

GetBackers: Metropolis Dakkan Sakusen! (Import) Guide

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GetBackers Dakkanya: Metropolis Dakkan Sakusen! Guide

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1. Introduction

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The GetBackers series was originally made by Aoki Yuuya and Ayamine Rando as a serialised comic strip in Shounen Jump and is currently still going. Due to its popularity, it has now been made into an Anime along with all sorts of merchandise. An Anime is currently on show late night in Japan.

This guide is for the second GBA release "Metropolis Dakkan Sakusen!" ("Fight to Get The Metropolis Back"), a turn-based RPG game with a tale based on those characters from GetBackers. It was released March 20th 2003 and cost around 4800 Yen. People who bought the first few releases got a free trading card with the game. This guide is to help those who don't understand Japanese along with the game. I know how frustrating it is running around everywhere and nothing seems to happen. So, enjoy the game!

2. Version History

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v1.00 - Original guide

v1.10 - Added in information for Act 0. Thanks to "Nomia Karen" for finding it.

v1.20 - Added list of BGMS in Menu.

v1.30 - Fixed a few "mistakes" in the walkthrough and characters section.
Added some more info about fighting Jendo for the first time in Act 8.

v1.31 - Re-wrote info about combo attacks.

v1.32 - Edited character descriptions.

3. Characters

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Here are the main characters that you can play during the game. With the exception of Mido Ban, each character has their own element which all their attacks are based on. Characters are in order of the opening.

MIDO BAN

AKA - Jaggan no Otoko (Man of the Evil Eye)
Age - 18
Sex - M
Height - 175CM
Weight - 58KG
B-Day - December 17th
Const. - New Serpent Sign
Blood T.- B
Element - N/A

Apart from the fact that he's a quarter German, his background is unknown. He possesses the "Evil Eye" which allows him to make his opponents see illusions for one minute. He also has the technique known as Snake Bite that allows him to grip up to 200KG of mass. Member of the Dakkanya (retrieval service, AKA GetBackers). Close friend of Ginji. He can only use his Evil Eye 3 times each day.

Special Techniques:

Venom Fang

- Attack one enemy. Has poison effect.

Snake Bite

- Attack one enemy. Stronger than Venom Fang but no effects.

Sidewinder

- Attack all enemies with paralysis effect.

Hebitsukaiza Kaihou [Release of the Serpent]

- Ban's strongest attack. All enemies.

AMANO GINJI

AKA - Raitei (King of Thunder)
Age - 18
Sex - M
Height - 176CM

Weight - 62KG
B-Day - April 19th
Const. - New Ram Sign
Blood T.- O
Element - Electric

Grown up in Mugenjou, the building in the middle of Shinjuku. He is the former leader of the strongest group around known as VOLTS. He possesses electric currents that flow through his body allowing him to use electric attacks. Now he is part of GetBackers with Ban and also close friend. He has a tendency to change into Tare Ginji (A smaller, chubbier version. Remember Tare Panda?) rather than an SD form like everyone else.

Special Techniques:

Dengeki [Electric Attack]

- An electric shock that attacks all enemies and has paralysis effect

Inazuma Kick [Lightning Kick]

- Electric based attack. Single enemy.

Denji Field [Magnetic Field]

- Creates a magnetic field around each of your characters. Effective for shielding electric attacks but blocks once then disappears.

Kourin Raitei [Descent of the King of Thunder]

- Ginji's strongest electric attack. Attacks all enemies.

FUYUKI SHIDO

AKA - Beast Master

Age - 21

Sex - M

Height - 182CM

Weight - 72KG

B-Day - August 12th

Const. - New Lion Sign

Blood T.- A

Element - Earth

A survivor of the Maryudo people. He has the ability to control animals using his "Beast Control" skills and can imitate their abilities by using the "Hundred Beast Imitation" skill. A former member of the VOLTS team, one of the Four Kings. He doesn't get along with Ban very well. He also started his own retrieval service like the GetBackers.

Special Techniques:

Engi [Monkey Imitation]

- Single enemy attack.

Doryuugi [Mole Imitation]

- Creates shield around all allies. Effective against earth attacks and blocks only one attack before disappearing.

Kotzumegi [Tiger's Claw Imitation]

- Attacks all enemies.

Garouji [Starving Wolf Imitation]

- Shido's strongest attack.

KAKEI JUUBEI

AKA - Tobari no Juubei (Juubei of Flying Needles)
Age - 21
Sex - M
Height - 180CM
Weight - 82KG
B-Day - September 21st
Const. - New Lion Sign
Blood T.- A
Element - Wind

Former member of VOLTS and close friend of Kadsuki. A user who makes use of flying needles using the Kakei skills. Due to an accident once, he is blind.

Special Techniques:

Dokuga [Poison Moth]

- All enemies with paralysis effect.

Kichou [Spiritual Latern]

- Heal all abnormal status for one ally.

Housenbana [Flower of Housen]

- Attack all enemies.

Dokumo [Earth Spider]

- Juubei's strongest attack. Hits all enemies.

FUCHOIN KADSUKI

AKA - Gen no Kadsuki (Kadsuki of the Threads)
Age - 20
Sex - M
Height - 176CM
Weight - 59KG
Const. - New Archer Sign
Blood T.- AB
Element - Water

Former member of VOLTS, one Four Kings and also a close friend of Juubei. He can control threads at will using the "Threading" skills he learned at the home of Fuuchouinryu. Also a survivor of the Fuuchoueninryu family.

Special Techniques:

Mayudama no Tachi [Shield of Mayudama]

- Creates shield that is effective against water attacks. Blocks only one attack before disappearing.

Akisame [Autumn Rain]

- Heals an ally like a medium potion would.

Genjubaku [Cursed Thread]

- Attack all enemies with paralysis effect.

Shizuku [Water droplets]

- Kadsuki's strongest attack. Hits all enemies.

