

Brave Fencer Musashi FAQ/Walkthrough

by WallsOfEryx

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Brave Fencer Musashi

Complete Walkthrough

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+ 1 -- INTRODUCTION -- +

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You know, I remember the joy I had when I first got my Playstation when I was a kid... ok, maybe I don't, but what I do remember was this demo disk that came with it. It had several demo versions of PS1 games, like Tomb Raider and MediEvil and... well, that's all I can remember... ANYWAY! I remember a game there that caught my attention, mostly because the main character's hair reminded me of a certain blue hedgehog. Needless to say a bit later I found out it wasn't a Sonic game (duh), but rather a game called Brave Fencer Musashi. And I loved playing the demo. Every single bit of it. Eventually I got my hands on the full game and played over and over. I loved it that much. Unfortunately,

people just seemed to overlook this game, probably focusing more on Final Fantasy VIII, which even had a demo version that came with the full version of Brave Fencer Musashi! Well, but I have to say this is a great game and it shouldn't have been forgotten! And no, it doesn't have a sequel! That... thing called Samurai Legend Musashi has nothing whatsoever to do with this game except the fact that both have some guy called Musashi in it, ok? Brave Fencer is a forgotten Square classic, Samurai Legend is a poorly conceived piece of garbage! Even if it looks nice! But then again, I'd better leave further comments for any future reviews... hmmmm...

+ 2-0 -- THE BASICS -- +

Before playing the game, you should know HOW to play it. Now, I know you could just open your game manual and read it, but if I'm going to make a *complete* walkthrough, certainly I have to include how to play it and also throw in some tips while I'm at it! Also, there's always the possibility that you either lost the manual and forgot how to play (small chances) or you're playing this on a emulator (extremely high chances).

+ 2-1 -- MOVE YOUR BUTT -- +

Before anything, you first have to know how to move and fight. This section shows the basics of movement and combat you get right at the beginning of the game.

Movement

You move Musashi by using the D-Pad (duh). This game supports the DualShock controller, so you can move him with the left analog stick. The right analog stick has no use. You can jump by pressing the X button and you may rotate the camera by pressing L2 or R2 (there are certain places where you can't fiddle with the camera angle). Oh, and you walk cautiously by holding L1, but I'm pretty sure you'll never use that.

Combat

Strike with Fusion by pressing square and strike with Lumina by pressing triangle. The difference between both swords is speed and power. Fusion is faster, but weaker. Lumina is stronger, but slower. In the end, you'll probably end up using Fusion most of the time. There are a few techniques you can use by pressing a certain combination of both square and triangle buttons. You learn them by saving people and talking to them at the castle. You can pick up by pressing the D-Pad buttons towards him and pressing square. Then, you can throw them by pressing square again (to throw forward) or by pressing triangle (to throw straight up). You may defend frontal attacks by pressing R1. You can move while defending, but you can't change the direction you're facing. You can use the power of the five scrolls by charging the gauge bar by pressing R1 and then pressing triangle when it's full. The effect will depend on the scroll you've got selected (you may select scrolls on the main menu). You may use the scrolls powers by pressing either square or triangle while it remains active. When the gauge runs out, you'll have to fill it up again if you want to keep using the scroll.

Assimilation

Assimilation is a unique feature that consists of stealing your enemies' abilities. To assimilate, press R1 to charge up your gauge bar, then press the square button to throw Fusion at the enemy whose ability you want to steal. If it hits, you have to quickly tap the square button until the gauge fills up again. If you succeed, you'll assimilate the enemy and get his skill. You may use the stolen ability by pressing the O button (some abilities are static, meaning they'll just have an effect on Musashi for a certain period of time). Be careful, though. Using these skills will consume BP (more details on the Know Your Stats section).

Sleeping

Yes, you can, in fact, just stretch and sleep in the middle of the battlefield. Doing so will make the time run faster, restore Musashi's HP and reduce his tiredness to down to 25% (more details on the Know Your Stats section). To sleep, press the select button. The image of the scroll you've got selected will change to a moon. Hold the R1 button to fill up the gauge bar and when it's full, release it to make Musashi sleep. Sleeping is more effective after you get the Legendary Quilt (more details on the The Legendary Armor section).

Other Actions

You can talk to people, read signs and do other generic actions by pressing the square button.

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+ 2-2 -- KNOW YOUR STATS -- +  
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Now that you know how to fight, you should learn what all those numbers and colorful bars on the screen mean.

Hit Points

The hit points are Musashi's health. Everytime you get hit by an enemy, your hit points lower. When the HP bar reaches zero, you will die and the game will be over. Therefore, I recommend you to take a few healing items on your trips outside of town. Sometimes when you defeat an enemy, he'll drop a heart tablet, which will restore your HP. It doesn't happen very often, though, so it's best just to open your wallet, buy medicine and get it over with. Note that you'll recover HP over time.

To increase your max HP, you'll have to get Longevity Berries, which will raise your max HP by 25. Almost all of those berries you get by doing horrible things to little animals called Minkus. They're shy little creatures who appear only at night (after 10pm). During the day, you can find the spot one of them appear by finding dung. When you find the cute little bastard, chase it and lift it up and Musashi will grab the berry. The minku will run away and won't appear on the spot you got him ever again (he'll be taken care of by one of the people from the castle after you save him). The minku locations are listed on the lists part of this walkthrough.

Bincho Power

The bincho power is the power needed to use enemies's abilities. Musashi won't

die if his BP reaches zero, but he will, however, get extremely weak and slow, so it's a bad idea to go around using abilities like crazy. Another important point about BP is that it will slowly drain away with time. You can restore BP by eating bread.

To increase your max BP, you'll have to absorb energy from bincho fields. They're large green crystals in which the castle people are trapped, so in order to raise your BP, you'll have to save those people. To break a bincho field, just hit it with Lumina and you'll save the person, raise your max BP by 5 (there's a special case in which it'll raise by 50) and fully restore all of your BP. Since you can easily recover BP and probably won't be spending too much of it if you're careful, I don't see any reason to take much bread with you on your trips. I never take any and do just fine. You can also increase your max BP by defeating bosses. Everytime you defeat a boss, it increases by 25 BP. It's important to notice that Musashi's picture on the right of the screen reflects his BP condition. If it starts to get too low, Musashi will begin to look unhealthy. The bincho fields locations are listed on the lists part of this walkthrough.

----- Drans -----

Drans are the local currency. You need those to buy stuff. You'll usually get drans by either defeating enemies or selling useless junk to the pawn shop (more details on the Do Your Shopping section).

----- Tiredness -----

Tiredness is how sleepy Musashi is. If you pause the game, the percentage of tiredness will be shown at the bottom of the screen. The more tired he is, the slower he gets. If the tiredness reach 70% or more, Musashi is likely to fall asleep on the battlefield. To deal with this, you can either... well... sleep (remember that sleeping on the battlefield only reduces tiredness down to 25%) or you can take mints. Since you're likely to get tired on the battlefield, take one or two mints with you. It's important to notice that the more tired Musashi gets, his picture on the right side of the screen starts to close.

----- Poison -----

Like most RPGs, there's the possibility of getting poisoned. This will make Musashi lose HP with time and his performance will diminish. Also, his picture will turn purple. To get rid of the poison, just take an antidote. You can either buy it or find it on the battlefield. I'll specify when you should take antidote with you, though. This game doesn't really have many poisonous enemies .

----- Musashi's Growth -----

Like in any RPG, Musashi's strength is based on his experience and current level. A fun thing to notice is that at certain levels, he'll get a certain rank, like 'Little Turd', 'Talked About', and so on. Anyways, Musashi's overall level is based on the level of each of four categories: Body, Mind, Fusion and Lumina. The Body is Musashi's strength and it increases as enemies are defeated. The Mind represents the defense and raises as Musashi walks. Yes, you beef up your defense by walking. Fusion and Lumina represent, obviously, the attack power of each one of them and raise by using the respective sword in battle. There's a max limit level on each one of the chapters, so don't bother with level-grinding. Not like you'd actually need to do it, really.

Grocery Store

Working hours: 10am to 8pm. Open daily.

This is where you will (or at least SHOULD) do most of your shopping. The grocery store is where you can buy HP healing items, mints and antidote. You can also buy some food here (e.g. riceballs), but just like bread, they'll spoil with time. The only exception is the cheese, which will actually restore more HP and BP if kept longer.

Restaurant

Working hours: 6pm to 2am. Closed on Sundays.

You can eat here to restore health and BP. Again, it's completely useless if you can sleep for free at the castle. What you can do, though, is get some money by playing cards with some guy called Macho (I never actually do that, though). All in all though, the restaurant will be important for the plot later in the game.

Pawn Shop

Working hours: 11am to 4pm. Closed on Mondays.

Throughout your journey, you will find several items which Musashi won't know what they are. In those cases, you'll have to take them to the Pawn Shop so they can be appraised. 75% consists of useless crap that you'll want to sell to the Conner. The other 25%, however, are the parts of the legendary armor, which will be vital for you to finish the game.

Toy Store

Working hours: 12pm to 8pm. Closed on Wednesdays.

Well... you buy toys here. Although they are kind of cute, you really shouldn't waste your money on these. They're completely useless and you should bother with them after you've finished the game and are looking for a 100% complete game. Until then, save your money for healing stuff.

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+ 3-0 -- WALKTHROUGH -- +

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Well, now that we're done with that, let's get this show on the road! I'll give the usual warning beforehand: This walkthrough has SPOILERS! Read at your own risk!

Things don't start too well. The Alucaneet Kingdom is being attacked by the Thirstquencher Empire (RPG tip of the day: Kingdoms are good, empires are bad)! The Empire seems to have been waiting for the king's absence to attack! With no other option, the senior members of Allucaneet decide that their only hope is to summon a hero! Inside an underground chamber, Princess Fillet (yeah, silly names, just try to ride along with it) uses a huge piece of Binchotite to perform the summoning. In the end, they succeed to do it, summoning none other than Brave Fencer Musashi... who turns out to be a puny little boy who is not pleased with this whole mess. Hey, if I was summoned to other dimension and forced to save some kingdom's butt because they're too incompetent to do so, I'd pretty mad too! The folks from the castle tell Musashi he has to get Lumina and they give him Lumina's sheath, a note telling how to get the legendary

Lumina is just at your reach! Unfortunately, the stone head is creating a barrier which can on be lifted when a living being stands on top of that stupid switch. Well, you don't have to be the one standing on it! Assimilate the Stun ability from one of the Red Soldiers, then attract another one of the soldiers to the plate by standing on or near it. When the soldier is on the switch, stun him and quickly grab Lumina! All right! But oh-oh! The stone head will destroy the platform you were standing on and will ''chase'' you! Better start running! When you're running along the tower, you'll have to jump thrice. Don't let the head reach you, or else it's game over! When you get to the bottom, that huge thing will keep chasing you, Indiana Jones style! Musashi will run by himself, but you'll still have to dodge any bolders along the way. You'll also have to jump over that river or else it'll be game over (Musashi'll tell you when to jump)! After all this mess, you'll finally reach the castle...

Allucaneet Castle

Phew... finally some re- Hang on! Who's that guy? Oh, damn! The Princess is being kidnapped by some thug called Rootrick! He wants Lumina in exchange of the Princess! Musashi will refuse, of course, and Rootrick will drop a circle of flames around you! Then you'll get a small tutorial on how to use Lumina's special techniques (Lumina Rotation, in this case). Charge the gauge and press triangle to put the flames out. Rootrick will run away and a huge robot will drop from the ceiling!

----- BOSS FIGHT: STEAM KNIGHT -----

|That's right! Just a couple of minutes into the game and you already have |
|your first boss fight! It's rather long too. It'll be devided in three parts:|
|Inside the castle, outside the castle and inside the village. |

|First things first, notice the huge arrows pointing at the robot's feet. |
|That's the first thing you'll have to hit. However, you'll have to wait for |
|the steam to stop coming out of them, or else you'll get hurt. It'll usually |
|happen when it attacks. Never stop moving! It's main attack will be to throw |
|that huge iron ball at you! Also, sometimes a chandelier will fall from the |
|ceiling, so watch out. It'll also use an attack that forms the exact same |
|ring of flames that Rootrick used on you, except it'll tighten around you, so |
|sping Lumina as soon as possible. Keep dodging the attacks and hitting one of|
|the legs right after. Eventually, the leg will be destroyed and the giant |
|robot will fall down. This time you'll have to hit it's center (aka it's |
|groin). Keep hitting until it gets up again. Just repeat the process with the|
|other leg and smash hus groin! He'll be thrown all the way down the hallway. |
|Lift him and throw him outside. |

|The robot will turn his body around and now you have a new set of legs to |
|destroy. His attacks will change a little. He'll alternate between throwing |
|the ball at you, throwing it at one of the stone pillars to make it fall down|
|and just grabbing one of the pillars and throwing at you. The strategy is the|
|same. Dodge his attacks, attack his legs and hit him between the legs. |
|Eventually, you'll have to throw him outside the castle walls and into the |
|village. |

|With all his four legs busted, you'll have to hit him only between the legs |
|now. He'll start to try jumping on top of you. Simply stay away from shadow |
|when he jumps. Eventually he'll jump back to the top of the screen and crouch|
|for a few seconds, giving you the chance to hit it a few times and drain his |
|life away. Just keep repeating this process until you kill it. When it runs |

out of HP, you'll be near the village walls. Just throw him out and it'll hit the ground way below. Musashi will lift it's steel ball and finish. Then he'll faint because of the hard battle and you'll get a save screen and end the chapter...

+ 3-2 -- CHAPTER 2: A NEW JOURNEY -- +

Allucaneet Castle

So, you'll wake up in one of the castle's rooms, which is yours to use now. Ribson and Livers will come by and fill you in on the current situation. They tell you how the legendary Brave Fencer Musashi sealed the Wizard of Darkness using Lumina, the sword of Luminescence and how you're supposed to get all the Five Scrolls: Earth; Water; Fire; Wind; and Sky (GO PLANET!). Unfortunately, no one knows where the scrolls are. Perhaps the castle's Seer could tell where they are, but she's been kidnapped along with some of the other castle people! As a matter of fact, out of the 40 people working and living in the castle, only 5 are left! It's up to you to rescue those people! They've been trapped inside Bincho Fields and scattered around, so you better look for them. Ribson will give you a rescue list and an item that'll make the ring around Musashi's picture on the bottom right flash red when there's a Bincho Field nearby. They will suggest you to go to the library to study a bit about story, so you might as well do so. Scribe Shanky will be there to read the books for you. You can't read the ones on The Empire and Shogi for now, but don't worry. When you're done, head to Grillin' Village, the small community beneath of the castle.

