Required: 30

Obtained: gift box in Dr. Andonuts's Lab

Broken Spray Can

Use: can be repaired by Jeff into the **Defense Spray**

IQ Required: 1

Broken Trumpet

Use: can be repaired by Jeff into the **Defense Shower**

IQ Required: 40

Obtained: gift box in Stonehenge

Broken Tube

Use: can be repaired by Jeff into the **Hungry HP-sucker**

IQ Required: 36

Obtained: trash can in the Monkey Cave in Dusty Dunes Desert

Jeff will likely be able to repair the Broken Tube by the time you record the Fifth or Sixth Sanctuary Melody.

Broken Machine

Use: Jeff can repair this item into the **Counter-PSI Unit**

IQ Required: 1

Obtained: trash can in Apple Kid's house

The Counter-PSI Unit rarely works against strong enemies, so you can leave the Broken Machine behind or give it to **Escargo Express**.

Calorie Stick

Use: recovers about 60 HP

Can of Fruit Juice

Use: recovers 6 HP

Carrot Key

Use: unlocks the Sixth Sanctuary Cave in Dalaam

Obtained: Fifth Sanctuary Spot

Carton of Cream

Use: condiment

Obtained:

- Burglin Park in Twoson
- Fourside Department Store
- Scaraba marketplace

To use a condiment, place the condiment and a food item in the same person's inventory. The condiment is automatically applied when the food item is used. If the two go well together, the amount of HP/PP recovered increases by 50~100%. Otherwise, there is no boost, and the condiment is wasted.

Casey Bat

Use: weapon for Ness; Offense +125, accuracy of 25%

Obtained: **Master Barf** in Deep Darkness

The Casey Bat provides the highest boost in Offense out of all of Ness's weapons, but it's too inaccurate for general use.

Charm Coin

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +50, Luck +20

Obtained: businessman in Deep Darkness

The Charm Coin is identical to the **Lucky Coin** sold in Summers but is half the price.

Cheap Bracelet

Use: armor (*Arms*) for Ness, Paula, or Jeff; Defense +5

Obtained:

- Onett Drugstore
- Gift box in the Fourth Sanctuary cave

Buy and equip the Cheap Bracelet on Ness before fighting **Frank**. Sell it when you buy the **Copper Bracelet** in Burglin Park in Twoson.

Chef's Fry Pan

Use: weapon for Paula; Offense +40

Obtained:

- Fourside Dept. Store
 - Summers shop
-

Chef's Special

Use: recovers about 200 HP

Obtained: restaurant in Summers

Cherub's Band

Use: armor (*Arms*) for Ness, Paula, or Jeff; Defense +70, Luck +20; protects from **Hypnosis**

Obtained: gift box on the lowest level of the Eighth Sanctuary Cave (walk all the way to the rightmost wall)

Chick

Use: turns into a Chicken in about 30 or 40 seconds; runs away if *used*

Obtained: keep a **Fresh Egg** in your inventory for about 1 min.

Chicken

Use: can be sold for \$110; runs away if *used*

Obtained: keep a **Fresh Egg** in your inventory for about 1 min. 30 sec.

Buy Fresh Eggs for \$12, wait for it to grow into a Chicken, and sell the Chicken for a \$98 profit.

Cloak of Kings

Use: armor (*Body*) for Poo; Defense +20, Speed +40

Obtained: gift box in the Lost Underworld, southwest of the Tenda settlement

The Cloak of Kings will likely make Poo the fastest party member, so have him use **Lifeup** when you need to save someone mortally wounded.

Coin of Defense

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +40, Luck +13

Obtained:

- Gift box in the gold mine in Dusty Dunes Desert
- Fourside Dept. Store

Coin of Silence

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +45, Luck +16

Obtained: Winters Drugstore

Buy the Coin of Silence at the Winters Drugstore as a low-cost alternative to the Lucky Coin from Summers.

Coin of Slumber

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +30, Luck +10

Obtained:

- Gift box in the Third Sanctuary Cave
- Drugstore in Dusty Dunes Desert

Cold Remedy

Use: cures a **cold**

Obtained: Twoson Dept. Store

Use up any Cold Remedies you have before using **Healing alpha** when away from a place to rest. This item is especially useful in Peaceful Rest Valley.

Combat Yo-Yo

Use: weapon for Ness, Paula, or Jeff; Offense +54

Obtained: arms dealer in Deep Darkness

Slingshots and Yo-yos have slightly lower accuracies than the party's standard weapons and can't get SMAAAASH!! hits, but their damage isn't reduced by shields. Avoid using them for the most part.

Contact Lens

Use: return this to its owner to receive a **Pair of Dirty Socks**

The Contact Lens can be found north-northwest of the miner's shack in Dusty Dunes Desert. Return it to the man on the second floor of the Bakery in Fourside to receive a Pair of Dirty Socks.

Cookie

Use: recovers 6 HP

Use Cookies to recover minor or moderate damage after fights.

Copper Bracelet

Use: armor (*Arms*) for Ness, Paula, or Jeff; Defense +10

Obtained:

- Burglin Park (guy with braids) in Twoson
- Drugstore in Happy Happy Village
- Drugstore in Threed

Counter-PSI Unit

See **Counter-PSI Unit**.

Cracked Bat

Use: weapon for Ness; Offense +4

Obtained: gift box in Ness's house

Obtain the Cracked Bat and equip it as soon as the game starts. Sell it once you buy the Tee Ball Bat at the Drugstore in Onett.