KUDO HIMIKO

AKA - Lady Poison

Age - 16

Sex - F

Height - 152CM

Weight - 48KG

B-Day - February 10th

Const. - New Mountain Goat Sign

Blood T.- B

Element - Fire

A witch that makes use of 7 kinds of "Poison Perfumes" as weapons. Long ago, she was a member of the 3 member group GetBackers. Now she is in the Hakobiya (transport service).

Special Techniques:

Kaidokukou [Antidote Scent]

- Clears an ally of poison

Kaifukukou [Healing Scent]

- Heals an ally

Kaenkou [Flaming Scent]

- Fire attack. Hits all enemies.

Kazokukou [Accelerating Scent]

- Fire based attack. Attacks all enemies.

EMISHI HARUKI

AKA - Senchi no Doukeshi (Clown of Fresh Blood)

Age - 20

Sex - M

Height - 178CM

Weight - 70KG

B-Day - May 16th

Const. - New Ox Sign

Blood T.- O

Element - Sand

Former member of VOLTS. A descendant of the Rouran royal country and a user of the "Rouran Dance Whip". With his fighting skills alone, he can't defeat the VOLTS' Four Kings.

Special Techniques:

Mera no Shiohra

- Attack single enemy with poison effect.

Rob wa Ratuuma

- Attack all enemy with paralysis effect.

Tajakka Ma Sahya

- Increased evasion rate of all allies temporary.

Kaja no wa Mahya

- Emishi's strongest attack. All enemies.

AKABANE KURODO

AKA - Dr. Jackal

Age - ??

Sex - M

Height - 186CM

Weight - 86KG

B-Day - November 23rd

Const. - New Scorpion Sign

Blood T.- AB

Element - Darkness

The strongest and most terrifying person who runs a Hakobiya (transport service). Hidden inside his body is a great amount of scalpels which he uses to cut and carve up his enemies.

Special Techniques:

Akai Ken [Bloody Sword]

- Attacks single enemy.

Akai Tate [Bloody Shield]

- Creates a shield for all allies. Effective against Yami based attacks.

Lasts against only one attack just like other characters.

Akai Juujika [Bloody Cross]

- Instant death attack. All enemies.

Akai Boufu [Bloody Hurricane]

- Akabane's strongest move.

KAGAMI KYOJI

AKA - Toh no Juunin (Resident of the Tower)

Age - ??

Sex - M

Height - 180CM

Weight - 78KG

B-Day - October 13th

Const. - New Maiden Sign

Blood T.- ?

Element - Light

A resident of the Mugenjou tower in the Babylon City. Someone who makes use of mirrors as his weapons. His past is shrouded in mystery.

Special Techniques:

Kyouzou [Mirror Image]

- Makes mirror images of all allies and acts as a shield. Effective against light based attacks and lasts against only one attack.

Kyouha [Mirror Edge]

- Attacks all enemies with the shattered pieces of a mirror. Instant death.

Kyoukou [Mirror Light]

- Heals all allies like you would when using a small potion.

Diamond Dust

- A shower of fragments from broken mirrors creating a million images of Kagami. Hits all enemies.

The following are brief descriptions of the NPCs that you'll encounter a lot during the game.

HEVN

Person responsible for giving Ban and Ginji their jobs. Member of the Chuukaiya (agency service). Problem is, they're nothing but dangerous jobs.

Wan Pore

Owner of the coffee lounge Honky Tonk.

Mizuki Natsumi

A part time worker at Honky Tonk.

4. Controls

=====

D-Pad Moving about menus and moving around maps.

Start Go to the main menu.

Select Nothing.

A Interact with an object, selecting something from menus.

B Canceling an action.

L Used for tag team attacks in battles.

R Used for tag team attacks, talking to your partner (the person following behind you) on maps.

5. Menu

=====

You access the menu during the game by pressing Start and it will have the following:

Status

Party

Item

Option

Save

STATUS -

This shows you the status of each of your characters. Navigate through each character by using the L and R buttons.

PARTY -

This is where you arrange your parties of 3.

By pressing the select button, the characters will change in pose. This is the BP (Best Partner Points) rating between the characters which affects whether you can do a tag team attack with them. The BP rating can be improved by walking about in the game and participating in battles together. There are also items you can use to improve the BP rating. Namely the ones with a M at the end. Here are the different poses from bad to good.

1. Lying face down
2. Turning their back on you
3. Facing right
4. Facing you
5. Hands in the air
6. Star above their head

ITEM -

This is split into 3 sub menus:

Item:

All your normal items such as power-ups and potions are here.

Event:

All the key items to do with the game are kept here.

Cards:

This is for storing pictures that you took with the guy in a purple robe during the game. There will be nothing here until you finish the game.

Once you've completed the game (including Act 9), you'll have an option to save. If you save and then load this file, you can go here to see those pictures you "took".

OPTION -

First option is the battle speed. Use the left and right buttons to adjust.

Second option is the BGM (Background Music) and SE (Sound Effects). You won't have this option until later in the game. Again, use the left and right buttons to select the BGM or sound you want. Then press A to listen to it. R to stop it.

Here is a list of those BGMs:

- BGM01 - Opening
- BGM02 - Map 1
- BGM03 - Map 2
- BGM04 - Map 3
- BGM05 - Map 4
- BGM06 - Map 5
- BGM07 - Sasurai 1
- BGM08 - Sasurai 2
- BGM09 - Event 1
- BGM10 - Event 2

BGM11 - Event 3
BGM12 - Event 4
BGM13 - Event 5
BGM14 - Event 6
BGM15 - Battle 1
BGM16 - Battle 2
BGM17 - Battle 3
BGM18 - Battle 4
BGM19 - Game Over
BGM20 - Ending
BGM21 - Start of An Act
BGM22 - Organ Version
BGM23 - A Tale
BGM24 - Battle Victory
BGM25 - Level Up
BGM26 - Piano Ghost 1
BGM27 - Piano Ghost 2
BGM28 - Mechanical Sound BGM
BGM29 - Combo Success

SAVE -

Self-explanatory. Two saved files for you to use and it shows you your current status at the very bottom.