Grillin' Village

Well, the first thing you'll notice is that Musashi's BP isn't full, even though he's been sleeping for a bit. The first thing he says when he reaches the village is that he's hungry, so you might as well find something to eat. Also, there's a passage being guarded by some guy called Macho. He won't let you go through, so don't bother with it for now. Follow the path downward to reach the main part of the village.

You could wait a bit to eat at the restaurant, but it's best just to go to the bakery, buy some bread and be done with it, so do it. It's the big building with the bread and milk sign. Buy any of the bread types, talk a bit to Jam if you want and leave the bakery. Use the bread on the main menu to eat it, of course.

So... what to do now? Well, you should talk to the mayor. His house is right next to the Pawn Shop. It's the one with the chicken thingy on the roof. Use the square button to knock on the door. Musashi will ask about the Five Scrolls and the mayor will say he's willing to share some information if you save the village's dog, which ran off to Twinpeak Mountain. Unfortunately, you can't go there because Macho's still blocking the way. Well, that sucks... Follow the path down from the mayor's house and enter the forest.

Somnolent Forest

Follow the path, being careful with the Green Soldiers who'll pop up. You'll

bump into some sort of river shaped like a small circle with a Water Crest on an island in the middle. Ignore it for now and go up. Follow the circular path and you'll find your first Bincho Field! Hit it with Lumina to release Guard Lumpwood. Now you can go to Twinpeak Mountain! Go back to the village and to the passage Macho was guarding. Talk to the guard and he'll let you pass.

Twinpeak Mountain

Time to look for that dog. Take left and keep going. Assimilate the Magician while you're at it. You'll see a Bincho Field on top of a rocky formation. Hit it with Lumina to release Soldier Lardwick. After that keep going. You'll see a huge Maneater blocking your way! Don't try to jump on the lily pad or he'll take a good chunk out of your HP. Use the Shrink ability you've just got from the Magician on it and then just step on the little monster. He'll never respawn, by the way. That done, you'll see the dog on a rock in the river. Jump over there and pick him up. You can't jump while carrying the mutt, so you'll have to throw him over the river. Don't worry, if you accidentally throw him into the water, he'll appear next to the bone again. That said, just carry him all the way back to the village.

Grillin' Village

The dog will run off, but don't worry. Go to the Mayor's house and knock on the door. He'll just tell you to talk to the man in stocks in the outskirts of the village. You probably saw him on the way to the Somnolent Forest. Go talk to the guy and he'll be thankful you brought Leno, the dog, back and stuff, then he'll beg for some bread and water. You can buy bread at the bakery. As for the water, there's a well at the corner of the church. You can get water there. Sometimes there'll be a couple of ladies who'll be blocking the way to the well so you'll have to wait for them to leave. When you have both the water and the bread, talk to the guy again and he'll introduce himself as Jon and say he'll tell you a secret if you set him free. Agree to do it and he'll tell you to go meet Leno at Meandering Forest. The dog will lead you to the graveyard where the key is hidden. Well, off to set Jon free, then! Around the outskirts of the village you'll find a windmill. Follow the path next to it.

Steamwood Forest

Becareful with the steam coming out of the pipes, it hurts you. You've probably noticed there are Bincho Fields around here. First of all, jump on the pipe right next to the sign. Walk along it and you'll easily avoid steam and also get some Drans while you're at it. When you reach the end, jump on the pipe right next to it and walk along it. You'll find a Bincho Field! Release the person inside (Musician Pianissimeat). Near it will be the Earth Crest. Don't bother with it for now, but remember the location. Hop on the pipe and walk back to the main path. Walk up a little and hop on the gray pipe and walk over it. Climb the rock formation and you'll find another Bincho Field. Break it open to release Acrobat Sausages. Since you're here, you might as well walk along the brown pipe to get a \$500 coin. Now go all the way back to the forest entrance and enter the big pipe to the left.

Somnolent Forest

Keep following the path, just be careful with the Green Soldiers that pop up now and then. When the path forks, go up. You'll meet a mushroom enemy called sleepy. Try not to stay near it for too long or else it'll put you to sleep.

Also, DO NOT ASSIMILATE IT! It's ability will raise your tiredness by 100%! The best way to deal with these mushrooms is to hit it and stand away, then hit again and so on. You can also fight them after assimilating the Mint ability. After you kill them, keep on going.

When the path opens, keep going up and assimilate the Hopper (the pink plant that hops around). Now go right and go up the slope. There's a Bincho Field up here! Cancel Hop and release Seer Bevealy. Go up the pipe and walk along it to open a chest. You'll find an OldCrown (Cakepan) inside. Don't forget to sell it later. After you're done, assimilate Hop again and go to the path north, over the thorn bushes. Keep going and you'll find Leno. Follow him.

Meandering Forest

This is a cursed forest which ended up being some sort of magical maze. Just follow the direction Leno barks and you'll be fine. You'll bump into some enemies, however. You must keep them from hurting the dog, or else you'll have to start all over again! First you'll meet four Bee Plants, then on the next screen a Green and a Red Soldiers, then four Magicians, then four Hoppers and finally, a Hopper, a Red Soldier and two Bee Plants. After that, you'll finally reach the graveyard. Push the grave Leno indicates and grab the key. The puppy will run off back to the village, and so should you.

Grillin' Village

If you try to free Jon, he'll tell you to do it after midnight, or else someone might see. Wait until midnight or so and go set the guy free! He won't tell what the secret is about, though. He'll just tell you to meet him at the top of Twinpeak Mountain and cut four logs on your way there, and then he runs off. Well, what are you waiting for? Head to that mountain!

Twinpeak Mountain

Remember the time you saved Leno? Well, just follow that path again and keep on going forward. You'll bump into a couple of Magicians and a Maneater on your way, but it's nothing you can't handle. Cross the water blocking your way by jumping on the lily pads and take left.

Keep going left. Ignore the poles for now and keep going until you find another Bincho Field. Break it open to release Mercenary Meitlofe. After you save him, jump on the poles you've just seen. Just keep going forward until you reach the other side. To the left you'll find a Memory Box. This special chest is some sort of checkpoint. If you die, you'll be back at the Memory Box with half of your money, so leave your memories there, just to be safe. Try not to die too often, though. If you run out of Drans, you won't be able to respawn next to the Memory Box and you'll have to start from the last time you've saved. Try to go left and you'll find a chest with \$200 inside. You'll also see a Bincho Field, but it'll be out of reach, so ignore it for now. Keep heading right. Jump on the platforms and open the chest to find an OldBook. Take it to the Pawn Shop when you go back to the village. Keep heading left, fighting the Red and Blue Soldiers as you go. Wait for the moving platforms to come out and jump to the other side and enter the cave. The cave is pretty easy, just hop on the platforms until you reach the exit.

You'll be on a bridge and there'll be several soldiers here, so be careful. A bit further you'll find a gap on the bridge with a rope dangling there. Jump on the rope and climb all the way down. Carefully jump on the rocky formations

until you reach a Bincho Field. Smash it with Lumina to release another castle folk, Shepherd Beefalo. Go back to the rope, climb it and keep jumping on the ropes next to it until you find a treasure chest. Be careful with the bugs on your way there, or else you'll get zapped. In the chest, you'll find a Dagger. Go back to the bridge and keep going right until you reach the next cave. Be careful with the waterfalls this time!

Go a bit to the right and you'll find your first log. Use Lumina Rotation to chop it down and grab the log! Jump on the weird formation next to the cave and keep climbing all the way up. Go right and jump on the pole and slide down to find yet another Bincho Field. Release Knight Lardwick, climb back up and keep heading right. Wait for the moving platforms to show up and jump on them so you can keep going right. Jump down when you see the pole and you'll find your second log and another Bincho Field. Chop down and grab the log and set Carpenter Carvey free! Climb back up and jump on the rocky formations to spin and jump your way to the right. Be careful not to fall off! Climb the pole and you'll find the third log. Grab it and go left. Be careful, some Red Soldiers will show up out of nowhere! Next to the waterfall, you'll find the last log. Chop it down and keep going left until you can't go any further. You will probably notice there's still a Bincho Field nearby. You can't reach it for now so don't worry. Climb the rocky formation and the huge ribs coming out of the mountain. A bit to the right and you'll finally meet Jon! Turns out the secret wasn't about the Five Scrolls, but the Legenday Armor! One of the pieces is hidden by the bottom of the river! Jon will make a raft out of the logs and off you go!

On your ride down the river, you'll have to dodge anything that comes your way. If you get hit 4 times, you die. Don't worry if you die a few times, you'll restart from the beginning of the raft minigame. Remember that you can jump and be extra careful with falling rocks! You might want to grab a few Drans while you're at it. Note that there'll be a part in which you'll go down a huge waterfall. Right before it, there'll be a path to the left that'll take you to the Bincho Field that was next to the chest with \$200 and you couldn't reach. I suggest you leave to save the guy for after you get the Water Scroll, since you will have to climb all the way back if you decide to save him now. Be careful with the Red Soldiers with the spiky balls by the end of the river and you'll finally reach the end.

Go up the stairs and go left to find the treasure box. You'll find a Bracelet there. You'll have to appraise it, so it's time to head back to the village!

Grillin' Village

Appraise all the junk you got on the mountain. The bracelet you got will turn out to be a piece of the Legendary Armor, the L-Brace! With this equipped, you can now climb certain walls! With that done, sell the other junk you got and leave the Pawn Shop. As soon as you do, the Mayor will come rushing at you and tell there's something with Steamwood and the whole Kingdom might blow up if nothing's done! He'll ask you to talk to Fores, the administrator. His house is right next to Twinpeak Mountain's entrance, so head there.

You'll notice there's a reddish wall to the left of the mountain's entrance. Look at the sign and you'll learn that the guy you're looking for lives right up there. Pay attention to the wall's texture, that's the sort of special wall which you can climb with the L-Brace, so do it! You can climb it by jumping on the wall and alternate pressing the square and triangle buttons. When you get there, talk to the guy running around. He'll say that Steamwood's gonna explode in 24 hours (I'd say that's around 15 to 20 minutes in real time)! He is the administrator, but he'll give you a manual and send you off to fix Steamwood.

Well, not much of a choice here! Quickly run to Steamwood Forest! That's left of the Mayor's house, past the windmill, if you don't remember it!

Steamwood Forest

Turn right and follow the path while avoiding the steam leaks. The best way to avoid them is to move by jumping on and over the pipes instead of running by them. You'll eventually reach a huge wall. Climb it and go forward. There'll be a pipe leading left to a chest with an AgedCoin inside. Take it if you dare waste a few seconds and go back to the main path.

Steamwood

You'll finally reach the weird mechanical tree. Musashi will read the manual to figure out how to turn the valves and you'll learn how to fix the steam leak. Just in case, here is how you do it:

1. Turn off the valves in numerical order.
2. Stand in front of the valve and press the square button to start.
3. The pressure gauge will rise. When it reaches the 'OK' zone, press the X button to stop the gauge.
4. If successful, the valve gauge will rise. If not, it will decrease.
5. Repeat until the valve gauge is full.
6. Turn off the next valve before the valve timer reaches 0.
7. If the valve timer reaches 0, the previous valves will reopen and you will have to start from the beginning.

Complicated? Not much, but fixing the steam leak is sort of painful. First of all, you'll have to use what you've just learned to open the door, so do it and go inside.

You'll have to shut 8 valves in total. The higher the number is, the faster the gauge will fill and the more times you'll have to hit the 'OK' zone. Hop on the elevator to activate it. It'll keep going up and down on it's on. Jump off it on the first floor and go right and close valve #1 and you'll get a 60 second timer. Keep going right and shut valve #2 and the timer will reset back to 60 seconds. Go further right for valve #3. You'll notice there's steam blocking your way. Lucky you, there are some huge pipes next to the platform where the valve is. Jump on those and back to the platform and shut valve #3. If you miss the jump, wait for the elevator and go back up. After you're able to shut the valve, go right and wait for the elevator. get on it and jump out on the second floor. You'll have to use the side pipes again to drop off. Head left, past valve #6 and reach #4. Use the side pipes to reach the valve and shut it. This time, the timer will reset just up to 35 seconds, so don't waste time. Go left and shut valve #5. Keep going left until you reach valve #6 again and shut it. The timer will reset to 60 seconds this time. Go back to the elevator and head up to the third floor. Head left, being careful with the steam coming out of the pipe, and go for valve #7 and close it. Again, the timer will reset to 35 seconds only. Keep going back right and reach for valve #8. Shut it and you're all done fixing Steamwood!

Back outside, you'll meet Fores. He'll be quite glad and he'll mention you can use a shortcut from Steamwood to his house by following a pipe on the right. He'll also say that he heard a rumor about a masked man wearing a cape doing this to Steamwood and that he's heading to Twinpeak Mountain. It sounds like Rootrick! You better head to the mountain! BUT before that, the mayor wants you to drop by his house later. DO NOT forget to do so! He'll give you a Longevity Berry, which will rise your max HP by 25. If you forget to do it, you'll never

be able to get that berry later in the game. Since you've solved the steam leak problem, you can also go to Somnolent Forest and save Maid Loinette. Go to the forest through the path south of the village and take left at the fork. You'll find her Bincho Field and a chest with \$500. With that done, go to Twinpeak Mountain.

Twinpeak Mountain

Do you recall the Memory Box you've found the last time you were here? Go back there again and keep heading left. You'll find Rootrick trying to climb the mountain. After a bit of talk, he'll slip that one of the Five Scrolls is at the top of the mountain! It'll then be a climbing race to the top! Be careful with the moving platform or else you'll be knocked down. It doesn't matter who gets first, Musashi will deal with Rootrick. Now keep heading up and you'll find some sort of monster statue with some weird tablet beneath it. That's the scroll. Smash it with Lumina and you'll get the EARTH SCROLL! Right after that, Lumina will start talking to you! It'll tell you to destroy the Crest Guardian. Hmmm... you'll have to ask someone where to find it. Anyway, to get out of here you'll have to equip the Earth Scroll and use it to knock down a bolder that's blocking your way a bit to the south. With that done, go back to the village.