Croissant

Use: recovers about 60 HP

Crusher Beam

Use: weapon for Jeff; Offense +72

Obtained: merchant in Southern Scaraba

If Jeff has the **Heavy Bazooka** or the **Spectrum Beam**, you won't need the Crusher Beam.

Crystal Charm

Use: armor (*Body*) for Ness, Paula, or Jeff; Defense +2, Speed +15; protects from **Paralysis**

Obtained: Scaraba marketplace

The Crystal Charm can help Jeff attack before most enemies and improve the effectiveness of his **Bottle Rockets**. Equip this item on him until the last few sections of the game.

Cup of Coffee

Use: recovers about 12 HP

Cup of Lifenoodles

Use: revives someone unconscious (restores max HP); cures **diamondization, paralysis, poison, nausea, colds, sunstroke, sleep, crying, and feeling strange**

This item is a potential lifesaver. Ness is the safest person to carry Lifenoodles, but give any extras to the others in case Ness becomes unable to use items.

The Cup of Lifenoodles can be found only in gift boxes, but the **Horn of Life** is an equivalent item sold in Saturn Valley for \$1780.

Cup of Noodles

Use: recovers about 40 HP

Death Ray

Use: weapon for Jeff; Offense +90

Obtained: trash can in Tenda Village

Defense Ribbon

Use: armor (*Other*) for Paula; Defense +40, Luck +15

Obtained: Fourside Dept. Store

Don't buy the Defense Ribbon for Paula because she leaves the party soon after this item becomes available.

Defense Shower

See **Defense Shower**.

Defense Spray

Use: increases a single person's Defense by about 6%; gone after one use

The Defense Spray isn't very useful and should be sold for \$250.

Deluxe Fry Pan

Use: weapon for Paula; Offense +30

Obtained: Drugstore in Dusty Dunes Desert

Diadem of Kings

Use: armor (*Other*) for Poo; Defense +20, Luck +30; slightly decreases damage from **Fire** and **Freeze**

Obtained: gift box in the Seventh Sanctuary Cave

The Diadem of Kings can be found by climbing down a ladder far west of the entrance to the Seventh Sanctuary Cave.

Diamond

Use: frees the Runaway Five

To receive the Diamond, talk to the miner after defeating the 5 moles in the **gold mine**, then head for Fourside. The miner's brother stops you on the way and gives you the Diamond. *Use* the Diamond while standing next to the manager of Topolla Theater to free the Runaway Five.

Diamond Band

Use: armor (*Arms*) for Ness, Paula, or Jeff; Defense +50

Obtained:

- Summers shop (\$9998)
 - Casket in the Pyramid in Scaraba
 - Businessman in Deep Darkness (\$5198)
-

Double Beam

Use: weapon for Jeff; Offense +66

Obtained: repair the **Broken Gadget** (34 IQ needed)

Double Burger

Use: recovers about 90 HP

Earth Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; provides 50% protection from **Fire**, **Freeze**, and **Flash**; Defense +16

Obtained: store in Magicant

If Ness isn't protected from Flash, buy the Earth Pendant to prevent him from getting instantly defeated by a couple of Magicant's enemies. The Earth Pendant doesn't completely protect from Flash, so don't buy it if Ness has the **Night**, **Sea**, or **Star Pendant**.

Eraser Eraser

Use: eliminates the eraser statue blocking the entrance to Stonehenge

Obtained: from Apple Kid's mouse in Dr. Andonuts's Lab after visiting Tenda Village

The Eraser Eraser isn't used after Stonehenge and should be given to **Escargo Express**.

Exit Mouse

Use: instantly returns the party to the entrance of a cave or dungeon

Obtained:

- In a house south of Onett
 - In the gold mine in Dusty Dunes Desert
 - In Stonehenge
-

Flame Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; reduces damage from **Fire** and equivalent attacks by about 96%; Defense +15

Obtained:

- Trash can in the **Monkey Cave**
- Saturn Valley store, after clearing Magicant

Equip the Flame Pendant on Paula until you get the **Sea Pendant** in the Lost Underworld.

For Sale Sign

Use: summons a customer to buy an item

Obtained: shaggy haired kid in Burglin Park

The For Sale Sign can be convenient because inventory space is limited, and you'll likely need to get rid of a lot of unneeded items frequently.

Franklin Badge

Use: reflects electrical attacks from the person carrying the Badge

Obtained: Paula in Happy Happy Village

You can find Paula by going through the cave next to the Drugstore in Happy Happy Village. Give the Badge to Paula once she joins Ness to help her survive.

French Fry Pan

Use: weapon for Paula; Offense +60

Obtained: merchant in southern Scaraba

Fresh Egg

Use: recovers about 80 HP; turns into a **Chick** in about 1 min. and then a **Chicken** after another 30~40 sec.

Obtained:

- Blonde dude at Burglin Park in Twoson
- Self-Service Stand in Happy Happy Village (before Mr. Carpenter)
- Scaraba marketplace

Fresh Eggs can help you earn money in the early parts of the game. Buy a Fresh Egg for \$12 and sell the Chicken for \$110 to gain \$98.

Fry Pan

Use: weapon for Paula; Offense +10

Obtained: Drugstore in Happy Happy Village

Gaia Beam

Use: weapon for Jeff

Obtained: repair the **Broken Antenna** (65 IQ needed)

The Gaia Beam is the most powerful weapon for Jeff.