6. Battles

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Battle takes place in a sort of first person perspective and is turn based. You'll encounter battles randomly by walking around.

Once a battle has initiated, you'll have the following options:

Attack
Defend
Item
Change
Run

ATTACK -

This has 2 sub-options namely "Normal" and "Special" attack. The special attacks cost points which are indicated by your yellow bar.

When you attack, you'll find that sometimes an timer with 3 spots that light up appears. You must time it so that you hit the L or R button just as the third spot lights up to perform a tag team attack.

The timer's position (i.e., Left / Middle/ Right) indicates which member you'll be doing a tag team attack with. So when two timers appear, just time it for one of them.

These tag team attacks depends on your BP rating with the other members of your team. Look in the Menu section for more about it.

DEFEND -

While you're defending, it lowers the damage done by an enemy. It also allows you to replenish your yellow bar.

ITEM -

Use an item from your inventory.

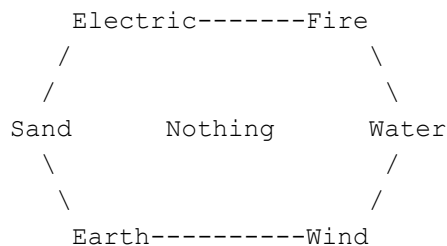
CHANGE -

Change with another member.

RUN -

Try and run away although you can't run from boss fights.

Each character has their own element so as you'll probably know, every element has their own strength and weakness.



Outside the cycle is Light and Darkness. Both are equal to each other.

Look in the characters section to see what element each character has. You can see what element the enemy belongs to when you attack them by looking at the little square next to their name.

7. Act 1 - Enter GetBackers!

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Ban and Ginji has not eaten for days. Now they're rummaging around the garbage to look for some leftover lunchboxes. You can go around searching the garbage cans to get a hold of some items. Go to the street at the top and search the garbage can next to the orange shop to the west.

Ignore the guy in the purple robe for now.

Once you've found something to eat in the garbage cans, a guy will bump into you leaving you without lunch. And so a battle starts.

Afterwards, a guy named Al comes along looking for his pet TARE. After Al says he has plenty of money, Ban accepts his request to look for his pet. Al also hands you a crystal ball that identifies what element a character has. You won't have to use it because it'll do it automatically every time a new character enters the scene. In this case, Ban has no element and Ginji has electric.

You can now talk to Al to replenish your SP and HP or, to ask him what elements are all about.

Go south and then to the far east. You'll find TARE being surrounded by some guys in front of the Taco Mart store. It turns out the guy, Hiruta, is hunting for rare animals for his master. He'll send some guys to fight you because he says he doesn't have time to deal with you himself.

After you've beat the guys, TARE will run away because of Ban scaring him. So, go back North, then to the west. Ginji will try getting to him this time but it doesn't work either. TARE runs away again. And so, Ginji decides they need Shido's help since he's good with animals.

Go into the Honky Tonk (street at the top towards the far east) and talk to Pore. Pore will say that HEVN's taken Shido away somewhere so you have to go find him.

Walking around, you find Natsumi in front of the Paton store in the south. She says HEVN has some business around here but she doesn't know where Shido is. Head back towards Honky Tonk and you'll find HEVN.

After talking with her, HEVN says she saw Shido heading towards the supermarket. So, lets head back to the Taco Mart to look for Shido.

At first, Shido refuses to go with you until he hears that you're going after the same guy as he is. The crystal ball also reveals that Shido has the element of earth.

Now, if you look next to the Taco Mart store, you'll see a guy in a purple robe. He is of the Shashinya (Photo House) Talk to him and he was ask if you want your picture taken. Answer "Yes" and he'll take a picture of whoever you have selected at your first 2 members in your party. This is NOT a save point! See the section about collecting cards.

Go back to towards Honky Tonk and be prepared for a boss fight against Hiruta. It turns out he's been collecting rare animals for a girl named "Mai".

After you have defeated Hiruta, he'll take TARE as hostage before unleashing a swarm of deadly scorpions onto your party. When all seems to go well, one of the scorpions grows enormous and attacks Hiruta! But, it turns out to be an illusion Ban made and Hiruta falls unconcious. With the help of Shido, TARE is taken back and that's the end of Act 1!

The next part is for those who are interested in the storyline.

Back at Honky Tonk, Al is happy to see his pet TARE again. Thinking that they'll have money to pay for some decent food now, Ban and Ginji eats all the food they could eat.

When Al is asked to pay for their food, Al hands Natsumi a ball. Puzzled by everyone's expressions, Al asks if he paid too much. Not knowing that it's not money, Ban says angrily that he wants paper money. But Al replies that his country threw out all the paper money long ago. With that, Ban falls over with shock.

Knowing that he done something wrong, Al apologizes to everyone. Pore, seeing that Al will need a place to say, offers Al to stay in Honky Tonk to work. Meanwhile, Ban remains in shock.

8. Act 2 - Dakkan's Mystery Tour

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It's been another 5 days since the Dakkanya team has had anything to eat. Walking back to the Honky Tonk, you see Al talking to a little girl. Being not a native Japanese, Al doesn't understand what the girl is talking about.

Ban goes along to speak to her but she gets scared seeing Ban's face.

Ginji comes along and speaks to the girl. She says she lost her hairband while she was playing in the school. Being a nice guy, Ginji says he'll get it back for her but Ban refuses to do something with no money involved. That is, until Al says that the girl's mother has tonnes of money...

Heading into the school, the interior looks old and worn down. Ginji says he heard rumours that "things" come out here. Ban tells him not to be frightened and moves on.

From this point onwards, you'll be able to head out the entrance and head back to Honky Tonk to replenish your SP and HP.

After you encounter your first battle, you'll find that your enemies have a familiar mark on them. Shido says it's the CAV - Counterforce Against VOLTS and are well known for dirty methods to achieve things. After the guy wakes up, Ban asks him where the girl's headband is. The guy says it's with their leader, Saionji Kaoru.