Grillin' Village

As soon as you reach the village, you'll bump into Jon. Musashi'll talk a bit with him and he'll say you'll find the Crest Guardian at Hell's Valley, but you can go there only if you get permission at the castle, so go there and talk to Ribson. He'll say you need 4 people to open the gate to Hell's Valley: Soldier Lardwick, Mercenary Meitlofe, Carpenter Carvey and Knight Lardwick. You have saved them all already (if you haven't, check the Bincho Field locations part of this guide). So, before anything else, get some healing items and you might want to take an antidote or two, too. When you're done, head off to Twinpeak Mountain.

Twinpeak Mountain

Head right this time. Right away you'll bump into a hole full of spikes. Use the Earth Scroll to make the huge boulders fall into it and you can walk across to the other side. You'll find a Bincho Field in your way. Release Knitter Lunchetta and keep going, knocking boulders down as you go. Knock the giant rock plate down and go a bit furdur. The people you've saved will open the way to Hell's Valley, so head right in.

Hell's Valley

You'll be inside what is pretty much a huge hole. The folks will tell you the plan: They'll send a bucket over you, usually with bombs, which you'll have to knock down onto the Guardian by using the Earth Scroll. If any of them get injured, they'll temporarily stop sending the bucket. After the strategy is explained, the Crest Guardian will jump into battle!

----- BOSS FIGHT: SKULLPION -----
Well, you already know the strategy to hit the boss! Fortunately, some of his
attacks are slow enough for you to be able to charge up the scroll.

all day, so you'll have to drop by his place pretty late in the night. Between 23:00 and 2:00 should do. He'll give you the key and will also tell you that Misteria only blooms between 3am and 7am. With that done, drop by the Grocery to buy a couple of antidotes and head to the Mine. It's located along the wall where the Restaurant is.

Mine

Follow the tunnel and go right. Be careful with Toad Stool (the purple mushroom you'll bump into)! It attacks just like the Sleepies, except it inflicts poison instead of tiredness! Don't you dare assimilate him! Climb the pole and keep going.

Keep following the path. Be very careful with the falling rocks and the little fellas called B-eaters. These bastards will damage your BP when they attack! Anyway, you'll eventually bump into some sort of wheel with platforms spinning around. Jump on the platform and keep on going right, being careful not to fall off. There'll be two more wheels for you to deal with, then more B-eaters and rocks. Dodge everything and enter the door to the right.

In this room you'll see a giant fan beneath you. Wait for it to stop so you can go through it. There's a Memory Box at the bottom. Use it if you want. Head left, the Underground Lake is that way.

Aaah conveyor belts... every game with even a bit of platforming needs at least one of those, doesn't it? Go left until you reach a spot with two of them. Take the one going south and go right. Destroy the Bincho Field to free Knight Brisket. Make your way back and take the other conveyor belt. Jump on the next one and try to take the belt going north, then go left and break the Bincho Field to release Carpenter Dicey. After you save him, go back through the belts and go left.

Underground Lake

You'll have to jump on the platforms spinning around. Before going to the center of the lake, you'll want to look around the other spots you can go to by using the first moving stone. You'll find a Minku spot, a Bincho Field with Chief Gravie and a chest containing an OldGlove. When you're done, keep jumping on the moving platforms and going to the middle of the lake. There'll be a Bincho Field there. Break it open to save Cook Mary-Nade. After you save her, you'll have to jump back on the moving platform and back on the stony formation so you can take the path leading up. You'll find Misteria up there. Wait for it to bloom (between 3 am and 7 am) and pick it up. Time to go back. Make your way back to the room with the giant fan where you found the Memory Box.

Mine

Climb on the wall to the right to go back up to the fan. You can't go back to the left (well... you can if you time your jump with the fan being turned on), so wait for the fan to blow you up and go right.

This is like the entrance to the mine, but it'll be harder because there are more rocks and some of the wheels' platforms will have spikes (needless to say you'll have to avoid them). Make all your way to the right.

You'll get poisoned if you fall into the water below, so try not to. Go right

and hop on the metal platforms going up. Go left, take the platform all the way up and keep going left.

You're back at the Mine entrance! Go left, down and left again to get back to the village.

Grillin' Village

Talk to the Mayor and give him Misteria. He'll be thankful and all, but then he'll say that Hotelo hasn't returned yet. Oh, well... better head to Twinpeak Mountain.

Twinpeak Mountain

Make your to the second cave, right after the rope bridge. You've already been there, so I'm not going to explain it again. When you get there, you'll meet Hotelo. He wasn't able to reach the peak of the mountain, so it's up to you to go get Aqualin! You've got 12 hours to do it! Go to the place where you met Jon for the raft minigame, using the climbable wall you find as a shortcut! After you reach the place, go a bit further to the right and use the Earth Scroll to knock down the bolder. Jump on the bolder and spin on the rocks coming out of the wall, following the path. Go up the pole and go for the water. Musashi will get Aqualin! You can keep following the path right to reach a chest containing a Rock, but you might want to leave that for when there's no timer to be seen on the screen. As soon as you get Aqualin, quickly run back to Hotelo and Tim will be saved! In the wild supposition that you run out of time (which is not very likely, since making it in time isn't hard), you won't get a game over screen. HOWEVER, the Grocery will stay closed until the end of the chapter, which is pretty bad considering some enemies you'll fight in a bit can do quite some damage. Anywho, go back to the village.

Grillin' Village

When you get back, you'll meet Tim! He's cured and not at all thankful for you! Why that little brat... You'll meet the people at the Grocey store and they have a surprise for you! An orange! You bust your butt for an annoying brat and a goddamn orange! Don't eat it, though! If you've already freed the Acrobat, go to the castle and talk to the Clown. You'll learn a great technique called Shish Kebab, which is one of the few techniques that worth a damn. After you're done, make a quick trip to the bakery and talk to Jam. She'll say her dad is pretty upset about the restaurant being closed and that you'll meet him around there by 6pm, so go meet the guy. You'll find him hitting the restaurant door like mad. He'll say the restaurant's owner has disappeared and that the place is closed. As for the waitress and customers, they're hanging out at the Inn, so go there and talk to them by selecting ''Chat'' on the Inn menu. Talk to Wanda and Macho and they'll both say they saw monsters coming out from behind the counter. So, the Vambees are coming out of the Restaurant! Stand by the place and wait until midnight to see the Vambees coming out from there! When one of them opens the door to come out, take the chance while the door is open and go inside. Check the opening behind the counter.

Restaurant's Basement

That certainly is a very unusual looking basement! Walk a bit forward and you will see an empty soda pop bottle (something tells me it was a booze bottle in the original game, but then, you know... kid friendly censorship and stuff).

Keep going forward and you'll find the restaurant's owner! He'll babble about some treasure and then suddenly will tell you he came down here to get rid of the ghouls. Hmmm... He'll take you down some steps and show you a door with four eyes on it. He'll say the ghoul's boss is behind it, so you'll have to get it open! To do so, you'll have to beat four subdungeons in the basement. I'll try to explain this place's layout. There are basically 5 sections here. The south one is the one you came from, which takes you back to the restaurant. The middle one is where you found the Restaurant's Mannick. There's a Memory Box there. To the west is the four-eyed door, the Mannick and 2 of the subdungeons. If you talk to the guy, he'll give you a cake, which'll restore both your HP and BP. To the east you'll find the other two subdungeons and a cracked wall. To the north is an uncrossable chasm with a locked door beyond. Don't worry about that for now. Anyway, better start working on that door! You may begin from the subdungeon right of the four-eyed door. These don't have names, so I will just give them the same name as the BGMs that play on each one.

Dying Light

Enter the door right ahead and move forward. You'll see a bunch of moving platforms. Try to reach the other side. If you fall down, move forward (jumping over the spikes) and enter the door. You'll find a circle on the ground which will teleport you back to the beginning. When you reach the other side, go right. You'll have to cover those spikes before you can proceed! In order to do so, you'll have to throw the Vambee lurking around at the huge switch on the other side (use the Shish Kebab technique for some damage). Speaking of Vambees the best choice is to avoid combat with them. They can do quite some damage, but they're easy to dodge, so just keep running. Don't let them catch you! Anyway, after you cover the spikes, keep going and enter the door to the right.

Now it'll be pitch black and your only light source is a floating blue flame. Don't touch it or you'll get hurt. Just go forward and enter the door to the right.

More darkness. Keep going right and wait until you can see the pole in the middle of the pit of spikes. Make your way over it by jumping from one pole to the next and enter the door. You'll find a Bincho Field! Break it open to set Bailiff Jerky free and go all the way back to the first hall, the one that was lit and take the door to the left this time.

More darkness. Go up and enter the door to the left. This time, you'll want to wait for the blue flames to light your path so you can see where you're going. Even if I tell you where the spike pits are, it's not safe to say you'll be able to avoid them. Just make your way to the door in one piece. Here you'll find two teleport pads. Take the one on the right (the other one will take you back to the beginning of the maze) and go through the door.

You'll notice some Lamp Bats flying around. Ready your sword and assimilate one of them as they try to attack you to get the Firefly ability. It'll illuminate your surroundings, making things a lot easier! Follow the path, avoiding the Vambees and the Oozes (be careful, some of them are poisonous) and enter the door to the left. Take the left teleport pad this time. Dodge the Vambee (or Shish Kebab him if he's on your way) and go through the door.

Try to assimilate Firefly again and keep going. The path is pretty much the same as the last one, except it's inverted. Take the left teleport pad and go through the door.

Things have gone quite different now. You'll be on a path surrounded by lava and some arrows will keep being shot at you. Just keep blocking them by holding

R1 (the same one you use to charge) and walk all the way to the end. Jump down and go left while still blocking. Jump down, go right blocking again. Jump down and run left and through the door, avoiding the Vambees on fire.

Back to the good old darkness. Assimilate Firefly, it'll be very important this time. Avoid the Vambees and jump over the spike pits. On your way, you'll find a chest with some Powder. When you finally reach the door, enter it. Smash the blue orb with Lumina and enter the teleport pad that shows up.

Restaurant's Basement

You'll be back at the center of the basement! Use the Memory Box if you like and go back to the four-eyed door. One of the eyes is lit! Talk to the Mannick for some cake and head to the other subdungeon on this side!

Let's Go Bowling

Yes, it's called Let's Go Bowling and you'll see why. Follow the path, avoiding the Oozes that drop from the ceiling, and assimilate the Bowler (that huge plant spitting balls) to get the Bowl ability, which'll do exactly what you think it does! Keep going right, avoiding the Bowlers eer... huge balls. Turn and keep following the path, standing on the outer pillars to avoid any balls. When you reach the Bowler at the end, kill it and use the Bowl ability to break the cracked wall behind it. Go inside to find a chest with a Shield. Leave this room, kill the Bowler again and climb the wall. Follow the path and avoid the balls by standing inside the holes on the floor. Turn left and very carefully follow the small path and go through the door.

You'll be in a lava room. Avoid the Vambees on fire and keep going. You'll find a couple of traps that fire arrows nonstop. You can go through them by blocking while moving up and towards the statue that's firing at the same time. Do this as close to them as you can. Go through the door.

Kill the Bowler if you feel like it and break the wall to the right and keep going that way. You'll find a path made of burning hot metal and a button. Jump on the button and you'll do some bowling using Vambees as pins! Yeah! Knock them all out (you have unlimited tries) and go forward and through the door.

Break the Bincho Field to release Mercenary Potrowst. Break the wall to the right to find a chest with an OddHat. Go back to where you played 'Vambee Bowling' and stand on the platform with the eye.

You'll see a pillar that'll throw fire at you if you look at it. Equip the Normal Lumina ability and charge it while looking away from the pillar. Move towards it while still holding R1 to keep from looking at it and use Lumina Rotation to smash it. Enter the door behind it.

The wall will start to move! Quickly go down and jump on the hole to the right! The walls will keep moving! Run to the end of the corridor and jump all the moving stones until you reach the top! Next, go through the door.

Another Bowler. Kill it, break the wall to the left and go through. You'll face another fun Vambee bowling game! Kill them all, break the wall at the end of the hall (yeah, the rhymes are annoying, I know) and go through. Ignore all the Vambees and quickly release Mercenary Stue and leave the room. Hop on the eye platform to go up. Smash the blue orb and hop on the teleport pad to go back to the basement...

Restaurant's Basement

Two down, two more to go! Talk to the Mannick to have some cake if you need, use the Memory Box and go to the east section of the basement. Before going further into the subdungeons, break the cracked wall with Bowl. You'll find 3 chests here. One with an OldSword, one with a Cloth and one with \$300. After that's done, go to the subdungeon left to where the cracked wall used to be.

Corona Jumper

I just love the music on this one! Follow the path, jumping on the moving blocks as you go, and go through the door. The next room is pretty much the same, except there'll be a Bincho Field down there. Fall down, break it open to free Librarian Brisketta and go back to the start of the room so you can make your way to the door to the next room.

Guess what? More moving blocks! Just keep following the path with the spinning platforms. I can't give much advice except avoid the Vambees and try not to fall down from those! This whole subdungeon relies mostly on skill rather than strategy. Go through the doorway and you'll find MORE moving blocks! This time, on a pit of lava! Jump on them to go to the other side, go through the spiked revolving door thingies, jump on more blocks and go through the door.

In this room, the blocks will move up and down. You don't have to worry about the flying Vambee, he usually won't do anything but fly around you. The bats, on the other hand, will be a pain, so be careful with them. Go through the doorway.

This time, things are a bit different. You'll have to time yourself to dodge the moving pendulums. It won't be hard, so just time right and go through the door.

You'll be back to the moving blocks and revolving doors. Be careful with the flying Vambee, he'll try to attack you this time! After you go through the same old stuff, you'll reach some wood beams. Carefully go left, down and follow the path. When you reach the moving block, go down and left instead and break the Bincho Field to release Soldier Hanky-Flanky. Go back the path and take the path right, jumping on the moving block. Take the path right to reach a chest with an OldPipe. Go back and take the path down this time. Take the path down again and jump down to reach the door.

Follow the path by jumping on the pillars, being careful with the fireballs that pop up now and then. Dodge the pendulums, avoid the fireballs and you'll eventually reach the doorway. This might seem absurd, but to avoid the final two pendulums, it'd best to get knocked down first and then take advantage of the short invincibility period to jump to the other side. Go through the door, smash the blue orb and get back to the basement.

Restaurant's Basement

Phew that was a tough one. Restore your health, leave your memories inside the Memory Box and head to the final subdungeon!