Gelato de Resort

Use: recovers about 30 HP

Obtained: snack stand on the beach in Summers

Goddess Band

Use: armor (*Arms*) for Ness, Paula, or Jeff; Defense +80, Luck +30; protects from **Hypnosis**

Obtained: gift box in Magicant

Equip the Goddess Band on Paula after Ness wakes up from Magicant.

Goddess Ribbon

Use: armor (*Other*) for Paula

The **Ghost of Starman** has a 1/128 chance of carrying the Goddess Ribbon, the best *other* armor for Paula (Thanks to: **C.V. Reynolds**). I've never gotten this item, but according to the in-game description it increases Defense and Luck and protects from **Hypnosis** (Thanks to: **R. Etheridge**).

Gold Bracelet

Use: armor (*Arms*) for Ness, Paula, or Jeff; Defense +30

Obtained: Fourside Dept. Store

Great Charm

Use: armor (*Body*) for Ness, Paula, or Jeff; Defense +1, Speed +5; protects from **Paralysis**

Obtained:

- Gift box in the Second Sanctuary cave
 - Saturn Valley shop
-

Gutsy Bat

Use: weapon for Ness; Offense +100, **Guts** +127

The **Bionic Kraken** in the Cave of the Past has a 1/128 chance of carrying the Gutsy Bat, the best weapon for Ness. The Guts increase can give Ness SMAAAASH!! hits roughly 40% of the time.

Guts Capsule

Use: permanently increases **Guts** by 1

Obtained:

- Gift box in the gold mine in Dusty Dunes Desert
- Gift box in Stonehenge

- Gift box in the Lost Underworld

Use all Guts Capsules on Ness. Ness will likely benefit the most from a high Guts stat since his *bash* is the strongest in the party. You'll also want him to stay alive as much as possible to keep everyone healthy with his Lifeup and Healing.

Hall of Fame Bat

Use: weapon for Ness; Offense +62

Obtained: trade 7 **Horns of Life** at the store in Tenda Village

Don't trade for this weapon because it's quickly superseded by the **Ultimate Bat** at the next village.

Hamburger

Use: recovers about 50 HP

Obtained:

- Burger shop in Onett
- Dept. Store in Twoson

Always carry a few Hamburgers in the early parts of the game in case Ness runs low on PP in the middle of a tough fight or while away from a place to rest.

Hand-Aid

Use: recovers max HP

Obtained: talk to Paula's mom in Polestar Preschool after Paula joins Ness

Handbag Strap

Use: inflicts minor damage and solidifies its target

Hard Hat

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +15

Obtained:

- Gift box in Peaceful Rest Valley
- Drugstore in Threed

Hawk Eye

Use: allows you to see in Deep Darkness

Obtained: inside the Pyramid in Scaraba

Use the Hawk Eye while in the dark part of Deep Darkness to make things visible. If Poo was carrying this item when he left the party, you can get it back by calling **Escargo Express**.

Heavy Bazooka

See **Heavy Bazooka**.

Hieroglyph Copy

Use: repeats what is written on the Hieroglyphs in the Museum in Summers

Obtained: second floor of the Museum in Summers

Give the Hieroglyph Copy to **Escargo Express** if you don't need it.

Holmes Hat

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +10

Obtained:

- Drugstore in Happy Happy Village
- Inside a locker in Snow Wood Boarding House

Holy Fry Pan

Use: weapon for Paula; Offense +80, **Guts** +10

Obtained: store in the Lost Underworld

Horn of Life

Use: revives someone unconscious (restores max HP); cures **diamondization, paralysis, poison, nausea, colds, sunstroke, sleep, crying, and feeling strange**
Obtained: Saturn Valley store

The Horn of Life is identical to the **Cup of Lifenoodles** in its effects, but the Horn of Life can be bought in Saturn Valley for \$1780.

HP-sucker

See **HP-sucker**.

Hungry HP-sucker

See **Hungry HP-sucker**.

Hyper Beam

Use: weapon for Jeff; Offense +58

Obtained: arms dealer in the Fourside Dept. Store

Insecticide Spray

Use: inflicts about 100 HP of damage to all bugs in a fight

The Insecticide Spray is helpful against **Red Antoids** in Grapefruit Falls and **Mostly Bad Flies** in Belch's Base.

Insignificant Item

See **Insignificant Item**.

IQ Capsule

Use: permanently increases **IQ** by 1

Obtained:

- Trash can in Belch's Factory, down the second ladder
- Gift box in the gold mine in Dusty Dunes Desert, down the ladder north of the entrance
- Gift box in Dungeon Man, on your way out the first time
- Gift box in Deep Darkness, far west of the ATM guy
- Gift box in the Seventh Sanctuary Cave, down the ladder far west of the entrance

I usually use IQ Capsules on Paula or Poo since they rely the most on PSI.

Jar of Delisauce

Use: condiment; works well with all applicable food items

Obtained: restaurant in Dalaam

To use a condiment, place the condiment and a food item in the same person's inventory. The condiment is automatically applied when the food item is used. If the two go well together, the amount of HP/PP recovered increases by 50~100%. Otherwise, there is no boost, though the Jar of Delisauce doesn't have this problem.

Jar of Fly Honey

Use: needed to defeat **Master Belch**

Obtained: defeat the **Boogey Tent** in southern Threed after Jeff joins Ness

This item isn't used anywhere else and can be given to **Escargo Express** once Master Belch is defeated.

Jar of Hot Sauce

Use: condiment

Obtained:

- Burglin Park in Twoson
- Fourside Department Store
- Scaraba marketplace

To use a condiment, place the condiment and a food item in the same person's inventory. The condiment is automatically applied when the food item is used. If the two go well together, the amount of HP/PP recovered increases by 50~100%. Otherwise, there is no boost, and the condiment is wasted.