Enter through the door to your right and when you come out, someone will run past. Ginji claims it was Kadsuki but Ban doesn't believe him. Now, head over to the left corridor and go up until you hit a dead end. Ginji will be puzzled saying why it's a 3 storey building and yet there's no stairs.

Go back down and go into one of the classrooms. When you come out again, Ginji feels something odd. A ghost?! Ban decides to go and investigate who it really is so go into the classroom to your left. Once you enter, a small event will take place. You'll see the same guy appear and all the tables will start jumping up and down. Spooky.

Here, I think you have to lookout for the last table to stop moving. Then you must go up to it and press A to catch the guy. Caught, the guy tries running away. Follow him outside and back to that dead end. The guy seems to be talking to someone. After fighting with some guys, you'll have access to level 2.

Going up to the second floor, Ginji spots another flight of stairs. But, when he tries to go up it, he can't! Shido guess it's another one of the CAV's tricks so we now have to find something that'll fix the stairs.

Head towards the west and the same figure will run past again. Ginji's sure it was Kadsuki this time but Ban doesn't believe and kids him it must be a ghost. Now head north and go into the third door on the left. You'll hear a strange sound. Walk over to the middle desk where the hole is and press A. Ban guesses there's some sort of machinery beneath the floors so Ginji uses his electric attack and out jumps some CAV members.

After fighting with them, the CAV members will explain that they changed the stairs so that intruders won't reach the next level. Now that the machine's been destroyed, the stairs will be working. Head back to the stairs.

Go to the third floor now and head west to the other corridor again. You'll hear a piano playing a strange tune. Guess it'll be another CAV antic again. Go into the room to your left. Ban will shout out telling them to show themselves and a battle starts.

After the fight, one of the members will try to attack you behind your back. But hearing the piano playing, managed to give them time to dodge it. Ginji runs up to the piano and finds that Kadsuki's threads are tied to it. Now,

lets go find Kadsuki who's in the next room.

Meeting Kadsuki, he explains that he heard CAV's leader was inside the school so he came to find her. Kaoru went to the same school as him to to learn her arts. But due to some reason, Kaoru started to hate Kadsuki and now she wants revenge. While they were too busy talking, the enemy had time to creep up on them.

Once the battle's over, Ginji asks Kadsuki to join them since there's so many enemies about. Besides, they had the same objective. Ban explains they're on a job here and Kadsuki can come along. But, don't expect any money from them. At this point, the crystal ball reveals Kadsuki has the element of water. You'll need a key to get into the PE room where Kaoru is.

When you come out the room, you'll find the Shashinya guy there again. If you want, arrange the members to the ones you want a picture to be taken. You can do it now or come back later.

Go back to level 1 and go to the east corridor. Go into the first door to your left and Kadsuki will find a memo on one of the desks. The memo says someone borrowed a key in classroom 3-A so go to the third floor and go there first. The key to the PE room will be in the desk closest to the door in the north.

If you didn't take a picture earlier, now would be the time to do so. You won't be coming back to this area after you fight Kaoru.

Go back to level 1 and the PE room will be at the end of the west corridor. Entering the room, you meet Kaoru. She's surprised to see Kadsuki and also angry. Kadsuki tries to explain how it wasn't him that made their master throw her out but Kaoru refuses to believe her. Ginji tries to interrupt and say Kadsuki's not that kind of person. But Ban interrupts him and says that it's something they can't help.

Kadsuki tells her he doesn't care if Kaoru will keep misunderstanding him but he's going to let her know what it's like to hurt someone. Then a one on one battle starts. After you defeat her, she won't accept defeat and calls in more of her members to fight. Ginji joins in to help. Kaoru is also of the water element and the two members are of the wind element. Kadsuki's attacks will do well against wind.

Now comes the optional story part again.

Losing again, Kaoru asks why she lost and Kadsuki explains she gave in too much to power. That was why she lost. Threads left to the control of anger will also put too much pressure on yourself. That was what Kadsuki wanted her to understand.

Now that that's out of the way, Ginji asks Kaoru about the headband but she says she doesn't have it. Ban must have made some mistake. Could it all be for nothing?

Looking up at the opposite wall, Ban spots something shiny. Ginji goes up to take a closer look and finds out that it's the headband they've been looking for. But, it was too high so Kaoru comes along to give him a hand. Ban figures out the one responsible was something that liked shiny things (crows).

Kaoru comes up to Ginji and tells him she's heard of the name Raitei before. Long ago, she was against Raitei's VOLTS team because of her hatred against

Kadsuki. Now that she finally understands, Kaoru wants Ginji to accept her as a student of his and follow him for the rest of her life. Hesitating, Ginji asks Ban for help.

Back in front of Honky Tonk, they wait for the girl and her mother. Ban is getting all excited about their pay. When they finally arrive, Ginji finds it odd that they walked here when they're so rich. The mother thanks Dakkanya by giving them a rose.

It turned out that red flowers were very valuable things in Al's country. That's why he said the girl's mother had lots of money.... And Ban falls over again.

9. Act 3 - Life's A Spangle

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Once again, hunger strikes and Ban asks for any leftovers Pore has in his shop. Pore says he doesn't have anything for them. Then Natsumi says HEVN was going to go meet someone. There might be another client. Ban replies that HEVN is fussy over money and asks for a lot to introduce a client.

HEVN comes in and introduces her client, Floureal Tsuruko and explains Tsuruko's clothing has been stolen by her rival. The clothing is being transported by the Hakobiya right now. Seeing that Tsuruko will pay any amount of money to get her clothing back, Ban accepts the request.

Driving along the road, they finally catch sight of the Hakobiya's truck. Ban decides to go in closer to see if it's Akabane and Himiko. You will not die in this chase scene so don't worry if you do something wrong. It just means you start over.