Out Of Body Experience

There sure are a lot of ghosts here. Move forward and wait for the moving platform. Jump on it, then on the next one and follow the path up. Since there is little movent space here, it's better to Shish Kebab these Vambees. Keep going and jump on the next platform. Keep moving and killing Vambees if you want and enter the doorway. Just run straight throught the corridor to the next doorway. Move while avoiding the Vambees and the Oozes and enter the next door.

In here, you'll face a pretty obvious puzzle. Just push the red block on the red eye and the door will open. You can destroy the block by hitting it, so if this happens, just leave the room and come back again. Enter the next door when you solve this easy puzzle.

You'll have the same puzzle, but a bit harder this time around. But still it's pretty easy. Move the top block up and to the only red eye on the right. Push either of the other two blocks up and on to the bottom red eye on the left, and finally push the final block to the last red eye.

Here, you'll face more moving platforms. Just jump on it, then the next one and go through the door.

In this room, follow the path, being careful not to get hit by one of the many moving blocks here. There'll also be some bats to annoy you.

The next room is no different from the one before the last,except the platform will move up this time. Jump on it when it's at it's lowest point, then wait for it to reach it's highest to jump for the doorway.

Now here things take a different path. If you try to move further, the lights will go out and you won't see the way you're supposed to take. What you have to do is assimilate Sublime from the Lone Mist that'll show up here. This way, you can explore the surroundings and learn which way you're supposed to take. When you're done exploring, jump on the middle square. Go all the way right, go one down, all the way left, one down, all the way right again and down. Go left to reach the door. Avoid being hit by the blocks and go through the next door.

Here you'll have the same deal. Assimilate sublime, explore and go. Jump on the middle square, go down once, go right and go down so you can free Carpenter Cubey from his Bincho Field. Go back up, all the way left, down once, right once and down. Head left to the doorway.

You'll have a different perspective this time. You'll have to go left and jump either left or right as you go down. Some platforms have spikes, however, so assimilate Sublime again to see which is the safe path. Jump left, then go left , right, right, left, left and right. Then go left to the doorway.

Assimilate Sublime to explore once again. Jump on the middle square. Go right, up, left, up, left, up, all the way right to find a chest with a Helmet inside, left and keep going all the way up. You'll fall to a lower path, but it's ok. Just keep going up and you'll go into a room with a Bincho Field. Release Knight Chucks and hop on the teleport pad that shows up. Go left through the doorway and smash the final orb. Go back to the restaurant.

Restaurant's Basement

All done! Now, let's see what was behind that four-eyed door... The Mannick's nowhere to be seen, so he must've gone through the door already. Go through it and you'll find the jerk next to a treasure chest. He's the one who let all the ghouls out and he was after this treasure chest all along! Too bad for him, all

he got was a hideous belt. He'll be full of regret and will give you the UglyBelt. *Phew* now that this is all over, go back to the village and take some rest...

Grillin' Village

After you're done resting, go to the Pawn Shop and appraise the stuff you have found at the basement. It'll be all worthless junk, except the Cloth and the UglyBelt. The Cloth will turn out to be the L-Cloth, which has no use.. for now and the UglyBelt will turn out to be a piece of the Legendary Armor, the L-Belt which allows you to double jump!

As soon as you leave the Pawn Shop, the Mannick will come rushing at you and say there's a problem... the village's well has gone dry! You'll need a rope to go down there, and there's one stored at the church. But before going there, there's something else you might want to do now that you have the L-Belt... Go to Twinpeak Mountain.

Twinpeak Mountain

Head to the place where you chopped down your third log and jump to the pole. Climb it all the way to the top and double jump to the right. There's a Bincho Field here! Break it to release Weaver Dinneretta and go all the way back to the village (you might want to grab the Minku at Hell's Valley on your way back if you haven't already)!

Grillin' Village

Go to the castle and talk to the Weaver. You'll have the choice to either make a Quilt or gloves out of the L-Cloth. The L-Gloves will raise the chances of critical hits and that's cool and all, but I recommend making the L-Quilt. What it does is make sleeping a lot more efficient! After you get it, sleeping will lower your tiredness all the way down to 0% at a faster rate, and it'll also recover BOTH your HP and BP! Anyway, choose any of these two and wait three days to get your legendary piece of clothing. After you're done with that, go to the church. The gate's locked, but since you have the L-Belt, you can jump over the fence now! You'll meet Father White outside. He'll say that someone stole the church's bell and he got locked outside when trying to chase the thieves. The main problem is that the rope is inside... The priest will also say he's being hearing strange noises in the middle of the night. He'll ask you to come back at 2am to see for yourself, so do it. You might as well try your new Quilt and sleep while waiting. Talk to Father White again and you'll hear the ghoulish sound coming from the church! You better go inside to see what it is all about. Musashi'll climb on the priest's back, jump to the roof and go inside through the bell's hole...

Church

Inside, you'll meet Bubbles. Needless to say, she won't believe a short kid with ridiculous hair is Musashi. She'll ask for Lumina and of course she won't get it. The witch will ask her thugs to shoot you and all they can do is put several holes on the church's walls. She'll then call for her Vambee Soldiers! They're huge pink Vambees that don't seem to be easily defeat by Shish Kebabing your way through! And Bubbles will run away, of course, leaving you to be eaten by the monsters. Unfortunately, you CAN'T defeat them! The best you can do is hold your ground and keep hitting them and throwing them out of the circle! If

you let them gang around you, you're dead! Sometimes they'll throw a smoking bomb at you! Avoid it, or else you'll be paralyzed! If it happens, try pushing all buttons on your controller until you snap out of it. Defend yourself until it's 7am! When the time comes, sunlight'll come inside through the holes on the walls and the Vambee Soldiers will all die...

Grillin' Village

Outside, you'll meet Father White. He'll go get the rope and give it to you. He will also ask you to look for the church's bell. Say yes, he'll promise to give you a reward. Well, we didn't go through all this trouble for nothing! Go to the well and climb down.

Bottom of the Well

Just follow the path. You'll come across a Water Crest. Ignore it for now, but don't forget about it. Keep walking and you'll find a huge stone tablet. Smash it with Lumina and you'll get the WATER SCROLL! Now you can walk on water and put out fire while it's activated! Go a bit back and you'll be able to see the bell on a small piece of land. Use the Water Scroll to get there. Returning the bell is pretty much like saving Leno, except the bell is way heavier. Pick it up and throw it to the other side. Take the bell and go up the stairs. You may want to throw it to go quicker. Take it to where you got the scroll and throw it to the other side. Cross the water, pick it up and follow the path and enter the doorway.

Mine

Keep going right and then go down. You've been here already, so you should know the way back to the village.

Grillin' Village

You'll greet the priest once again. He'll give you a statue of an angel as a token of gratitude. It is said that it opens the gate to the Fire God. Neat! Now before doing anything else, there are some things you can get with the Water Scroll. First, remember that Bincho Field you couldn't quite reach, back at Twinpeak Mountain? Well, you can do it now! Go there and release Doctor Tung and you can also keep following the river to find a Minku spot! Also, you do remember where you got the L-Brace, right? Go there by using the Water Scroll and follow the path. The bolders that used to be blocking your path are down there now, so you can make your way to a chest with \$200. There's also a Minku spot you can reach at Somnolent Forest now. Walk on the river you find there and you should see a small clearing where the little animal shows up at night. After all this exploring is done, buy several healing items and go to the Restaurant's Basement to find the door to the fire god...

Restaurant's Basement

Remember that locked door beyond a chasm that I told you to ignore before? Well that's where you're going to! You can now double jump over the hole and open the door with the angel statue Father White gave you! Go inside.

Statue Of An Angel

Yeah, I don't think the name really matches, but that's how the song is called, so what can I do? Anyways, use the Water Scroll to walk on the water and go forward, into the doorway.

You'll be in a run full of lava. Just double jump your way over the pillars and to the exit. The Vambees swimming down there won't be a problem.

Pass through the revolving spiked wood things and hop on the moving platform. Make your way across the sea of lava and go forward and left, up the stone pillars. Go right and follow the path, being careful with the living flames that pop up from the lava. Kill them with the Water Scroll if necessary. Jump on the blocks and don't stay on them for too long because they'll sink. Make all the way down and break the Bincho Field to release Taster Salmonelli. Go back and take right, being careful with the fireballs. Follow the path down, climb all the way up and head forward, dodging the revolving spikes, as usual. Be careful with the Vambees you find and throw one of them on the switch to cover the pit of spikes you'll come across. After you go through, enter the doorway.

You're in a room with four lit flames. Use the Water Scroll to put them all out and a door will open. Enter it and you'll find a huge stone golem...

|----- BOSS FIGHT: RELIC KEEPER -----|

|-----|
|You won't fight Relic Keeper itself, pretty much because it's too big. The |
|ceiling will collapse on it, keeping the boss from moving. It will, however, |
|make a huge flame to fight you. This is a pretty tough battle so you should |
|be prepared. First of all, ALWAYS keep the Water Scroll active because you |
|can only damage the flame by throwing water at it AND if you get hit while |
|it's activated, the water bubble will burst, but you won't take any damage. |
|That said, let's see the boss. It has 3 stages, each having different attacks. |

|
|Stage 1: First the huge flame ball will slowly move at you. That's your best |
|chance to shoot it a few times. It'll then release some smaller fire balls |
|which shouldn't be hard to avoid. For it's next attack, it'll turn blue (you |
|can't damage it while it's blue), spread wings and throw a blue flame wave at |
|you. Dodge by double jumping it. The next attack is to turn into a huge sword |
|and try to hit you. The best way to avoid this is too try to keep a bit close |
|to it (but not too much) and run under it as it tries to hit you. Still it's |
|quite hard to dodge this, so keep your water shield up at all times. As I |
|said, the best chance to hit it is when it's huge and moving slowly. When you |
|get to put it out, Relic Keeper's core will get exposed at it's eye and the |
|golem will fall forward. Take that chance to hit it with Lumina. |

|
|Stage 2: Relic Keeper will summon the flame again, but with different moves |
|this time. It'll do the usual 'being huge, standing around' thing. Then, for |
|the first attack, it'll get a bit smaller and shoot itself back and forth |
|around the room. It's quite hard to dodge this, so keep the water shield up, |
|as usual. Next, it'll turn into some sort of snake and jump across the room. |
|You can easily dodge this attack if you stay kinda near the flame. It should |
|jump right over you, maybe even giving you the chance to hit it with the |
|Water Scroll a few times. For the next attack, the flame will turn into a |
|pillar or sort of it and punch the wall, which will make a couple of flames |
|fall down at you. This is a great chance to throw as much water at it as you |
|can, so don't miss it! It's quite easy to dodge the flames, too. After you |
|deal enough damage, hit the boss's core again. |

|
|Stage 3: This time around, it'll use all attacks from both stages, except |

ask you to fix the Gondola. You need 3 Carpenters and a Gondola Gizmo. You've already saved the guys (or so I hope), so all that's left is the Gizmo! Go to the castle and talk to the three Carpenters. Each one of them will hint how the Gizmo looks like. You'll get three clues:

- 1- It's made of gold.
- 2- It looks like a wheel.
- 3- It has four holes.

With that said, go to the mine.

Mine

Remember when you had to go to the Underground Lake? Make the exact same path, except you'll take right at the bottom of the room with the huge fan this time.

On your way to the Scrap Depository, you'll see some Cure Worms falling down. Assimilate them! You'll get an ability called Antidote, and it does just what you think it does: Cures poison. Since this place is filled by poisonous water, you'll want to heal whenever you can. Keep following the path and jump on the wood pillars. Remember the whells with spikes? Well, these ones have poison instead. Aren't you just glad you have the Antidote ability? Keep going right until you find the doorway.

Scrap Depository

In here you'll find four wheels. Only one of them is the real Gizmo and they're so heavy you'll be able to carry only one. If you take the wrong one, you'll have to come all the way back here. If you follow the three tips the Carpenters gave you, you'll notice that the only one which fits them is the third one from the left. Grab that one and go aaall the way back to the village.

Grillin' Village

Head straight to the castle and show Ribson the Gizmo. Musashi will go to his room take a nap. It doesn't matter at which time he does so, he'll wake up at 10pm. Go to the village and you'll find it on fire! Charge up the Water Scroll and be ready to play the fireman! There'll be a total of 8 flames! You'll have to put them all out. First, there'll be two at the church. Water them away. There'll be one flame at each one of the houses next to the river. Put those out too. The Mayor's house is also on fire, so do something about it. Finally, put out two flames that are on the Bakery and the last one on the Grocery store and everything'll be alright. Mrs. Govern will tell you that she saw two suspicious men looking at the church's bell. Must've been those two thieves! Anywho, after all this mess, go take some sleep and knock on the Mayor's door by morning. He's fine, so don't worry! Doesn't even have that cold anymore. As a way to show his gratitude, he'll give you a Calendar which will be of no use until the end of the game and will spend the rest of the time taking space from your inventory. What a nice guy. But wait! Mrs. Govern's gift is even better! She'll give you Rocksalt! Well, thanks, Mrs. Govern! That'll pay the rent! Maybe I'll get some steak if I save the whole damn world! *grumble* Well, this Rocksalt will actually be of some use right now, believe it or not. Go to Somnolent Forest, near the entrance to Meandering Forest.

Somnolent Forest

Southwest of the path with thorns leading to Meandering forest you'll find another path with a sign that says '< Island of Dragons'. Follow it.

Island of Dragons

Your way will be blocked by a HUGE slug-like rock. Examine it and, guess what, use the Rocksalt on it. It turns out it really WAS a giant slug! It'll shrink and go away. Damn, that was a very weird turn of events! With the slimy animal out of the way, keep following the path. You'll see a Bincho Field. Break it open to free Artisan Teebone. Keep going down and you'll notice the whole place is flooded. To the left, you'll find a chest with 500 Drans. Charge up the Water Scroll and walk down over the water to find a rocky formation with a Water Crest on top! Use the Water Scroll on top of it to drain all the water. Wait... do you recognize the song that's playing now? That's right! It's time to get another scroll! Hop all the way down to the beach to find a stone slab with what seems to be a sad face on it. Hit with Lumina and you'll get the FIRE SCROLL! Great! Two more to go! But suddenly, Musashi's old enemy appears. It's Kojiro, and he's pretty serious about dueling with our hero! Musashi's not very interested at first, but then his old rival shows him a little present... He's got the Princess! I guess we have no choice but fight!