Kabob

Use: recovers about 120 HP

Ketchup Packet

Use: condiment

Obtained:

- Burglin Park in Twoson
- Fourside Department Store
- Scaraba marketplace

Ketchup Packets are best used with **Magic Truffles**.

To use a condiment, place the condiment and a food item in the same person's inventory. The condiment is automatically applied when the food item is used. If the two go well together, the amount of HP/PP recovered increases by 50~100%. Otherwise, there is no boost, and the condiment is wasted.

Key to the Cabin

Use: unlocks Paula's jail cell in Peaceful Rest Valley

Obtained: defeat **Mr. Carpenter**

Key to the Locker

Use: nothing, but needs to be used to progress in the game

Obtained: talk to Maxwell on the first floor of Snow Wood Boarding House

Go up to one of the lockers and *use* the Key to the Locker. Talk to Maxwell afterwards, and he'll give Jeff the **Bad Key Machine**.

Key to the Shack

Use: opens the shack leading to the First Sanctuary Cave in Onett

Obtained: talk to the mayor of Onett after defeating **Frank**

Use this item while standing next to the door to the shack in northern Onett to open it.

Key to the Tower

Use: allows access into **Dungeon Man**

Obtained: talk to the native outside the Pyramid exit in southern Scaraba

Give this Key to **Escargo Express** once Scaraba is cleared.

King Banana

Use: needed to reach the end of the **Monkey Cave**

Obtained: talk to one of the monkeys in the Monkey Cave

Trade the King Banana with one of the monkeys in the Monkey Cave to reach the end of the cave.

Kraken Soup

Use: recovers max HP

Obtained: restaurant in Summers

Large Pizza

Use: recovers about 240 HP for the entire party

Large Pizzas can be useful before Ness learns **Lifeup omega** at level 70. To order a Large Pizza, enter a Mach Pizza store in Twoson or Threed and learn their phone number. Call Mach Pizza over any phone and wait 3 minutes for the pizza to be delivered.

Laser Gun

Use: weapon for Jeff; Offense +48

Obtained: repair the **Broken Laser** (24 IQ needed)

Give the Laser Gun to **Escargo Express** once a stronger weapon becomes available.

Legendary Bat

Use: weapon for Ness; Offense +110

Obtained: gift box in the Cave of the Past

Luck Capsule

Use: permanently increases **Luck** by 1

Obtained:

- Gift box in Peaceful Rest Valley
- Gift box in the gold mine in Dusty Dunes Desert

- Gift box in the Seventh Sanctuary Cave

Jeff is the most deficient in Luck in the party and might benefit the most from the Luck Capsule.

Lucky Coin

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +50, Luck +20

Obtained: Summers shop

A cheaper alternative to the Lucky Coin is the Coin of Silence sold in Winters (Defense +45, Luck +16).

Lucky Sandwich

Use: recovers 60 HP, 200 HP, max HP/PP, or 4~5 PP

Luxury Jerky

Use: recovers about 300 HP

Magiant Bat

Use: weapon for Ness; Offense +80

Obtained: gift box in Magiant

Magic Fry Pan

Use: weapon for Paula; Offense +50, Guts +100

The **Chomposaur** in the Lost Underworld has a 1/128 chance of carrying the Magic Fry Pan. The Offense increase isn't the best, and I don't think this weapon is worth going out of your way to get.

Magic Pudding

Use: recovers about 40 PP

Obtained: store in Magiant

Buy as many Magic Puddings as you can in Magiant before heading into dangerous territory. Buy at least 2 or 3, especially if Ness doesn't have a **Brain Food Lunch** or a **Magic Truffle**.

Magic Tart

Use: recovers about 20 PP

Obtained: Magic Cake lady in Summers

Magic Truffle

Use: recovers about 80 PP (160 PP with a **Ketchup Packet**)

Only 6 Magic Truffles exist in the game. The earliest one can be obtained by finding the **Insignificant Item** in the Hospital in Threed and returning it to a man in Twoson Hospital. The other 5 can be found growing at the base of trees in [\[\[Walkthrough \]\]](#); use the **Piggy Nose** to pinpoint their locations.

Because of the scarcity of Magic Truffles, make the most of them by using them with **Ketchup Packets**.

Magnum Air Gun

Use: weapon for Jeff; Offense +36

Obtained: repair the **Broken Air Gun** (12 IQ needed)

Give the Magnum Air Gun to **Escargo Express** once a better weapon becomes available.

Mammoth Burger

Use: recovers about 200 HP

Map

Use: press **X** while carrying this item to see a map of the current town

Obtained: talk to the librarian in Onett

Give the Map to **Escargo Express** if you don't need it.

Meteorite Piece

Use: completes the Phase Distorter

Obtain the Meteorite Piece by *checking* the meteorite in Onett after testing the Phase Distorter. Give it to Dr. Andonuts to proceed to the last part of the game.

Meteorium

Use: nothing; sell for money

This rare item can be obtained only by defeating certain enemies.

Meteorite

Use: nothing; sell for \$2000

This rare item can be obtained only by defeating certain enemies.

Minor League Bat

Use: weapon for Ness; Offense +26

Obtained: Drugstore in Threed

Molokheiya Soup

Use: recovers about 80 HP

Monkey's Love

Use: solidifies a single random enemy in battle; can be used an unlimited number of times

Obtained: teach Teleport to one of the monkeys in Deep Darkness

The Monkey's Love is effective against some strong enemies and can prevent them from attacking in most rounds if used repeatedly. I usually give this to Poo and have him use it when his *bash* isn't effective.