First off, when you'll have the following menu:

Accelerate
Step on brake
Throw away some stuff

You want to catch up with them so you want to "Accelerate" first. Then you'll be faced with another truck driving the opposite way. You'll have the following options:

Cut left
Cut right
Step on brake

Since the guard rail is blocking your way to the left, choose "Cut Right" to dodge it and you'll be faced with a big rock:

Step on brake
Pray
Cut left

Hmmmm... lets give praying a shot! No, just kidding. Choose "Step on brake" to slow down a little to give you time to dodge it:

Drive pass it
Follow it from behind

Use nitro booster

Use the nitro booster to catch up beside it now.

Noticing the Dakkanya chasing them, the driver Mr. No Brake drives against their car and pushes you off the side. When everything seems to be going well for them, Mr. No Brake finds out the handle and the brakes are working due to the shock. But it was all just an illusion created by Ban.

Ban and Ginji thinks they got what they came for and drives off. In fact, they just fell for the bait and got away with something else. With that, the Hakobiya drives off to N-Hole.

Discovering that it was a fake, Ban and Ginji heads to N-Hole to find them. Ginji apologises for not verifying the clothing before he left. Just outside the N-Hole building, they meet the Hakobiya again but they run away. Ban and the others are then greeted by people from the Yokodoriya (Snatching House). Ban says there seems to be other people who wants to get their hands on the clothing.

Before setting off after Akabane and Himiko, Kadsuki warns it's best not to fight the Yokodoriya if you want to catch up to them. If you catch up with them, Himiko will put you all to sleep and get away anyway so it doesn't matter if you catch up or not. Up to you.

Go through the park until you reach the N-Hole building where you'll get attacked by the security guards. Go into the building and one of the staff will mistaken you as the part-time workers they've been expecting. Ginji was about to explain when Ban tells him to be quiet because it'll be easier to search the building. You'll still get attacked by the security staff so it doesn't make a difference.

Now that you're the staff, you're expected to do some errands before you can move on with the game. Ginji comments how his memory's not good.

At this point, you can exit the building and go back to Honkey Tonks.

Doing the errands is going to be tricky for people who don't know Japanese. Since everyone's event items list should be the same though, I'll use coordinates to tell you which event item you should use and where. All the items you need will be found in the "Events" menu. See the menu section to see where it is.

It's IMPORTANT that you get the order of items right or the events item list will get messed up and the coordinates won't work anymore! So if you're playing on emulator, it might be an idea to have a save state handy before doing the next list.

Last item means the very last item at the bottom of the list from left to right.

e.g.

Sunflower Tulip

Tulip would be the last item in this last row.

First of all, you're given some drinks to deliver.

Visit each room next to the bin in order from right to left and leave

the following event item behind:

1ST DOOR - (2,4) Lemon Tea
2ND DOOR - (LAST ITEM) Vegetable Juice
3rd DOOR - (2,2) Milk Coffee with Sugar
4th DOOR - (2,2) Milk Coffee
5th DOOR - (2,2) Orange Juice
6th DOOR - (LAST ITEM) Milk Tea
7th DOOR - (1,3) Uron Tea

To leave an item behind, you MUST be facing the front of the desk like this before accessing the event items:

[===]

o

Now that you have the drinks delivered, go back to the guy and he'll ask you to deliver flowers. 2 flowers to each room. Ban asks if Ginji remembers what the last room was but he doesn't remember. Shido and Kadsuki laughs but Ban says it's not funny.

Do the same again and go into each room in order from right to left leaving what's in the list below. But since you're leaving two items this time, you'll have to move to an empty space to place your second flower :)

1ST DOOR - (LAST ITEM) Rose, (1,8) Lily
2ND DOOR - (2,2) Tulip, (1,4) Sunflower
3RD DOOR - (1,5) Gerbera, (1,5) Lavender
4TH DOOR - (1,4) Sunflower, (2,2) Tulip
5TH DOOR - (1,4) Lavender, (1,4) Lily
6TH DOOR - (2,3) Sunflower, (2,2) Tulip
7th DOOR - LAST TWO ITEMS

And finally - the very last job; deliver some clothes to the staff. And as usual, Ginji doesn't remember well.

Again, do the same going through each room but this time MISS OUT the first door.

2ND DOOR - (2,3) Flashy Kimono
3RD DOOR - (2,3) High Class Kimono
4TH DOOR - (2,3) Hikama
5TH DOOR - (1,3) High Class Dress
6TH DOOR - (LAST ITEM) Tuxedo
7TH DOOR - (LAST ITEM)

Go back to the guy and he will hand you the key to access the locked room at the end.

If you haven't already taken a picture, now is a good time to do it. Pick your characters and get your picture taken then go into the room.

Here, you'll find Akabane and Himiko waiting for you. After a brief chat they attack you.

Defeating them, Ban realises Akabane wasn't serious and wasn't using his full power to fight. But either way, he asks them to hand over the clothing since they won. Akabane hands the clothes saying he hopes they'll meet again somewhere but Ginji doesn't. Just as Akabane was about to leave, Himiko is

surprised that he was turning down the job. Since Himiko's hurt, Ban tells her to be a good girl and stay behind. Ginji on the other hand tells her to join them but she refuses. Seeing how energetic her reply was, Ban was sure she's alright.

Leave the room and Himiko will come running after you for a one on one fight with Ban.

The next part is the concluding story to Act 3.

After the fight is over, Ginji says the clothes are wrecked because of the fight they had. Ban complains how Ginji was supposed to look after them and Himiko says she's not responsible.

As they puzzle over what to do, Ban thinks of an idea and gets Himiko and Ginji to come along.

Going into the make-up room, Ban explains to HEVN his plan. But Himiko and Ginji are both puzzled what they're going to do.

It's the opening of the show. HEVN explains Ginji will use his electrical powers to help Tsuruko perform. And then, using Himiko's perfume on the guests, it'll look like Tsuruko's floating. HEVN replies that his plan is alright but it doesn't change the fact the clothes are wrecked. With that, the show begins...

Unfortunately, you can't skip this part. Eventually, it proves too much for Ginji and he cries for help from Ban.

Meanwhile, outside Honky Tonk, someone comes to see Al. Al reports to the man that he has found people who can use the crystal ball and what elements he's found. The man's surprised that Japan has such people and tells Al to continue spying on them.