----- BOSS FIGHT: KOJIRO -----

|Kojiro is actually pretty pathetically easy. He has very few attacks,they are |
|all easy to dodge and very predictable. Whenever he says 'Take that', he'll |
|shoot a fire bird, which you can dodge by side-stepping. If he says 'Die!', |
|he'll shoot a white... thingy which also can be dodged by just side-stepping. |
|Sometimes he'll shoot three birds that'll chase you, but he'll rarely use it. |
|Whenever he attacks, he'll lower his guard for a few seconds. That's when you |
|attack him. You can also assimilate the Fence Ability from him, which you |
|won't be able to get until the final chapter, but it's not really necessary. |
|After a few hits, Kojiro will fall. Yeah, that was a pretty lame fight... |

After you're done, Princess Fillet will follow you. Just leave the Island of Dragons and you'll get to the castle right away.

Allucaneet Castle

Everyone will be happy with the Princess back and all, but since stuff is still messed up, Musashi won't be allowed to go back home yet. Since we have nothing better to do, we might as well hunt down the bell thieves! Ribson will tell you that their three mercenaries have been doing some research. Each one has a piece of a message. If you put it together, it'll say the following:

'Meandering Forest. Four Way Path: Gold, Knight, Knight, Knight, Bishop. Left, Right, Right, Left, Straight Ahead. Duh... About the Knight... D, don't worry about which way y, you're facing. Go straight ahead (up).'

Confused much? Well, so am I. These seem to be instructions to go throught the maze that is Meandering Forest, but it doesn't make much sense. Well, It seems to be related to the game Shogi, so let's see what the books at the library say about the pieces in the message.

The Gold:'The Gold can be moved one space in any direction, except diagonally.'

The Knight: 'The Knight can be moved two spaces up and one space right or left.'

...ok, that didn't help much, not to mention there's nothing about the Bishop piece. Well, try to crack this puzzle on your way to Meandering Forest.

Meandering Forest

You'll see a sign that tells you to go down if you get lost. That means you'll always get back to the beginning if you try going down, so don't do it. You'll also get back to the start if you take the wrong direction. So, which is the right one? Well, we'll have to connect the top and the middle of the message. The bottom isn't really that useful. Anywho, the first piece is the Gold, which can move one space in any direction, except diagonally. The first word in the middle is 'left', so go one 'space' to the left. Next we have the knight. It goes two spaces up and then either right or left. Well, the middle of the whole message says which way to go after going up twice. Repeat it two more times and then there's the Bishop, which goes straight up, I suppose.

So, here's the way you have to go: Left, Up, Up, Right, Up, Up, Right, Up, Up, Left, then just head all the way up.

Frozen Palace

You'll find this palace after going through that annoying maze. Choose to go inside. The door'll be open.

You'll meet Gingerelle inside. You'll just have a quick chat with her and then she'll leave. The thieves aren't here anymore, but since we've bothered going all the way over here, we might as well take a look around.

You won't be able to go up the stairs right in front of you because they're too slippery, so don't bother for now. There's a Memory Box to the right, so save if you wish. Be careful with those White Hoppers (Mappers), they're poisonous! Anywho, go through the open doorway on your left. Fight your way through the penguin-like robots and go through the next doorway.

You'll see a couple of the penguins pushing huge blocks of ice. Don't kill them this time! Wait for the block to drop, hop on it and jump to the other side as it falls down into the bottomless pit. Go through the door at the other side.

Inside this room, you'll see even more of those annoying enemies and a sign that says 'May the lonely have victory!'. This means you have to kill all the enemies here, so do it. After you do it, a chest will appear! Open it up to find the RedEye. Leave this room and go through the right. Hop on the crates and hit the Bincho Field to release Chef Julienne. Drop to the other side, ignore the door closes to you for now and go for the next one, which leads back to the main hall.

Have a look at the door with the red symbol to the left. You'll be able to open it with the RedEye, so go inside.

In here, you'll meet the Copycats. They'll copy every move you make and you'll be zapped if you touch them. The easiest way to kill this enemy is to blast them with your Fire Scroll (they can't copy the scrolls! Hah!). Keep following the path (be careful with the ice spikes!) and you'll find a chest with a LongTube. Go through the next door.

In here you'll meet some big gorilla-like enemy (Slow Guy). Don't kill him! Stand next to the high elevation and wait for him to go there and throw you all the way up. What a nice guy! Enter the next doorway.

You're now in some sort of icy maze. Follow the maze and go down when you can. Keep following the path and go down when the path forks again. Go all the way down and then all the way left. Break the Bincho Field to release Alchemist Leanman, the guy from the game's intro. Go a bit back and take the path up. See that shadow? Be careful! A huge enemy will drop from the ceiling when you go near it! As soon as he does, assimilate him to get the Steel ability (it won't make him disappear)! Keep following the path left and enter the doorway.

Here, you'll find several Copycat enemies and a sign that says 'May the unhurt have victory', which means you'll have to defeat all of them without taking any damage. Like I said before, the best way to do this is by torching them up with the Fire Scroll. If you get hit, leave the room and come back in. As soon as you manage to do it, you'll get a chest with a BlueEye inside. Now leave the room and go through the maze, all the way right, always being careful with the enemies you meet here. When you reach the eastern wall, go down and through the doorway.

Outside you'll find several nasty looking iron spikes. Activate the Steel ability and just walk through them. Keep going through the doorways you find until you reach a Bincho Field containing Butcher Chops. After you release him, jump down and go through the upper-left door again. You have probably noticed the blue eye door the last time you were here. Open it up with the BlueEye and head inside.

Right away you'll notice a Bincho Field. Break it open to release Janitor Sloppy-Joe. Go up and through the door. Go all the way right, being careful not to fall off. You better avoid the enemies so you don't get thrown down to the floor below. Through the door, you'll find a chest with a pair of RedShoes inside. If you have the L-Goggles, and you better have, you'll find out they're actually the L-Shoes! You can now walk on ice without slipping! If you don't have the L-Goggles, you'll have to go aaaaall the way back to the Village to get it appraised. With that done, hop back down and go through the door to the lower right.

Climb the pole and jump to the ramp. With the L-Shoes, you can go up it easily. On the other side, there's a chest with a RedCloth. Go up the ramp and through the door.

You'll need to assimilate one of the Copycats. If you charge fusion and throw it in a bit of an angle instead of facing them straight, you should be able to hit them with Fusion. You'll then get the Clone ability! With that done, go left, up and then left. Head all the way down after you reach the wall. You'll see a smaller block of ice on which you can jump on. Jump on it and then jump to the bigger blocks. Jump your way to the right, being careful not to fall down. To the north, next to the big guy who falls on top of you, you'll find a chest with a Wh-Cloth. Keep going right and on one of the ice blocks you'll find a Bincho Field. Release Musician Al Forte and go to the southeastern side of the room. Go through the door. There'll be only one enemy this time. If you read the sign, it'll say 'May the clone have victory!'. It's pretty clear what you have to do here. Use the Clone ability to kill the Slow Guy here and then go back outside.

Go all the way back to the left side of the room to hop on the ice blocks again and reach the green eye door on the south part of the room. Open it up and head inside. Follow the path and go through the door. Kill the enemies here and go through the next doorway at the end.

As soon as you enter the village, the Mayor greets you. Something is obviously wrong. He tells you to find out more at the village shops, so go to your favorite shop and ask the owner about it. Turns out the Princess took all of the village shops' profits! That doesn't sound right... Go to the Castle and try talking to Ribson. He'll say that Princess Fillet has disappeared... hmm... there's something fishy about all this. You agree to go around look for her. The Gondola's been fixed, so you might want to give it a try!

When you get back to the village, you'll notice something wrong... there seems to be steam everywhere! Could it be another leak? Quick, go to Steamwood!

Steamwood

Outside you'll meet Mr. Fores, who is knocked down on the floor. He'll give you Handle#0. What is he doing with that, you ask? Well, looks like Princess Fillet ask him to bring her here and she clobbered the guy on the head as soon as he opened the door! Because of that, Fores locked the door and removed the handle. Oh, and she screwed Steamwood up. Just great. Just like before, a 24 hour timer will appear. Quickly, go inside Steamwood! Use Handle#0 to open the door. In case you forgot how to fix the steam leak, you can check the manual again.

Inside you'll meet the 'Princess', which, of course, will turn out to be an impostor. She's actually Topo, one of the stupid thieves, just like Ed and Ben. She'll run away, but lucky for you she'll be stupid just enough to drop a huge bag with all the shops profits. Now, onward to fix Steamwood! Again! Fixing it this time will be almost like the last, except there'll be more steam pouring out of the pipes and some handles will be missing. Before riding the elevator, go behind the pillar and grab Handle#1. Go up and then right. You'll have to stand on the large pipe on the floor to double jump over the steam jets that are blocking your way. Use Hande#1 to shut the first valve. Keep going right, fix valves 2 and 3 and ride the elevator up. Oh, by the way, you can double jump over that steam blocking the path to valve 3. You don't have to jump on the side pipes and risk falling all the way down anymore.

On the second floor, go left past the 6th valve. In order to shut the 4th one, you'll have to grab it's handle, which is on the side pipe to the left of it. Go left and you'll see more vapor on your way. You'll have to double jump to the 5th's valve platform. The only other way around would be to go up to the next floor and jump from up there, but you certainly don't have time for this sort of stunt. Shutting valve 6 after this is easy. Just go left or right until you reach it and close it, then go up to the 3rd floor.

Go left, jump over the flowing steam and just close valve #7. Keep going left, do that same dodgy jump you did on valve 5 to grab Handle#8. Jump back (hope you don't miss!) and go left to finally close the 8th and final valve. You've fixed Steamwood and saved the village! Again! Congratulations!

Outside you'll meet both Fores and the Mayor. Now everyone in the village knows that Princess was fake, Musashi returns the profits and all is well. With that cleared up, we can keep looking for the Five Scrolls. Go to the mine and take left to reach the bottom of the well.

Bottom of the Well

After draining the water down here, you've probably noticed there's a cave near the place where you got the Water Scroll, but I've never actually told you to go inside. Well, now is the time! Head right in.

It's pretty much a linear path from here. Just keep going right. On your way, you'll find a chest with an Armor inside. A bit further you'll find the Fire Crest! Charge Lumina up and use the fire scroll to open a nasty hole on the ceiling! Quickly climb the wall to go through it; and I do mean quickly. Some annoying bats will keep knocking you from the wall.

Hey! This song... could it be? Yes! There's a scroll nearby! But before that, you might want to stick around until 10pm to grab the Minku that's here. After that's done, keep following the path and climb the rocky formation all the way up. Up there you'll find the fourth stone slab! Hit with Lumina to get the WIND SCROLL! Well, how can you get out of here now? Well, lucky you the Wind Scroll can be used as a drill on the right types of floor! Use on the ground right next to you to dig your way down from up there.

Meandering Forest

Down here, you'll meet Bubbles and Gingerille again, and Musashi will be out cold! Fortunately, he'll wake up just in time before they take Lumina... then Bubbles will trap him inside a Bincho Field by accident. The sisters will later leave, but don't worry. Just hit the triangle button to break free and raise your total Bincho Power by a whoopin' 50BP! There's nothing else to do here, so just hurry back to the village.

Grillin' Village

Judging by the 'something horrible's happening' music, you'd guess that there is something horrible happening at the village! If you check the Gondola office you'll see it being attacked by a giant ant! A GiAnt, to be more precise (yeah, I hate that pun too...)! Don't bother trying to fight it. Instead, go up to the castle and ride the Gondola! You'll crush that stupid insect! The bug will run away through a huge vent. That's your next stop! But before that, you'll really want to stock a couple of antidotes and healing items. Also, there's a Minku lurking next to that place. Forgot to tell you about it. Anyways, go inside as soon as you are ready.

GiAnt's Nest

Take the path to the left. You'll notice you're back at the Mine, but that's not important. What is important is that there's a Minku here! After you grab it, head back right. To the right, you'll see some seriously pink smoke. That's poison, and this whole place is filled with it! To get past this, charge up the Wind Scroll and spin your way to the right.

Follow the wood path and jump right when you can. You'll find a chest with a LrgTool inside. Go back and take the path up. Be careful with the Toad Stolls! I find that the Fire Scroll is probably the best way to kill them without being poisoned. Take the path left to find a Bincho Field with Cook Chiffonade stuck inside. Set him free and keep going all the way to the right. Be careful with the B-eaters that'll fall off from the ceiling! Use the Earth Scroll to knock the bolders down and form some kind of bridge for you to safely walk over. Jump on the dongly thingy to raise the huge iron cilinder, then do it again. Knock some more bolders and keep going right.

You'll probably notice that none of the platforms is working. Looks like you'll have to turn the power back on... if you try to go down (be careful not to fall down to the poisonous water) you'll find a chest with an OddBone inside. After that, climb the still platforms all the way up until you are able to go right.

Follow that path.

Activate the Wind Scroll and spin your way through the windy tunnel. Assimilate the Hopper at the end so you can hop up the slope and over the spikes to the right. Then you'll come to a tricky part. You have to go up the next slope, but there's a huge gap separating the slope and the hopper. You can't hop over it and the plant monster is too far away for you to throw Fusion all the way from the other side. There are two ways for you to be able to do it: either smack the Hopper and wait for it to hop on the edge of the path while you're all set to assimilate on the other side and throw the Fusion at him; or throw Fusion at him, quickly jump to the other side and tap the square button like mad. This last method is the most effective, but either way, just keep going right.

Here you'll find some Cure Worms, so ASSIMILATE THE ANTIDOTE ABILITY! Also, this place is a Minku spot too, so stick around, grab the little guy and then climb the wall. Up here you'll find a huge switch. Hit it to switch the power on! You can't go back the way you came because of the fan, though... go left instead.

gasp Ants everywhere! Keep going left while avoiding the huge ants going up the walls. You'll bump into Purple Ants, but don't fight them. They take too many hits. You're better off avoiding them or, better yet, assimilating the Acid ability from them! It kills the Red Ants in one hit! Anyways, keep going. You'll reach a pretty nasty chasm. Just jump left and then do the second jump up to reach the path. Either Acid the Red Ants or double jump over them, spin around the pole sticking out of the wall and jump up. Crack open the Bincho Field to release Conductor Scores. There's not much else to say about the path, really. Just keep going right, jumping and avoiding the Red Ants.

You'll find a Bincho Field here, break it to release Knight Rumparoni. Notice the funny pattern on the floor over there? Use the Wind Scroll to dig a whole out of there!