Moon Beam Gun

Use: weapon for Jeff; Offense +110

Obtained: gift box in the Eighth Sanctuary Cave

Mr. Baseball Bat

Use: weapon for Ness; Offense +38

Obtained: Drugstore in Dusty Dunes Desert

Mr. Baseball Cap

Use: equip as *Other* on Ness; Defense +6

Obtained: tree house in Onett

To obtain this item, look for a shaggy haired kid west of the Library. Enter the recess in the trees next to this kid and walk north to enter a tree house. Talk to one of the kids inside to receive the Mr. Baseball Cap.

Mr. Saturn Coin

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +47, Luck +18

To receive the Mr. Saturn Coin, talk to one of the Mr. Saturns in the cave under the Saturn Valley Shop after defeating **Master Belch**.

Multi Bottle Rocket

See **Bottle Rocket** and **Multi Bottle Rocket**.

Mummy Wrap

Use: inflicts about 200~350 HP of damage and solidifies its target

The damage inflicted by the Mummy Wrap is pretty substantial, but it sometimes fails. Give it to Jeff or Poo and use it against bosses.

Neutralizer

See **Neutralizer**

Night Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; protects from **Flash**; Defense +15

Obtained:

- Gift box in Moonside (talk to the warping man in front of the Hospital)
- Saturn Valley shop, after clearing Magicant

Equip the first Night Pendant you find in Moonside on Ness. Ness benefits the most from immunity to Flash because of the effectiveness of his *bash* and his ability to heal others.

Non-Stick Frypan

Use: weapon for Paula; Offense +50

Obtained: Winters Drugstore

Buy the Non-Stick Frypan in Winters once Ness learns **Teleport alpha**.

Pair of Dirty Socks

Use: solidifies a single target; gone after one use

Obtained: return the **Contact Lens** to a man on the second floor of the Bakery in Fourside

Pak of Bubble Gum

Use: causes the Bubble Monkey to float into the air

Obtained: talk to a woman in the Drugstore in Winters

Use the Bubble Gum when you reach a coiled up rope in the Fourth Sanctuary Cave. Give this item to **Escargo Express** once Jeff joins Ness and Paula in Threed.

Pasta di Summers

Use: recovers about 110 HP

Peanut Cheese Bar

Use: recovers about 100 HP

Obtained: Saturn Valley Shop

Pencil Eraser

Use: eliminates any pencil shaped statues

Obtained: Apple Kid in Burglin Park

The last pencil statue you are likely to erase is either the one in Winters or the one in the Monkey Cave. Give the Pencil Eraser to **Escargo Express** when you're done with it.

Pharaoh's Curse

Use: **poisons** a single random enemy; gone after one use

Picnic Lunch

Use: recovers about 80 HP

Picture Postcard

Use: makes you feel sad and empty

Piggy Jelly

Use: recovers about 300 HP

Obtained: Saturn Valley shop, after clearing Magicant

Piggy Nose

Use: helps you find **Magic Truffles** in [[Walkthrough]]

Obtained: merchant in Scaraba

Use the Piggy Nose while in Deep Darkness to help you locate Magic Truffles. The Piggy Nose gives more specific directions the closer the party is to a Magic Truffle. This item can be a little frustrating to use, but it's essential if you want to find Magic Truffles on your own.

Pixie's Bracelet

Use: armor (*Arms*) for Ness, Paula, or Jeff; Defense +60, Luck +10; protects from **Hypnosis**

Obtained: gift box in Stonehenge

Equip the Pixie's Bracelet on Paula when it's obtained.

Pizza

Use: recovers about 120 HP

To order a Pizza, enter a Mach Pizza store in Twoson or Threed and learn their phone number. Call Mach Pizza over any phone and wait 3 minutes for the pizza to be delivered.

Plain Roll

Use: recovers about 80 HP

Plain Yogurt

Use: recovers about 160 HP

Platinum Band

Use: armor (*Arms*) for Ness, Paula, or Jeff; Defense +40

Obtained:

- Gift box in the gold mine in Dusty Dunes Desert
- Summers shop (\$6899)
- Scaraba marketplace (\$3899)

Pop Gun

Use: weapon for Jeff; Offense +16

Obtained: inside a locker in Snow Wood Boarding House

The Pop Gun needs to be obtained in order for Jeff to leave Snow Wood.

Popsicle

Use: recovers about 18 HP

Protein Drink

Use: recovers about 80 HP

Protractor

Use: measures angles

PSI Caramel

Use: recovers about 20 PP

Rabbit's Foot

Use: armor (*Body*) for Ness, Paula, or Jeff; Defense +3, Speed +40; protects from **Paralysis**

Obtained: gift box in the Seventh Sanctuary Cave, just before the Shining Spot

Keep this in Paula's inventory, but don't equip it until Ness records all Sanctuary melodies. This item can be useful for putting up a PSI Shield before enemies that can use **Starstorm** attack.

Rain Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; reduces damage from **Freeze** by about 96%; Defense +15

Obtained:

- Casket in the Pyramid in Scaraba
- Saturn Valley store, after clearing Magicant

If Ness and Paula are protected from **Flash** and **Fire** respectively, I suggest you sell the Rain Pendant. The Rain Pendant isn't very useful because only a few enemies use Freeze, and you should usually use PSI Shield *sigma* to defend against Freeze anyway. The Speed boost provided by the **Crystal Charm** is also more useful for Jeff because the damage inflicted by Bottle Rockets depends on Jeff's Speed (source: starmen.net), and the Crystal Charm allows Jeff to attack before most enemies.