10. Act 4 - Madoka's Request

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Just as Shido and Madoka arrives at Honky Tonk, Ban and Ginji was about to go out again. This time though, it's because Ban hasn't managed to pay HEVN the fees that he promised so HEVN is getting them to help her until they do. 10 times what they owe her!

Madoka feels sorry for Ban and Ginji but Shido says it's way too noisy with them around. Pore says it's too quiet so he turns on the radio. The latest super popular pop idol Mai is broadcasting her song.

Madoka hears a song on the radio and has a sad look on her face. Later, she explains that it's Mai, a close friend of Madoka during highschool, that was singing the song and she didn't sound happy. Pore says he heard some bad rumours about the company called Yamaki that Mai was in. They ignore the artists' wishes and make them sing so that they would sell. If they're not popular then they get thrown out.

Seeing how sad Madoka looked, Shido decides to go off by himself to get Mai's singing voice back. His excuse was that Madoka always helps him so he's going to help her. "Really".

Heading to the studio, Shido is greeted by some of the guards. Thinking that he was here to spy on their company, the guard calls for backup. Then along

comes his old friend Emishi. It turns out he's auditioning for a comedian there wearing a penguin suit. Shido explains his situation to Emishi and he agrees to help. Giving Shido a suit for himself, they enter the studio in search of Mai.

If you go up to the fourth floor, you'll find it's currently being cleaned so you'll have to come back later.

Go to the 3rd floor and go right. Shido will hear a familiar voice and some really bad jokes. Going inside, they find their old friend Juubei dressed up as a hedgehog! Not like him at all. Shido finds out he's here for the comedian audition too. Emishi asks him to join them but he refuses. So, Shido says to leave him alone and we play on.

Go down to the 2nd floor and go into the grey door to the far right where the auditions are taking place and talk to the man there. Now, your auditioning will begin and you'll have a set of choices. These choices doesn't affect the game so you don't have to worry. Just select anything until the audition ends. Or if you want, here's what the menu says:

Play along with it
Make Emishi the stooge
Act like an idiot

This menu will popup 4 times after each of the following dialogues:

First part:

Emishi: Hi! I'm EmiPen! [Emishi the penguin]!!

Shido:

Emishi: (Shido-san, say you're ShidoPen!)

Shido: ...Shi...

Emishi: Er, I can't hear you.

Shido: ...Shi...Pe...

Emishi: (Say it in a louder voice!)

Shido: ...Shi...do...Pe...

Emishi: That's enough!

I'm EmiPen and he is ShidoPen!

Together, we are the PenPens!!

Enjoy the show!

Shido: Hello...

Second part:

Emishi: Lets think about how to build up the climax.

Babaaaaan! I wonder if that'll do?

Shido: Why do I have to.

Emishi: Lately, it looks like entertainers have wool.

I really don't get it.

...Ah, speaking of that, it seems you can imitate animals.

Third part:

Emishi: Ah... Why didn't I notice it until now?

If we imitate cute animals, then we'll be really popular with the girls.

Shido: I don't really want to be popular with girls...

Emishi: Doesn't matter, doesn't matter!

What is the most popular animal?

Hmmm... How about Koalas?

We'll get girls to cuddle us!

Shido:

Emishi: And Koalas just sleep so it'll be great!
It might be great if I could reincarnate as a Koala.

Shido: Koalas sleep to digest their eucalyptus...

Emishi: (Shi, Shido-san, I said you don't have to explain!)
If that's the case, how about Australia's kangaroos?
That'll be great! Their pouches are cute too.
You can be the kangaroo and I'll go into the pouch!

Fourth part:

Shido: But Australia's kangaroos don't have pouches do they?

Emishi: It's OK, if we cut one with scalpel,

Shido: As if that'll work!

Emishi: Whaaat? It won't?
Then rabbits will be alright right?
Put ears on our heads, and wear some net tights.
That'll be real sexy!

Shido: ...That's a bunny girl isn't it?

Emishi: Oh, Oh no!
I just imagined what Shido-san will be like as a bunny girl!!

Shido: Quit it!!

Emishi: And a very long leg person too!!

Shido: You stupid!!

Emishi: Ah... that was close...
Just a little more and I would have fainted.
You're taking my soul right from my mouth.
Stop it, Shido-san.

Shido: ...You're the one imagining things yourself.

Emishi: That again!
You were real happy though!!

Continuing the dialog:

Emishi: Alright, lets get the mood back and move on!
If kaolas, kangaroos are no good then what next?
Oh yeah, how about penguins?

Shido: Well, it's better compared to rabbits.

Emishi: Alright! Now I want to imitate them right away!

Shido: Like we will!

Emishi: What's so bad about that? You have a habit of imitating a mole.

Shido: Even if I turn into a mole, I'm not turning into a penguin!

Emishi: Why? They're the same thing. Shido-san's really not good huh.

Shido: I'm not doing it!

Emishi: Why not!
Alright. I'll just do alone with my power!
....Oh!
Oh no! Shido-san!! I forgot something important!

Shido: ...What?

Emishi: We're penguins already!
Thank you very much!!

Afterwards, you'll be awarded a prize depending on how well you done. Now,
the cleaning will be done so you can go into the 5th floor.

Once you get on the 5th floor, Shido and Emishi hides as 2 guards drop by.
Shido overhears them saying how information stored about Mai is in the
boss' PC. He's using it to control Mai.

Head right and the guards will finally catch you and you'll have to fight...

In those penguin suits! Not good at all. Weak attack power and no special attacks.

More guards come along and finding out how hard it is to fight in the suits, they change back again. Just as the guards seem to keep coming, Ban and the others come to the rescue. Madoka told them how Shido went off alone and she was worried so they came along to help.

Run to the right and try to open the last door. You'll find it's locked so you have to find some way to open it. Go ask that lady dressed in a red suit and she'll explain that the doors don't open by keys. They use something called a Key Memory. She says that another secretary may have one and that she went away to put some make-up on.