You'll be back to the room with the steel platforms, which will be moving now. Go all the way to the bottom and follow the wood platforms to the right. Be careful with the Toad Stools! Jump on the lift and get ready for a fun ride! Just like the raft minigame, you'll die if you get hit four times, so be extra careful! All you have to do is move either left or right, always avoiding any ants, rocks or doors that come your way. I recommend you stay in the middle for most of the ride so you can quickly move to either side. There will be two checkpoints during the trip, so don't worry. Have a fun ride!

Well, that was fun, wasn't it? Here, you'll find some healing items and a chest which happens to be a Memory Box. Use it, because you're in for a big battle! When you're ready, use the Wind Scroll to dig down the floor and land on a very unpleasant sight...

----- BOSS FIGHT: QUEEN ANT -----
This boss isn't that hard when you get down to it, but it's probably the
longest in the entire game. Queen Ant's attacks are very predictable and will
always follow a pattern. It'll start off by trying to cut you with it's left
claw. Just jump over it and it'll lower it's head a little, leaving the eyes
vulnerable for you to attack, so do it. Followed by that, it'll release some
larvae to attack you. Try to kill most of them if you can. Sometimes one of
them will drop an antidote if you need it. While the larvae attack you, the
huge insect boss will drop several green balls of... whatever the hell they
are on you. You can easily dodge that. The larvae will jump off their mother
and you'll notice the body segment you're on will start to shake. Jump off

|before the spikes hit you! This process will repeat itself for a while and it |
|will always happen on the segment you're standing on. After that, she'll try |
|to claw you again, so dodge and hit her on the eye. More larvae will come up, |
|but her attacks will be a bit different. You'll notice some of the segments |
|will start to pulsate. Get away from them, or else it'll throw you up, making |
|you take damage! Right after that, she'll use her little side paws to grab |
|Musashi and impale him on her spiky chest. This attack is VERY dangerous, so |
|quickly dodge her paws by double jumping over them to the right! She will |
|repeat this attack once more, then the whole pattern will start over. After |
|you deal enough damage on her eyes, instead of releasing more larvae her core |
|will be exposed on the tip of her tail covered by poison! Charge up the Wind |
|Scroll and clear the poison, hitting her core in the process! Right after |
|taking damage, she'll flap her wings to try to knock you out. Keep using the |
|Wind Scroll, being careful not to stay still on the same place for too long, |
|or else you'll... kinda melt part of her body and you won't be able to step |
|there until it cools off. Every time you damage her, her attacks get stronger |
|and faster, but the pattern won't change at all. Repeat everything and strike |
her core two more times to put this ugly thing out of it's misery!

Right after you defeat her, you'll find the Wind Crest that was beneath! Charge up the Wind Scroll and use it to get teleported the hell out of there.

+ 3-6 -- CHAPTER 6: THE SWORD OF LUMINESCENCE -- +

Somnolent Forest

You'll meet Jon again. After some talking, he'll give you a note telling tips on how to get the final scroll, the Sky Scroll. After he leaves, break open the Bincho Field right next to you to release Hawker Steakwood. You could've set this guy free right from the beginning of the game, but I left him for last! Ain't I a stinker?

Anywho, this is that classic RPG part in the last few hours before the final dungeons. You MUST get ready for whatever's coming at you, because you WILL NOT BE ABLE TO RETURN TO THE VILLAGE! So, save any people and grab any Minku that's left, stockpile healing medicine and buy that S-Revive from the Grocery. Don't worry about getting the action figures if you're collecting them. You won't be able to buy all of the special edition ones right now.

Now, let me explain the little puzzle Jon gave you. Believe it or not, it makes a lot more sense than you think:

- 'Pillar of wind' refers to the Wind Crest. Remember how you got back to the village after defeating Queen Ant? That's the pillar of wind!
- 'Day of the sky' is pretty obvious if you pay close attention to the weekdays on this world. They have a Skyday in the place where Friday should be, so it'll happen on Skyday.
- 'Tears of God fall on the forest' means rain, of course.
- 'Prodigious tree' can only mean Steamwood, if you think about it.

So, what the hell does this all mean? You shall soon see. Pack a few sandwiches for your longest trip outside of Grillin' Village ever and head to Steamwood at the night of any Thursday.

Steamwood Forest

Remember the place where you saved Musician Pianissimeat waaaay back at the beginning of the game? You're heading there. You probably remember seeing that Earth Crest, don't you? Equip the Earth Scroll and use it on top of the crest to make a huge boulder fall down! Climb that wall and you'll find a Wind Crest AND a Minku spot! Yes, the Minku is the only reason why I told you to come at Thursday night instead of Skyday morning. Capture it and try the Wind Crest! Nothing will happen! WOW! Well, just fall asleep and wait for the morning of Skyday to come. About 7am it'll start raining! Quick, use the Wind Crest and this time you'll be teleported by a pillar of wind! No turning back now! You've just passed the point of no return!

?????

You'll be on some sort of floating structure way up in the sky. You'll have to reach the top of it! Right in front of you, you'll see three pillars with the Earth symbol on them. Jump on top of each one and use the Earth Scroll twice to push each one down. By the way, you can only reach the pillars by jumping from the outer ring, so be careful when doing so. After you push all the three of them, the stone tower will go up, revealing a door in the middle of it. Use the Water Scroll to walk all the way to it. You'll be teleported up. You'll see small stone structures with the Fire Scroll's symbol on them. Light all three and the platforms will raise all the way up. There, you'll find it. The 5th and final element to complete Lumina. Hit it to finally get the SKY SCROLL! Right after you get it, however, a floating island will hover by! Capricciola will trade a few words with Musashi, go back inside and then pretty much destroy the flying structure you were on! Thankfully Musashi is quick enough to invade the place before he gets killed with the Sky Scroll's former resting place. It's time to settle this business once and for all!

Soda Fountain - Part 1

The first thing you should know is that you won't be able to sleep anymore, so you won't be able to cheat-heal yourself by falling asleep in the middle of the battle. With that cleared up, let's move on.

Right away you'll find a Memory Box next to you. Use it and get ready for some magic! Equip the Sky Scroll and hover over the pool of weird electric fluid, being careful not to touch the walls. By the way, to use the Sky Scroll you just have to charge it up and keep holding the X button to keep flying. It's pretty much a linear path from here. Keep floating, avoiding the walls and any other obstacles and get back to the ground to recharge the scroll whenever you can. On your way, you'll find a chest with a C-Drink. Go through the doorway at the end of this whole mess.

Here you'll find a chest with a W-Gel inside. Move forward and go through the huge spinning pipe. There's no secret on how to get through here, just avoid the spikes, the open trap doors and the floating pig heads shooting at you. Enter the door and you'll bump into a thief not very pleased to see you...

----- BOSS FIGHT: BEN -----
Ben's attacks will consist mostly of him throwing crap at you. First he'll
throw some bombs around, but it shouldn't be hard to find a safe spot to stay
and avoid those. Then he'll throw some easily dodgable shurikens and axes.
Sometimes he'll attack you with his halberd, but it's not that hard to dodge.

|My strategy is... well... just attack him whenever he's open. You'll probably|
|take some damage while doing so, but you're loaded with Ex-Drinks, right? So |
|he shouldn't be much of a challenge. |

After you defeat him, he'll...err.. just stand still, I dunno. Go through the door behind him and save your game.

Soda Fountain - Part 2

This part is quite easy. First try going through the semi-transparent wall and then back. You'll notice a slight change. Go through the door and you'll be in a totally different place. Each metal door here has a different symbol. Now, remember the calendar you got from the Mayor waaay back on Chapter 4? Well, it will finally have some use! The symbols on the calendar show the order of doors you have to go through. If you go through the wrong door, you'll be back to the beginning. First of all, head all the way right and enter the door with the Earth symbol on it.

Go right, stand on the button and use the Earth Scroll on it to push it and draw a bridge from the wall. Keep going right, climb the next elevation and use the Earth Scroll until the wall comes down. Enter the door with the circle at the end of it.

Use the Sky Scroll to float over the spikes. Ignore the door and keep going to the right. Charge the Sky Scroll again and hover over the next set of spikes, watching as it draws back as you do so. After it does, drop down and enter the door down there.

This part can be frustrating, so try to be precise. The next door is up there on the next floor, so you'll have to spin around the several poles leading up. Enter the door when you make it.

Here light both torches with the Fire Scroll and keep going right. Try to get past the falling metal crate without getting squished and climb on top of it. When it reaches the top, jump to the left and enter the door with the water symbol on it.

You'll have to put out the fire this time. Charge the Water Scroll and put out both torches, walk across the bridge and put the next two out too. After the bridge draws out, charge the Water Scroll again and jump down (you'll land on water). Go right and enter the door with the Wind symbol.

Go left and through the next doorway. This is the most frustrating part, so try not to screw up (like I usually do...). You have to go left, so charge up the Wind Scroll so you can go against the strong wind blowing at you. There'll be a huge gap, so try your best to jump over it while spinning! If you fall down, you'll have to do it all over again. When you finally manage to do it, enter the door.

This is a bit tough. Charge up the Sky Scroll and drop into the gap. When you reach the same level as the tunnel filled with spikes, activate the scroll and hover right. Drop down, charge it up again and keep going right. Drop down the gap and activate it again before falling into the water and proceed left. Enter the door when you reach it. Inside here you'll meet the short stuttering thief again...

----- BOSS FIGHT: ED -----

|Ed is pathetically easy. He only has two attacks: First he'll try to shoot a |
|kamehameha of sorts at you. You can't outrun his fire beam, so your best move |
|is to just double jump over it. After that he'll get a little tired and be |
|totally open for attacks. After that he'll teleport around the room, dropping |
|two orange balls around. After he drops the second one, he'll be open for a |
|few seconds, then he'll teleport again, the balls will explode into easy to |
|dodge fireballs and the process will start all over again from the beginning. |
|Just attack whenever he's open and you'll easily beat him. Just remember to |
dodge his attacks, since they do quite a lot of damage.

After you defeat him, hop on the platform in the middle of the room and ride it up. Save your game, because the next part is going to be EPIC!

Soda Fountain - Part 3

This is it. This is where we separate the men from the boys. This is the most difficult (and awesome) part of the game, so you better not have wasted all of your Ex-Drinks. Here you'll find robotic Bincholid Soldiers and you'll NEED to assimilate at least one of their abilities to survive (except Fence from the red ones, it sucks)! You'll use those abilities pretty often and you shouldn't worry much about your BP, since all the Bincholid Soldiers, walls, fountains and bipedal flamethrower robots drop huge chunks of bincholon. Just be happy! I usually take the Grenade ability, since it usually kills everything with one single hit. The 50 BP are well worth it!

Anyway, go up and face your first Bincholid Soldier enemies! Assimilate either of them and go up to kick some ass! Keep following the path up and always blow up any statues you find, since it'll drop a good load of Bincholon and Heart Tablets. A good tip to fight the Bincholid Soldiers is to pick up and throw them. This will make them drop whatever weapon they use and give you the chance to destroy them. Keep going and destroy the gate. Be careful with the lasers! Go right, destroy the flame-throwing robot, since it's a good source of Heart Tablets and Bincholon, and destroy the next gate.

You'll be in a maze now. It's a pretty simple one, so you won't have a hard time finding your way around. What you should do, however, is look for a chest with an Ex-Drink inside, since those are pretty much vital.

After going through the maze, go left. Be careful with the trees! Destroy them as quickly as possible and destroy the next gate. Jump over the lasers that are obviously harmful and desintegrate another one of those gates. On the next area the statues will try to attack you, so grenade them as usual and go through the next gate.

More gates, more enemies, more lasers... It's pretty much straightforward. Just keep kicking all those robotic butts and move forward. Climb the wall and get ready for some fighting! First destroy the four robot trees around here and smash the fountain in the middle. Some elevator will show up and several of the flamethrowing robots will come up! Keep destroying them and then hop on the elevator.

The level is not over yet! It just got harder! Go up and drop on the bridges below. Keep going up, alternating between bridges as you bump into those steam

fountains or whatever. Jump on the outcropping pipes and then go up. Some huge metal gate will close. It's just like the other gates, except this one shoots more shots and more often and takes a lot more hits. Destroy it and keep going.

You'll see several glass chambers. They either contain Red Bincholoid soldiers, healing items or nothing. Depending on your situation, it might be a good idea to break those open. Next you'll find some computers which you can destroy to get a Heart Tablet and some Bincholon. Go up the ramp, defeat the enemies and destroy the next gate.

Go left and destroy the robot that looks more like some sort of rocket. Again, Grenade does wonders against this guy. Go left and ride the elevator. You'll have to fight some enemies as you go up, but the space is so limited that they are not likely to even be able to hit you, so don't worry. Go up and destroy the last gate. Destroy the enemies here and ride the elevator up. *Phew* this part is over at last...

You'll be in some sort of disco (?). Go up and you'll bump into a certain girl with rat ears and a tail...

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|----- BOSS 'FIGHT': TOPO -----|
|-----|
|This isn't properly a boss fight, but a Simon-Says-like minigame. Topo will |
|show you some moves and you'll have to copy them while following her beat. If|
|you miss, she'll turn a bunch of fans on and blow you against a electricity |
|field. There's no way to avoid this, even if you try using the Wind Scroll. |
|If you succeed, Topo will show you a new pattern to follow. Do it three times|
|and she'll be defeated! The patterns are: |
| |
|Song 1: Square, Triangle, O, X, Square, Triangle, X, O, Square, Triangle, O, |
|X, Square, Triangle, O, X, Square. |
| |
|Song 2: X, O, Triangle, Square, X, O, Triangle, O, X, O, Triangle, Square, X, |
| X, O, O, Square. |
| |
|Song 3: X, Triangle, O, Square, X, Triangle, O, X, X, Triangle, O, Square, X, |
|X, Triangle, Triangle, Square. |
|-----|
|-----|
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```

After the fight, Topo will tell you that you were led there and their mission was to help you complete Lumina and then give it to Colonel Capricciola. She'll also say that the final Crest Guardian is right there on Soda Fountain. Hop on the blue platform, grab C-Drinks from the chest and save your game for one last time...

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-----
Soda Fountain - Finale
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You'll see Capricciola going up some sort of elevator with Princess Fillet! Go up the ramp to catch up with them!

After you go through the door, something weird will happen, the Sky Scroll will activate itself... You'll then look at a huge creepy looking tower.