Receiver Phone

Use: allows certain NPCs to call Ness

Obtained: Apple Kid's mouse

Ness is required to carry the Receiver Phone at all times.

Red Ribbon

Use: armor (*Other*) for Paula; Defense +25

Obtained: Saturn Valley store

Refreshing Herb

Use: equivalent to **Healing beta**; cures **poison, nausea, colds, sunstroke, sleep, crying, and feeling strange**

Obtained:

- Drugstore in Threed
- Saturn Valley Shop

Buy a couple Refreshing Herbs before going through the Underground Passage in Threed just in case someone gets poisoned if Ness hasn't learned Healing *beta*.

Ribbon

Use: armor (*Other*) for Paula; Defense +20

Obtained:

- Drugstore in Happy Happy Village
- Twoson Dept. Store

Rock Candy

Use: increases **Speed, Guts, Vitality, IQ, or Luck** by 1 (or 2, with a **Sugar Packet** or **Jar of Delisauce**)

Obtained:

- Gift box in the Sixth Sanctuary Cave, on the level above the Shining Spot
- Gift box in Deep Darkness, in the area before Master Barf
- Gift box in the Seventh Sanctuary Cave, down the ladder north of the entrance

Sugar Packets are sold in Twoson and Scaraba. To apply a condiment, place the condiment and the Rock Candy into the same person's inventory and *use* the Rock Candy.

Rock Candy Trick (Condiments Glitch)

There is a glitch that lets you use the Rock Candy (or any food item) an unlimited number of times. Place any condiment and the Rock Candy (or food) into the same person's inventory. The Rock Candy must be placed somewhere below the condiment(s)—it's sufficient to *give* the Rock Candy to the same person to place it at the bottom of the inventory.

When the Rock Candy is used during a fight, only a condiment will be consumed and the Rock Candy will remain. This glitch doesn't work if the Rock Candy is used outside of a fight.

Royal Iced Tea

Use: recovers about 60 HP

Ruler

Uses:

- Needed to get through the Monkey Cave
- Measures the length of objects

The Ruler is used only in the Monkey Cave in Dusty Dunes Desert. Jeff starts with this item, but get rid of it as soon as you can; a free one can be found in a gift box within the Monkey Cave.

Rust Promoter

Use: inflicts about 200 HP of damage to all metallic enemies (except Starmen) on screen; sometimes fails to work

Rust Promoter DX

Use: inflicts about 400 HP of damage to all metallic enemies (except Starmen) on screen; sometimes fails to work

Salt Packet

Use: condiment

Obtained:

- Burglin Park in Twoson
- Fourside Department Store
- Scaraba marketplace

The **Brain Food Lunch** recovers max HP/PP when used with a Salt Packet.

To use a condiment, place the condiment and a food item in the same person's inventory. The condiment is automatically applied when the food item is used. If the two go well together, the amount of HP/PP recovered increases. Otherwise, there is no boost, and the condiment is wasted.

Sand Lot Bat

Use: weapon for Ness; Offense +15

Obtained: Drugstore in Happy Happy Village

Saturn Ribbon

Use: armor (*Other*) for Paula; Defense +90, Luck +40

Obtained: talk to the rescued Mr. Saturn after defeating the **Starman Deluxe**

Sea Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; protects from **Fire**, **Freeze**, and **Flash**; Defense +20

Obtained: gift box in the northeast corner of the Lost Underworld

Secret Herb

Use: cures **diamondization**, **paralysis**, **poison**, **nausea**, **colds**, **sunstroke**, **sleep**, **crying**, and **feeling strange**; has a chance of reviving someone unconscious (restores 25% of max HP)

Obtained:

- Saturn Valley Shop
- Businessman in Deep Darkness

Use Secret Herbs to cure diamondization and paralysis. Make sure at least 2 party members are carrying a Secret Herb in case one of them becomes unable to use items. Don't try to revive someone unconscious with it unless you have no other choice.

Shield Killer

See **Shield Killer**

Shiny Coin

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +70, Luck +30

Obtained: store in the Lost Underworld

Show Ticket

Use: grants admission into Topolla Theater in Fourside; gone after one use

Obtained:

- Topolla Theater
 - Fourside Dept. Store
-

Shyness Book

Use: cures the Tendas of their shyness

Obtained: bookshelf in **Onett Library**, after the **Starman Deluxe** is defeated

Give this book to the chief of Tenda Village to cure the Tendas of their shyness.

Silver Bracelet

Use: armor (*Arms*) for Ness, Paula, or Jeff; Defense +15

Obtained:

- Gift box in the Underground Passage in Threed
 - Saturn Valley store
-

Skip Sandwich

Use: recovers 6 HP and increases walking speed for 10 seconds

The Skip Sandwich can make Ness walk fast enough to avoid most enemies.

Skip Sandwich DX

Use: recovers 6 HP and increases walking speed for 20 seconds

The Skip Sandwich DX can make Ness walk fast enough to avoid most enemies.

Slime Generator

See **Slime Generator**.

Slingshot

Use: weapon for Ness, Paula, or Jeff; Offense +12

Obtained: Twoson Dept. Store

Slingshots and Yo-yos have slightly lower accuracies than the party's standard weapons and can't get SMAAAASH!! hits, but their damage isn't reduced by shields. Avoid using them for the most part.