Go down to the 4th floor and into the ladies toilet. If your members are male then obviously the secretary will be angry since it's a ladies toilet. So, change your first 2 members to Kadsuki and Himiko before talking to her.

The secretary says she hasn't seen you before but explains how the system works anyway. Everyone in the building has a Key Memory which stores pass codes. Each code can be used only once and they open different coloured doors. You must NOT have more than one pass code at anytime or you won't be able to get another.

Pass code 1 for yellow doors.

Pass code 2 for blue doors.

Pass code 3 for red doors.

Now that you have pass code 1, go down to level 2 and open the first yellow door to the left, just next to the 2F sign. The woman has a pass code 2 but she won't hand it to you unless someone can charm her. Change your first group member to Himiko and then speak to her.

After you get a pass code 2, go up to level 3 and open the first blue door you see there. Go open the safe to get a pass code 3. Head right to find a red door, open it and go in. Open the safe at the back and you'll find the key to the boss' office. Now head up to level 5 to go there.

Entering the office, Yamaki is obviously not very pleased to see you, and all the more after you demand to see Mai.

Next comes the ending story to Act 4.

After the battle, Shido expects the PC's the one that holds the info about Mai so Ginji destroys it with his electric attack. Just then, Mai comes in and asks who they are. They explain that Madoka entrusted them to escort her out of the place but Mai says she was here on her own will. Not because Yamaki had been blackmailing her. Mai complains how this may ruin her if the magazines write about her being involved in a scandal. How will she sing then?

Ban jumps in saying how she was singing her songs unhappily and asking if she ever noticed it. He then uses his Evil Eye to give her an illusion to remember what it used to be like. The time when she sang along with Madoka's violin playing in high school.

Even so, she refuses to go and says that she can only stay here because no one would approve of her songs. Ban asks if that's why she sings songs made by popular teachers? Isn't there something wrong with that?

Just then, Al walks in and recognises Mai. He tells her how wonderful her songs are, asking her to help him make a song for his country. Soon, Mai is convinced her songs are good and tells them to give Madoka her thanks.

Leaving the building, Shido and Emishi spot Juubei outside. Thinking it's best that Kadsuki didn't know he came here, they try to hide him. Juubei tries to deny that he was here for an audition but then Emishi interrupts. Instead of helping him, he gives the whole thing away. Just the thought of Juubei telling bad jokes gives everyone a cold chill...

Back at the Honky Tonk, the DJ on the radio announces Mai's new single and plays it. Pore tells them he investigated about Mai's songs and it seems they were good after all. They were rated well. It seems Yamaki wanted to twist that truth for Mai. That means she'll be easier to control.

Just outside, Madoka and Shido are alone. Shido comments how Mai's new song is better than her other songs. But, he thinks to himself how he really just wanted Madoka to smile again...

11. Act 5 - The Mysterious Enemy Appears!

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Ban and Ginji comes along and finds HEVN in Honky Tonk. Must be a job. She tells them to wait for one more person before she talks. Ban has a bad feeling about it.

Just then, that person arrives and it turns out to be Akabane. Ban complains how they're pros so HEVN shouldn't choose their partners for them. HEVN argues back that it's been decided and explains their mission. It's to retrieve a DVD-ROM that holds some important theories. It was snatched away by the Yokodoriya as it was being transported from overseas. Mamoriya (The Protection House) was also involved but the disc was lost again. It seems they were attacked by enemies who weren't human. But seeing that the reward is 2,000,000 Yen, Ban accepts it.

As HEVN leads the way out, Al seems to look down so Ginji goes up to him to see if he's feeling well. Al tells Ginji slowly that he should keep the crystal ball he gave them as a lucky charm for protection.

Arriving at the site, HEVN explains that Dakkanya will retrieve the DVD-ROM while Himiko and Akabane from Hakobiya will transport it. All of a sudden, the ground starts to shake so everyone apart from HEVN rushes in. It seems the enemy knew they were here and have split them up into groups.

With Ban, there's Himiko and Shido. As usual, Ban and Shido doesn't get along very well so Himiko calms them down saying job first. On Kadsuki's side, we have Juubei and Emishi. Juubei gets worried about Kadsuki and seeing how well they get along, Emishi feels left out. He wants Shido back. On the third group we have Ginji and Akabane. As Akabane explains their situation, the ball glows again revealing Akabane has the element Darkness.

First, get Ban's group to go left and read the sign above the yellow button. It has a list of the alphabet and how the colours are spelt in English. Run up to the door and press A to find the numbers 18 -> 23 -> 2. So, what could these numbers have to do with colours and the alphabet? We have to do a little code cracking here. First we'll have to allocate numbers to the alphabet like this:

A - 1 H - 8 O - 15 V - 22
B - 2 I - 9 P - 16 W - 23
C - 3 J - 10 Q - 17 X - 24
D - 4 K - 11 R - 18 Y - 25
E - 5 L - 12 S - 19 Z - 26
F - 6 M - 13 T - 20
G - 7 N - 14 U - 21

So looking at Ban's numbers it'll be R -> W -> B, Red -> White -> Blue. Switch between the three groups and walk about so that you have an idea of where all the buttons are. We don't have a white button yet so we can't open his door. Lets go find a door which we can open. Use the select button to switch to Kadsuki's group and run up to their door. Press A and we'll find 25 -> 2 -> 18, Y -> B -> R so we can open this one!

Before you open any door, you MUST walk up to the door you want to open and press A first! Otherwise it won't work!

So, now that we've already done that with Kadsuki's group, go press those buttons on the ground in the order of Y -> B -> R. Pressing a button will give you the option to press it (the first option) or not.

Now open the remaining doors in the order below. If you make a mistake, you can just start over again. There's no need to "talk" to the door you want to open again. You'll know if you made a mistake if the characters say something after you press a button.

Be sure to explore ahead after a door is opened so you know where all the buttons are!