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|----- BOSS FIGHT: TOWER OF DEATH -----|
|-----|
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|The Tower of Death is a very unorthodox Crest Guardian. You'll have to float |
|around and find which one of the eyes is open, exposing it's green core, then |
|hit it with Lumina. Needless to say, it'll take a lot more than 3 hits to |
|kill this guy. The Tower's attacks are pretty simple, but rather tricky to |
|dodge. At first, it'll just stick it's side walls out and spin. Just float up |
|and down to dodge those (hold the X button to go up). After a couple of hits, |
|it'll draw some of the walls and start to shoot lightning between them. Just |
|wait for the lighting to stop and move over, always looking for the open eye. |
|After a few more hits, it'll draw out all of the walls and open some eyes. |
|These, however, will not expose it's core, but shoot laser beams at you! Good |
|thing they're easy to dodge, though. Just remember you're looking for the |
|green eye, not the white ones with little veins. After that, it'll start to |
|alternate between all those attacks and a new one in which most of the eyes |
|will open and shoot some sort of red beam, which will not only damage you but |
|also invert the controls for a while! In order to avoid this attack, stand in |
|front of one of the closed eyes. There's not much else to this boss, just try |
|to avoid it's attacks while looking for the open eye until you liberate the |
|final Crest... |

After you defeat the Tower of Death, you'll see the Sky Crest right away! Get on it and then...

SPOILER ALERT!! SPOILER ALERT!!

Fuhrer Flatski, Darth Maul's shorter and fat brother, will show up with the Princess and ask for Lumina. Capricciola will also be here, and he'll reveal not only that he was Jon, but also that he's the Thirstquencher's Empire heir to the throne! Fuhrer Flatski had killed his parents to take over, so now Jon's looking for revenge. Sadly, Rootrick shoots him from behind... With no other choice, Musashi hands over Lumina. The smelly dictator then stands on the Sky Scroll and uses the bright red sword, unleashing HELL! He'll release the Wizard of Darkness! The huge monster will crush the Fuhrer because the idiot thought he could control a dark being much stronger than him. Turns out he was sealed within Lumina and all you've been doing so far was to SET HIM FREE! I hate when that happens! Also, Jon knew about this... could've warned us, you know?? Well, he doesn't have time to apologize because the Wizard crushes him too! Nooo! Lumina will suddenly come back to Musashi as he and Princess Fillet make a run for it!

END OF SPOILERS!

You can't fight the huge guy for now. Your only choice is to keep running left before he destroys the path. You'll then bump into Kojiro! How the hell did he get here? He'll kidnap the princess and demand another duel, ignoring the huge guy with horns floating around. A few seconds later, the Wizard of Darkness absorbs Kojiro and blows Princess Fillet into outer space. As if that wasn't enough, it'll turn into a lizard-like monster and want nothing but to duel our hero. Ugh, this just get's worse.

Keep going left, up and then keep jumping on the platforms to the right. Just go on jumping, ignoring the huge lizard thing. At the top, you'll find the Princess. She's alright, don't worry. Now, time to go up and finish this whole mess!

|-----|
----- BOSS FIGHT: DARK LUMINA -----

+ 4-0 -- LISTS. HUNDREDS OF THEM -- +

This section is basically dedicated to those lists telling the locations of all goodies, all abilities, and any other sort of information to help you through the game and/or get a 100% complete game.

+ 4-1 -- MINKU LOCATIONS -- +

So, where do I find all those cute little dog/sheep pets so I can toss them around like a beachball? There are, in total, 13 Minkus each carrying a 25HP bonus berry, making for a bonus of 325 HP for you to get. Here are their locations:

Minku #1

You can find it on the upper part of Grillin' Village, to the left of the path down to the lower part of the village. It's right next to the Steamwood's Administrator's house.

Minku #2

You can find it on Somnolent Forest. Next to one of the bridges is a hidden path into the bushes that's actually quite easy to spot. Go through it and you can find the Minku there.

Minku #3

You can find it at the bottom of Twinpeak Mountain. The little guy will be on an elevation right beneath the passage for the first cavern you find. You can reach the spot by either climbing the wall or jumping from the platform where the passage is.

Minku #4

You'll find a Minku in Hell's Valley, after you've already defeated Skullpion.

Minku #5

You can find it at the Underground Lake, on one of the outer platforms.

Minku #6

You'll find it at the end of the river at Twinpeak Mountain. You'll need the Water Scroll to get there.

Minku #7

In Somnolent Forest, use the Water Scroll to walk over the river you find there and you'll see a small clearing with the Minku spot.

technique (you'll need an orange to do it).

Alchemist

Name: Alchemist Leanman.
Location: Frozen Palace, inside that ice blocks maze.
Use: Gives you a tart that restores 10 BP. Yeah, that's not much...

Artisan

Name: Artisan Teebone.
Location: Island of Dragons. It's in plain view.
Use: He'll reforge Fusion to make it stronger, and yellow!

Bailiff

Name: Bailiff Jerky.
Location: Dying Light, inside the Restaurant's Basement. Enter the door to the right at the first hall.
Use: After you save Cook Mary-Nade, they'll plant a rice field and after you save Chef Julienne, they'll make RiceBalls that'll be sold at the Grocery.

Butcher

Name: Butcher Chops.
Location: Frozen Palace in the main hall. You'll need to make quite the detour to go up there.
Use: None that I know of.

CarpentA

Name: Carpenter Carvey.
Location: Twinpeak Mountain, on a platform at the bottom of the mountain next to one of the logs you need.
Use: You'll need him to open Hell's Valley, fight Skullpion in Chapter 2 and to fix the Gondola in Chapter 4.

CarpentB

Name: Carpenter Cubey.
Location: Out Of Body Experience, inside the Restaurant's Basement. He's on one of the dark paths you need to explore by using Sublime.
Use: You'll need him to fix the Gondola in Chapter 4.

CarpentC

Name: Carpenter Dicey.
Location: Mine, just before the Underground Lake. One of the conveyer belts leads you to where he is.
Use: You'll need him to fix the Gondola in Chapter 4.

Chef

Name: Chef Julienne.

Location: Frozen Palace, right after you get the RedEye.

Use: After you save him, Cook Mary-Nade and Bailiff Jerky, you'll be able to buy riceballs at the Grocery Store.

Chief

Name: Chief Gravie.

Location: Underground Lake, on one of the outmost platforms.

Use: He's useless. You're never able to eat his soup because you're too young.

CookA

Name: Cook Mary-Nade.

Location: Underground Lake, at the rocky formation in the middle.

Use: After you save Bailiff Jerky, they'll plant a rice field and after you save Chef Julienne, they'll make RiceBalls that'll be sold at the Grocery.

CookB

Name: Cook Chiffonade.

Location: GiAnt's Nest, right at the beginning. Take the wood path left, the one which has a bunch of Toad Stolls.

Use: NeatBalls will be available at the Grocey now, if you've already got the RiceBalls.

Conductor

Name: Conductor Scores.

Location: GiAnt's Nest, on the path crawling with Red Ants. It'll be pretty much on your way.

Use: Adds a violin to the Castle's BGM.

Doctor

Name: Doctor Tung.

Location: Twinpeak Mountain, on a rocky formation over the river. You reach it by either using the Water Scroll or taking a detour at the raft minigame.

Use: He'll cure any poisoning... which is sort of useless, considering you can just sleep to cure it.

Guard

Name: Guard Lumpwood.

Location: Somnolent Forest, near the Water Crest.

Use: You'll need to save him to go to Twinpeak Mountain.

Hawker

Name: Hawker Steakwood.

Location: Somnolent Forest in a small isolated clearing. You can reach it by going through the south of the village.

Use: Well... he tells you about the Minkus.

Janitor

Name: Janitor Sloppy-Joe.

Location: Frozen Palace, through the blue eye door.

Use: Keep the Palace's bathrooms sparkly clean!

KnightA

Name: Knight Brisket.

Location: Mine, just before the Underground Lake. One of the conveyor belts leads you to where he is.

Use: He'll teach you the Tenderize technique.

KnightB

Name: Knight Lardwick.

Location: Twinpeak Mountain, on a platform with a pole.

Use: You'll need him to open Hell's Valley and fight Skullpion in Chapter 2. After the fight, he'll teach you the Crosswise Cut technique.

KnightC

Name: Knight Chucks.

Location: Out Of Body Experience inside the Restaurant's Basement. Getting to where he is is a bit hard to explain, so check how to on the main walkthrough part of this guide.

Use: He'll teach you the Desperado Attack technique.

KnightD

Name: Knight Rumparoni.

Location: GiAnt's Nest, after the path crawling with Red Ants. It's impossible to miss this one.

Use: He'll teach you the Rumparoni-SP.

Knitter

Name: Knitter Lunchetta.

Location: Twinpeak Mountain, in the path to Hell's Valley.

Use: She'll just give a hint about the Legendary Cloth.

Librarian

Name: Librarian Brisketta.

Location: Corona Jumper inside the Restaurant's Basement. She'll be in the second room.

Use: She'll translate the books Scribe Shanky couldn't read before.

Maid

Name: Maid Loinette.

Location: Somnolent Forest. Go to the forest through the path south of the village and take left at the fork. You'll find her Bincho Field there. You'll need to fix Steamwood first.

Use: She'll teach you the Dashing Pierce technique.

MercenA

Name: Mercenary Potrowst.

Location: Let's Go Bowling inside the Restaurant's Basement. He'll be through the door after the first time you play 'Vambee Bowling'.

Use: He'll give you part of the message so you can find your way through Meandering Forest in Chapter 4.

MercenB

Name: Mercenary Stue.

Location: Let's Go Bowling inside the Restaurant's Basement. She'll be through the cracked wall after the second time you play 'Vambee Bowling'.

Use: He'll give you part of the message so you can find your way through Meandering Forest in Chapter 4.

MercenC

Name: Mercenary Meitlofe.

Location: Twinpeak Mountain, left to the poles you take to reach the main part of the mountain itself.

Use: You'll need him to open Hell's Valley and fight Skullpion in Chapter 2 and he'll give you part of the message so you can find your way through Meandering Forest in Chapter 4.

MusicianB

Name: Musician Pianissimeat.

Location: Steamwood Forest, right next to the Earth Crest. You have to walk along one of the pipes to get there.

Use: Adds a flute to Allucaneet Castle's background music.

MusicianC

Name: Musician Al Forte.

Location: Frozen Palace, in the same room as the green eye door. He'll be on top of one of the ice blocks.

Use: Adds drums and another flute to the Castle's BGM.

Seer

Name: Seer Bevealy.

Location: Somnolent Forest. Assimilate the Hop ability and go up the slop to the right of the path leading to Meandering Forest.

Use: She'll vaguely tell the location of the Five Scrolls and any Bincho Fields you've missed.

Description: Liquefy enemies by shooting acidic orbs! Melt away spiny ants!

BP cost: 8 BP.

Effect: Shoots a purple acid ball.

Usefulness: Only useful against the Red Ants. Purple Ants take too many shots, you're better off just avoiding them.

Antidote

Enemy: Cure Worm.

Type: Activated.

Description: Press the O button to remove poison status.

BP cost: 6 BP.

Effect: Well... it'll cure poisoning.

Usefulness: Extremely useful. The places where you find Cure Worms are usually filled with poison.

B.O.

Enemy: Vambee (any tipe of them).

Type: Static.

Description: A rotten stench will emit from his body. It may be unexpectedly beneficial.

BP cost: 8 BP.

Effect: Musashi will be surrounded by yellow smoke and flies. Keeps bats from attacking you.

Usefulness: Well... let's face it, bats are really annoying.

Bowl

Enemy: Bowler.

Type: Activated.

Description: Press the O button for an indicator. Press the O button again to do some bowling and break cracked walls! (You must remain still until the ball disappears).

BP cost: 10 BP.

Effect: Well... Musashi'll throw a bowling ball that'll be able to break walls.

Usefulness: You'll need it to go through Let's Go Bowling at the Restaurant's Basement and to get the L-Cloth.

Clone

Enemy: Copycat.

Type: Activated.

Description: Press the O button to make a clone! Press again to make it explode and engulf enemies.

BP cost: 16 BP.

Effect: A really cheap looking fake Musashi will appear and explode when you press the O button.

Usefulness: You'll need it to get the GreenEye at Frozen Palace. Other than that, not much use.

Note: You can only use this ability once. You'll have to assimilate it again if you want to keep doing it.

D-Kick

Enemy: Haya Wolf.

Type: Activated.

Description: Press the O button for an explosive drop kick!

BP cost: 4 BP.

Effect: Musashi will drop kick... duh.

Usefulness: It's pretty powerful and can hit more than one enemy.

Depress

Enemy: Red Ants

Type: Static.

Description: Feel temporarily blue.

BP cost: 4 BP.

Effect: Musashi will be surrounded by a small blue smoke, making his moves be as slow as if he was poisoned.

Usefulness: Well, it prevents attacks from the ants, but why bother?

Fence

Enemy: Red Bincholoid Soldier 1H; Kojiro.

Type: Activated.

Description: Press the O button to emit a crescent wave from Fusion.

BP cost: 8 BP.

Effect: Well... it emits a crescent wave from Fusion.

Usefulness: Totally useless, specially compared to the stuff you can get by then.

Firefly

Enemy: Lamp Bat.

Type: Static.

Description: Fusion will temporarily illuminate abd shed light upon your path.

BP cost: 8 BP.

Effect: You'll illuminate the area around Musashi.

Usefulness: Quite useful, considering you'll find Lamp Bats only in pretty dark places filled with spike pits.

Grenade

Enemy: Green Bincholoid Soldier 4H

Type: Activated.

Description: Press the O button to throw powerful telekinetic grenades!

BP cost: 50 BP!

Effect: You'll drop some pretty strong bombs.

Usefulness: I highly recommend it! Sure, the BP cost is astronomical, but I'm talking about damage that reaches the thousands!

Gunshot

Enemy: Blue Soldier.

Type: Activated

Description: Press the O button to shoot telekinetic bullets. Can do rapid fire and sweep shots.

BP cost: 1 BP per shot

Effect: Musashi uses Fusion as a machinegun.

Usefulness: You'll need Gunshot to solve a couple of puzzles at the beginning of the game. Other than that, it's too weak to be of much use.

Homing

Enemy: Orange Bincholoid Soldier 3H

Type: Activated.

Description: Press the O button to lock on to an enemy and shoot telekinetic bullets.