Snake

Use: inflicts 1~4 HP of damage to a random enemy and has a roughly 50% chance of causing **poison**; gone after one use

Snake Bag

Use: contains an infinite number of **Snakes**

Obtained: Scaraba marketplace

The Snake Bag isn't a great item, but I sometimes have Jeff or Poo use it when they have nothing else to do.

Sound Stone

Use: plays all recorded Sanctuary melodies

Obtained: Buzz Buzz

The Sound Stone can't be removed from Ness's inventory once obtained. However, if Ness's inventory is full at the time Buzz Buzz tries to give this item to Ness, it's sent to Ness's sister Tracy instead. This frees a space in Ness's inventory for most of the game.

The best way to fill Ness's inventory is to fight Spiteful Crows and collect the Cookies they drop. Even without the Sound Stone, Sanctuary melodies will be recorded and you can properly progress through the game.

Souvenir Coin

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +80, Luck +35

Obtained: gift box in Deep Darkness, west of the crashed helicopter

Spectrum Beam

Use: weapon for Jeff; Offense +78

Obtained: repair the **Broken Cannon** (32 IQ needed)

You probably won't need the Spectrum Beam if Jeff has the **Heavy Bazooka**.

Speed Capsule

Use: permanently increases **Speed** by 1

Obtained:

- Casket in the Pyramid in Scaraba, east of the room with the large sarcophagus
- Gift box in Stonehenge, in the room past the Exit Mice
- Gift box in the Eighth Sanctuary Cave, through the first door from the entrance

I usually use Speed Capsules on Paula to help her put up PSI Shields before the enemy attacks.

Spicy Jerky

Use: recovers about 250 HP

Obtained:

- Gift box in Stonehenge
 - Tenda Village store
-

Sprig of Parsley

Use: condiment

Obtained:

- Burglin Park in Twoson
- Fourside Department Store
- Scaraba marketplace

To use a condiment, place the condiment and a food item in the same person's inventory. The condiment is automatically applied when the food item is used. If the two go well together, the amount of HP/PP recovered increases by 50~100%. Otherwise, there is no boost, and the condiment is wasted.

Stag Beetle

Use: solidifies a single random enemy; gone after one use

Obtained:

- Saturn Valley store
 - Talk to a Mr. Saturn in the cave below the store after defeating **Master Belch**
-

Star Pendant

Use: armor (*Body*) for Ness, Paula, or Jeff; protects from **Fire**, **Freeze**, **Flash**, and **Paralysis**

The **Major Psychic Psycho** in the Eighth Sanctuary Cave has a 1/128 chance of carrying the Star Pendant.

Stun Gun

Use: weapon for Jeff; Offense +24

Obtained: gift box near the end of Brick Road's maze in Winters

Sudden Guts Pill

Use: doubles **Guts** for a fight

Obtained:

- Gift box in Saturn Valley
- Gift box in Dusty Dunes Desert
- Gift box in the Monotoli Building
- Gift box in the Sixth Sanctuary Cave
- Gift box in Dungeon Man
- Hassan's Shop in Scaraba

The Sudden Guts Pill can help in some late game boss fights. Use them on Ness to increase his chances of getting SMAAAASH!! hits.

Sugar Packet

Use: condiment

Obtained:

- Burglin Park in Twoson
- Fourside Department Store
- Scaraba marketplace

The Sugar Packet is best used with a **Rock Candy**.

To use a condiment, place the condiment and a food item in the same person's inventory. The condiment is automatically applied when the food item is used. If the two go well together, the amount of HP/PP recovered increases by 50~100%. Otherwise, there is no boost, and the condiment is wasted.

Super Bomb

Use: inflicts 140~400 HP of damage to a target and about 70~200 HP of damage to adjacent targets

Obtained:

- Gift box in the gold mine in Dusty Dunes Desert
- Most arms dealers in Fourside and later

Give Super Bombs to either Jeff or Poo and use them when their standard attacks aren't effective.

Super Plush Bear

Use: diverts enemy attacks from the party to itself; has about 500 HP

Obtained:

- Summers shop
- Gift box in Dungeon Man

Suporma

Use: nothing

Obtained: Orange Kid

The Suporma is absolutely useless. It can be sold for \$25, but this doesn't make up for the \$200 or \$50 investment Orange Kid asks for before he gives you this item.

Sword of Kings

Use: weapon for Poo; Offense +30

Obtained: **Starman Super** in Stonehenge (1/128 chance)

The Starman Super has a 1/128 chance of carrying the Sword of Kings, the only effective weapon for Poo in the game. The Sword increases Poo's Offense by 30, but requires a lot of luck or a lot of patience to obtain. (The first time I got this weapon, I had to defeat more than 100 Starman Supers; the next time, I fought only 3.) Be warned that all enemies in Stonehenge disappear once the boss is defeated, and the Sword of Kings can't be found anywhere else.

T-Rex's Bat

Use: weapon for Ness; Offense +48

Obtained: Winters Drugstore

You can go to Winters to buy the T-Rex's Bat as soon as Ness learns Teleport *alpha*, but it's not worth the money because a better weapon becomes available soon afterwards.

I've heard some people suggest buying this weapon the first time Jeff goes through Winters by selling the Defense Spray and the items enemies drop. I've never tried this myself, but you'll probably need some patience to do it.

Talisman Coin

Use: armor (*Other*) for Ness, Paula, or Jeff; Defense +60, Luck +25

Obtained: trade 6 **Horns of Life** with a Tenda in Tenda Village

Don't trade for the Talisman Coin; a better item can be found in the next village.