BP cost: 10 BP

Effect: Musashi shoots a guided missile.

Usefulness: Kicks some major butt.

Hop

Enemy: Hopper.

Type: Static (until cancelled)

Description: Hop about to go through thorn bushes and climb steep slopes! Press the O button to cancel.

BP cost: 8 BP.

Effect: Musashi will hop around on Fusion as if it was a pogo stick.

Usefulness: This ability is necessary to jump over certain obstacles. You'll use it quite often.

Hurl

Enemy: Slow Guy.

Type: Activated

Description: Press the O button to use a splendid throwing technique!

BP cost: 8 BP.

Effect: Lift the enemy and use Hurl to throw him into outer space!

Usefulness: It's pretty much an instant kill move =D

Javelin

Enemy: Green Soldier.

Type: Activated

Description: Press the O button to throw a telekinetic javelin.

BP cost: 6 BP

Effect: Musashi throws a spear.

Usefulness: It is quite strong, but save it for long ranged attacks.

Map

Enemy: Mapper.

Type: Activated

Description: Press the O button to view a map of Frozen Palace.

BP cost: 8 BP

Effect: You'll open Frozen Palace's map...

Usefulness: You'll need the Fusion Ability slot for other stuff. Besides, the Frozen Palace isn't that complicated.

Mint

Enemy: Herb Plant and Cool Plant.

Type: Static

Description: Feel temporarily refreshed!

BP cost: 4 BP

Effect: A shiny beam of light will come out of Musashi, Reducing his tiredness to 0% for as long as the ability lasts.

Usefulness: The effect is temporary, so it's not that useful, even if it does lower your tiredness a bit after the effect takes off. It's mighty useful when fighting Sleepies, though.

Perfume

Enemy: Bee Plant.

Type: Static

Description: An aromatic barrier that reduces damage!

BP cost: 2 BP

Effect: Musashi will be surrounded by a pink smoke and the damage will be reduced.

Usefulness: Although it does reduce quite a bit of damage, it's not really necessary, specially because you won't be bumping into these plants that often.

Rip-Off

Enemy: B-eater.

Type: Static

Description: For every hit received, BP will increase by 10.

BP cost: 10 BP

Effect: Colorful balls will come out of Musashi and he'll get 10 BP everytime he gets hit.

Usefulness: Not that useful. Your HP is more important than your BP, trust me.

Satiate

Enemy: Maneater.

Type: Static

Description: Feel incredibly full! BP will steadily increase.

BP cost: 4 BP

Effect: Some sort of magic food will steadily be absorbed by Musashi, restoring his BP.

Usefulness: Easy BP restoration. Can be useful.

Shrink

Enemy: Magician.

Type: Activated

Description: Press the O button to miniaturize your enemies! Then, stomp on them to make pancakes!

BP cost: 10 BP

Effect: Shrinks any enemy that touches the beams.

Usefulness: It is cute, but it's quite hard to hit moving enemies, considering the beams are pretty slow. Also, 10 BP is a bit costly.

Sleepy

Enemy: Sleepie.

Type: Static

Description: Be temporarily surrounded by a herd of sheep! *yawn*

BP cost: 4 BP

Effect: Musashi will be surrounded by sheep and his tiredness will raise to 100%.

Usefulness: Completely useless. It's a trap.

Steel

Enemy: Stomp Golem.

Type: Activated

Description: Press the O button to become 'Metal Man' and destroy special thorns!!

BP cost: 24 BP

Effect: Musashi will shine a bit and you'll be able to destroy some spikes at the Frozen Palace.

Usefulness: You'll need it to reach the place where Butcher Chops is.

Stun

Enemy: Red Soldier.

Type: Activated

Description: Press the O button to paralyze the enemy.

BP cost: 4 BP

Effect: The enemy get's all dizzy and won't move for a short time.

Usefulness: Paralyzing your enemy can be pretty useful. However, the stun effect will end as soon as you hit the enemy. Also, you'll need this ability to get Lumina.

Sublime

Enemy: Lone Mist.

Type: Static

Description: Have an out-of-body experience and explore your surroundings! Lasts temporarily or until attacked.

BP cost: 8 BP

Effect: You'll take control of Musashi's spirit and you'll be able to explore the surroundings.

Usefulness: You'll need it to complete Out of Body Experience at the Restaurant's Basement.

Toxin

Enemy: Toad Stool.

Type: Static

Description: Feel temporarily poisoned.

BP cost: 2 BP

Effect: Musashi will be surrounded by skulls and he'll be poisoned!

Usefulness: It's a trap worse than the Sleepy ability. Stay away!

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+ 4-5 -- TECHNIQUES -- +

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Some of the castle folks you save will thank you by teaching a technique. Most of them aren't really that useful, even if they look kinda cool. Even so, it doesn't hurt to learn them, does it? The techniques and from whom you can learn

them are:

Crosswise Technique

Who do you learn from: Knight Lardwick.

How to do it: Square and triangle (you'll need to hit the enemy to see this technique take effect).

Usefulness: It's easy to use, so you might as well do it now and then. It's not that useful, though.

Dashing Pierce

Who you learn from: Maid Loinette.

How to do it: Dash (when Musashi has dust coming out of his feet while running) and press the square button.

Usefulness: Not very high. You'll usually miss the enemy. Not to mention this makes harder for you to grab the Minkus.

Desperado Attack

Who you learn from: Knight Chucks.

How to do it: Square, triangle, square and triangle.

Usefulness: You won't get many chances to use this. It's fun to try, though!

Rumparoni-SP

Who you learn from: Knight Rumparoni

How to do it: Double jump and then press triangle at the top of the second jump you make.

Usefulness: It's rather hard to pull off or hit, but it does quite some damage, so you should practice it!

Shish Kebab

Who do you learn from: Clown Weinee. You'll need an orange and to save Acrobat Sausages to learn it.

How to do it: Throw your enemies up in the air by pressing triangle and press triangle again to get a kebab!

Usefulness: Very useful. It's a pretty strong technique and you should use it often.

Tenderize

Who you learn from: Knight Brisket.

How to do it: Square, square, and triangle (you'll need to hit the enemy to see this technique take effect).

Usefulness: Cute, but not really outstanding.

+ 4-6 -- THE LEGENDARY ARMOR -- +

Legend speaks that Brave Fencer Musashi once wore the Legendary Armor, a magic set of clothes that protected him in the battle against the Wizard of Darkness.

Now it's your turn to wear it! Pieces of the Armor are scattered all over the world and it's up to you to find them. Not all are necessary in order to finish the game, but you might as well take them to make your life easier. They are as follows:

L-Belt

Where: Behind the four-eyed door at the Restaurant's Basement.

Effect: After you get it, you'll be able to double jump! You'll need this piece to proceed in the game.

L-Brace

Where: Bottom of Twinpeak Mountain after the raft minigame.

Effect: After you get it, you'll be able to climb special walls. It's not hard to recognize these walls, they look just like the one left of the entrance to Twinpeak Mountain. To climb on the wall, jump on it and alternate pressing the triangle and square buttons. Note that you'll need this piece to proceed in the game storyline.

L-Cloth

Where: Restaurant Basement behind a cracked wall.

Effect: You'll have to save the Weaver so she can make either the L-Gloves or the L-Quilt out of it.

L-Glove

Where: Save Weaver Dinneretta and ask her to make some gloves out of the L-Cloth.

Use: Increases the chances of doing critical hits.

L-Goggles

Where: Somnolent Forest. In the chest under the river. Use the Water Crest to drain the water.

Use: You appraise items by yourself. You still have to take the useless stuff you find to the Pawn Shop to sell, so it's not really that useful. Still, take it. You'll really need it at the Frozen Palace, trust me.

L-Quilt

Where: Save Weaver Dinneretta and ask her to make a Quilt out of the L-Cloth.

Use: When sleeping, it'll reduce tiredness down to 0% twice as fast and it'll restore both HP and BP.

L-Shoe

Where: Frozen Palace, in the main hall. You'll need the blue eye to reach them.

Use: You won't slip on ice anymore! Yes, it'll only be useful in the Frozen Palace... Ok, it's also supposed to reduce fatigue, but that doesn't help that much.

Dark Lumina 2

Simple, but takes some time. You'll have to beat the game at level 30, which happens to be the max level you can reach.

Dark Lumina 3

Get every single one of the other action figures to unlock this one. Ignore the 'appears at random' stuff you read on most guides.

+ 4-8 -- ITEMS -- +

Throughout the game you'll find several chests with mysterious objects inside. What you have to do is go to the Pawn Shop, have them appraised and then sell because most of the time it'll turn out to be useless junk. Here is the list of all the items you can get. Don't forget you need to open every single chest in order to unlock the Jon & Leno action figure:

AgedCoin

After being appraised: GoldCoin.
Location: Steamwood Forest, a bit before you reach Steamwood itself.
Value: \$10

Armor

After being appraised: LargePot.
Location: Bottom of the Well, a bit before the Fire Crest.
Value: \$470

Bl-Cloth

After being appraised: T-Hanky.
Location: Frozen Palace, right after you enter the door with the three eyes.
Value: \$2000

Bracelet

After being appraised: L-Brace.
Location: Twinpeak Mountain, after the raft minigame.
Value: Can't be sold.

Cloth

After being appraised: L-Cloth.
Location: Restaurant's Basement behind the cracked wall (use the Bowl ability to break it open).
Value: Can't be sold.

Dagger

After being appraised: Penknife.
Location: Twinpeak Mountain, beneath the rope bridge.
Value: \$800

Glasses

After being appraised: L-Goggles.
Location: Somnolent Forest. In the chest under the river. Use the Water Crest to drain the water.
Value: Can't be sold.

Helmet

After being appraised: Bedpan.
Location: Out Of Body Experience inside the Restaurant's Basement. You'll find it on one of the dark pathways.
Value: \$70

LongTube

After being appraised: BigStraw.
Location: Frozen Palace, through the door with the red eye painting.
Value: \$4500

LrgTool

After being appraised: Pickaxe.
Location: GiAnt's Nest, right at the beginning. Jump on some wood platforms to reach it.
Value: \$750

OddBone

After being appraised: Baton.
Location: GiAnt's Nest, on the bottom left part of the room before the mine cart ride.
Value: \$200

OddHat

After being appraised: PiePlate.
Location: Let's Go Bowling inside the Restaurant's Basement. It'll be through the door after the first time you play 'Vambee Bowling' through a crack right on the wall.
Value: \$350

OldBook

After being appraised: Comic.
Location: Twinpeak Mountain, behind a waterfall on your way up.
Value: \$400

OldCrown

After being appraised: Cakepan.

Location: Somnient Forest, near Seer Bevealy's Bincho Field.

Value: \$150

OldGlove

After being appraised: A-Gloves.

Location: Underground Lake, on one of the platforms.

Value: \$700

OldPipe

After being appraised: Flute.

Location: Corona Jumper inside the Restaurant's Basement. It'll be on the wood beam in the room full of lava.

Value: \$10

OldShirt

After being appraised: L-Vest.

Location: Bottom of the Well, on a pillar on the corner of the place. You need to fix the water level to get there.

Value: Can't be sold.

OldSword

After being appraised: Shovel.

Location: Restaurant's Basement behind the cracked wall (use the Bowl ability to break it open).

Value: \$780

Powder

After being appraised: Soap.

Location: Dying Light inside the Restaurant's Basement. You'll find it in one of the pitch black corridors.

Value: \$180

RedShoes

After being appraised: L-Shoes.

Location: Frozen Palace, in the main hall. You'll need the blue eye to reach them.

Value: Can't be sold.

RedCloth

After being appraised: E-Undies.

Location: Frozen Palace, through the lower right door (you need the L-Shoes).

Value: \$10

Cheese

Effect: Restores both HP and BP. It gradually gets effective the longer it stays in your inventory.

Cost: \$390

EX-Drink

Effect: Restores all HP and 5 BP.

Cost: \$800

Note: Available only from Chapter 4 onwards. Takes C-Drink's place.

Gel

Effect: Restores 80 HP.

Cost: \$150

H-Mint

Effect: Reduces tiredness by 90% and restores 5 BP.

Cost: \$200

Note: Available only from Chapter 4 onwards. Takes Mint's place.

Orange

Effect: Restores 30 HP and 10 BP.

Cost: \$300

Note: You'll have to save Tim to be able to buy oranges.

Mint

Effect: Reduces tiredness by 50%.

Cost: \$120

NeatBall

Effect: Restores 300 HP and 300 BP.

Cost: \$520

Note: You'll need to have RiceBalls available already and then save Cook Chiffonade.

RiceBall

Effect: Restores 150 HP and 150 BP

Cost: \$320

Note: You'll need to save Bailiff Jerky, Cook Mary-Nade and Chef Julienne.

S-Revive

Effect: Immediate revival after knockout. Fully restores HP, BP and removes poison. You can't freely use it, you'll have to die.

Cost: \$3000

Note: You can only buy one S-Revive in the entire game, so you must save it for Chapter 6.

W-Gel

Effect: Restores 150 HP.
Cost: \$250

Bakery

Bagel

Effect: Restores 50 BP.
Cost: \$120

Biscuit

Effect: Restores 100 BP and doesn't spoil.
Cost: \$300
Note: Available only from Chapter 4 onwards.

Gr-Bread

Effect: Restores 150 BP.
Cost: \$240

JamBread

Effect: Restores 300BP.
Cost: \$450
Note: Available only from Chapter 4 onwards.

Milk

Effect: Restores 10 HP and 10 BP.
Cost: \$70

RyeBread

Effect: Restores 25 BP.
Cost: \$80

Scone

Effect: Restores 80 BP.
Cost: \$150

NOTE: I refrained to list spoiled food simply because they aren't any good. You take damage if you eat any of them. The only exception is Yogurt, which can restore 50 HP and 50 BP. To get Yogurt, buy some Milk. After a few days, it'll turn into Sour Milk and a couple more days it'll turn into Yogurt.

NOTE2: I didn't list the Restaurant's prices because eating there is a huge waste of money.

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Thanks for all the FAQs writers out there for inspiring me. Thank YOU for reading it, or else there wouldn't be any point on writing it in the first place. Very special thanks for the three-headed monkey. I'd also like to say that I'm not a natural English speaker, so I'm sorry for any grammar mistakes. Peace to you all. And, just to remember, if you have any doubts, problems or comments just send me an e-mail. (felipecgaboardi@hotmail.com)

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