Talisman Ribbon

Use: armor (*Other*) for Paula; Defense +60, Luck +25

Obtained: gift box in Dungeon Man

Obtain the Talisman Ribbon on your way to Dungeon Man's yellow submarine.

Tee Ball Bat

Use: weapon for Ness; Offense +8

Obtained: Onett Drugstore

Buy and equip the Tee Ball Bat before fighting Frank. Sell it once the Sand Lot Bat is bought in Happy Happy Village.

Teddy Bear

Use: diverts enemy attacks from the party to itself; has about 100 HP

Obtained:

- Gift box in Polestar Preschool in Twoson
- Twoson Dept. Store
- Trash can in northeast Threed
- Gift box in the gold mine in Dusty Dunes Desert
- Fourside Dept. Store

The Teddy Bear is especially useful for absorbing attacks that don't inflict damage, such as **PSI Magnet**. It can be helpful in Peaceful Rest Valley and the Underground Passage in Threed.

Tendakraut

Use: grants access to the Tenda settlement in the Lost Underworld

Obtained: Tenda chief

Thick Fry Pan

Use: weapon for Paula; Offense +20

Obtained:

- Drugstore in Threed
 - Drugstore in Dusty Dunes Desert
-

Tin of Cocoa

Use: condiment

Obtained:

- Burglin Park in Twoson
- Fourside Department Store
- Scaraba marketplace

To use a condiment, place the condiment and a food item in the same person's inventory. The condiment is automatically applied when the food item is used. If the two go well together, the amount of HP/PP recovered increases by 50~100%. Otherwise, there is no boost, and the condiment is wasted.

Tiny Ruby

Use: grants access to the second floor of the Museum in Summers

Obtained: Poo starts with this item

Toothbrush

Use: solidifies a single random enemy

Toy Air Gun

Use: weapon for Jeff; Offense +32

Obtained: arms dealer in Threed

Buy the Toy Air Gun if Jeff doesn't have the **Magnum Air Gun**.

Travel Charm

Use: armor (*Body*) for Ness, Paula, or Jeff; protects from **Paralysis**

Obtained:

- Traveling entertainer, after unlocking the shack in Onett
- Burglin Park in Twoson
- Gift box in Peaceful Rest Valley

The Travel Charm isn't very useful at the time it's obtained because no enemies around the first two towns can use Paralysis. Sell any Travel Charms you find for \$30.

Trick Yo-yo

Use: weapon for Ness, Paula, or Jeff; Offense +46

Obtained: Fourside Dept. Store

Slingshots and Yo-yos have slightly lower accuracies than the party's standard weapons and can't get SMAAAASH!! hits, but their damage isn't reduced by shields. Avoid using them for the most part.

Trout Yogurt

Use: recovers about 30 HP

Obtained: maid on the 48th floor of the Monotoli Building

Ultimate Bat

Use: weapon for Ness; Offense +68

Obtained: store in the Lost Underworld

Vial of Serum

Use: cures **poison**

Viper

Use: poisons a single random enemy

Obtained:

- Casket in the Pyramid in Scaraba
- Scaraba marketplace

The Viper seems to have a success rate of 100% even against bosses.

Vital Capsule

Use: permanently increases **Vitality** by 1

Obtained:

- Trash can in Belch's Factory, at the top of the third ladder
- Gift box in the Monotoli Building

Use Vital Capsules on Paula as soon as they're obtained. Paula needs the most help in surviving battles, and these capsules can offset her naturally low Vitality.

Wad of Bills

Use: frees the Runaway Five and allows Ness and Paula to go to Threed

Obtained: Everdred in Twoson, after Paula joins Ness

Watch the Runaway Five show in Chaos Theater, and then *use* the Wad of Bills next to the theater's manager to free the Runaway Five.

Wet Towel

Use: cures **sunstrokes**

Obtained:

- Drugstore in Dusty Dunes Desert
- Hassan's Shop in Scaraba

Xterminator Spray

(Thanks to: **C.V. Reynolds**)

Use: inflicts about 200 HP of damage to all bugs in a fight; can be used many times

According to starmen.net, the **Mad Taxi** has a 1/128 chance of carrying the Xterminator Spray. I've never obtained this item, but the in-game description suggests it can be used an unlimited number of times.

Yogurt Dispenser

Use: grants access to the 48th floor of the Monotoli Building; inflicts 2~4 HP of damage to a random enemy when used in battle

Obtained: Talah Rama in the Monkey Cave

The best weapon ever made. Give the Yogurt Dispenser to the maid standing outside the Monotoli Building to gain access to the 48th floor.

Yo-yo

Use: weapon for Ness, Paula, or Jeff; Offense +6

Obtained: Onett Drugstore

The Yo-yo can be useful for bypassing the **First Sanctuary Boss's** shield.

Slingshots and Yo-yos have slightly lower accuracies than the party's standard weapons and can't get SMAAAASH!! hits, but their damage isn't reduced by shields.

Zip Gun

Use: weapon for Jeff; Offense +40

Obtained: arms dealer in Dusty Dunes Desert

Buy the Zip Gun if Jeff doesn't have the **Laser Gun**.

Zombie Paper

Use: opens the way to the Underground Passage in Threed

Obtained: after defeating the **Boogey Tent**, walk north past the circus tent

Use the Zombie Paper in the circus tent in central Threed. Stay at the Hotel after doing so and the entrance to the Underground Passage will open.

Credits

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