Ban's Door R -> W -> B
Ginji's Door R -> Y -> B -> G
Ginji's Door W -> Y -> R -> G -> B
Kadsuki's Door R -> O -> B -> W -> G -> Y
Ginji's Door W -> W (See Note 1)
Kadsuki's Door Y -> G -> R -> O (See Note 2)
Ban's Door O -> R -> P -> G -> B -> W
Ban's Door R -> S (The new black button you found)

Note 1:

Here you're asked questions instead of numbers:

Q1. What colour is a castle?

Q2. What is in the "middle" of medicine?

For question 2, you'll need some knowledge of Kanji; Chinese characters. It doesn't have to be Japanese. If you look at the character for medicine, you see the character for white!

Note 2:

Another riddle instead of numbers.

Lemon -> Spinach -> Strawberry -> Mandarin.

Now that all the doors are opened and they're reunited, go into the next area. They'll find a trap door and a switch. Curious what it does, Ban decides to press it while Ginji's standing on a trap door! Ginji gets a fright but comes back up safely and stands on the other trap door that's just been closed. Ban presses it again and Ginji falls again.

At this point, you can replenish your members using the ring here.

Take the route on your left and follow it until you come to a button. Press it and continue onwards then turn on your first right. Make your way back to the point where you turned right and go north. Press the button there. Go back south and turn right again back to the other button. Press it, then make your way back to where the ring is. Press the button you come across on your way back.

Now that we're back where we started, press the button near the ring and head north. When you come to a fork, take the route to your left and follow it until you come to a button. Press it and make your way back to the fork and take the right route this time. Follow the route and press the button you come across and keep going until you come to another fork. Head south and press the button there. Continue south until you get to another big switch. Press the button and you can also get a picture taken here again.

Make your way back and take the other route this time. Keep following the route pressing any switches you come across until you reach a huge trapdoor. Go West to find a button to close the smaller trap door above it.

Head north into the new area and prepare to have your next boss fight. 3 figures appear and Ban tries to attack them. Failing, he finds out they're not human. Juubei says he can't sense any life in them either.

Now follows the ending to Act 5.

After defeating the robots, a mysterious man appears. He looks at Ginji and says he must be the one who can use electricity. It'll be dangerous if Ginji's true power was to awaken so he tries to kill Ginji. Seeing his attack had no effect, he disappears again. It turns out the crystal ball saved Ginji and is now shattered. Now that they've found the DVD-ROM, they go back to Honky Tonk.

Back at the Honky Tonk, everyone seems to be down. Ban tells HEVN they got the DVD-ROM back but she says she lost contact with their client. Al has also disappeared all of sudden leaving a letter behind.

"Everyone, you've been a great help to me. I must now go. Sorry and farewell".

As Ginji gets upset, Ban asks HEVN where the 2,000,000 Yen is and she says she's going to be keeping it...

12. Act 6 - Leave and Lets Go To The Island!

Al's disappeared for a while now and Ginji is very worried about him. Worried that he maybe arrested somewhere or lost. Afterwards, Crayman arrives with a job for Dakkanya. She asks them to get the Treasure of Illusion for her. The treasure that was lost with the "Lost Land" among the sea in one night. Ban realises she's talking about Atlantis but of course, he was skeptical. HEVN says he can't really say that because on the DVD-ROM was some theory about the land. Crayman says she's right and that scientists are trying to proof it's existence. Two universities are already fighting over it.

However, the treasure has appeared in an auction lately so Crayman wants them to use that chance to retrieve it. Ban remains skeptical and says it must be a fake. Ginji being a nice guy again asks where the auction is being held. Crayman replies it's being held at the island of Nihama. Hearing this, Ban decides to accept it. Nihama's well known for its hot springs so there must be tonnes of girls there.

Arriving at the island, Ginji notices how cold the weather is. How would anyone go to the beach? A disappointed Ban mumbles about great sunshine and girls in swimsuits. Himiko just says it's still spring so there wouldn't be any girls in swimsuits about.

Since there's still time before the auction, Kadsuki wants to go do something else with Juubei. There's a hot spring somewhere on the island that helps heal eyes so he's going to take Juubei there. Saying that cheers Ban up as he's reminded there's still girls in bathrobes left so he and Ginji leaves for the hot springs too. Emishi can't keep quiet about it either and grabs Shido to go with him. Leaving Himiko and Akabane behind, Himiko decides to go wander about on her own. Meanwhile, Akabane senses someone coming...

Now, back to Ban and the other guys. If you go to the hot springs to the west now, you'll find it's being cleaned. So, leave the place and go north until you reach a big house. Try to open the door by pressing A but it's locked. Now go back to the hot springs. Ban and the other guys try to peep into the hot springs but realise it's the men's side. But, they hear someone saying that the treasure's being guarded by the Mamoriya so the security should be good this time. The parcel should also be arriving soon. Hearing this, Ban tells Ginji to stay behind and leaves for the seaside again.

Miroku of the Mamoriya finally arrives and a one on one battle with Akabane commences.

Defeating Miroku, Akabane realises he was too weak to be the real thing. The real Miroku appears to greet him but the guards tell him to go and leave Akabane to them.

On the other hand, Kadsuki is bathing in the hot springs. He complains that he came here because of Juubei and there's no point coming if Juubei doesn't go in to bathe. Juubei answers that he has to protect him. And guess who comes along? Miroku! Juubei tells Kadsuki to run and another one on one battle commences. Don't worry if you can't beat him with Juubei though. Miroku will just defeat you and go away.

Ban gets changed and heads for the shore again followed by Ginji, Shido and Emishi. But Ginji heads the wrong way...

Arriving at the beach, Ban asks where Miroku is and Akabane tells him he's headed towards the auction house. Just then, everyone else arrives but Ginji's missing. And so, you set off to look for him.

At this point, you can go to the hot springs to restore your SP/HP.

Head north again towards the house where Ginji went to. Ban gets worried about a key but Akabane already got it for them. If you try going into the rooms downstairs, they'll all be locked so run upstairs and go to the far west. Go into the room. Inspect the bed and it'll reveal a flight of hidden stairs. Go down the stairs into the next room and go over to inspect the armour. One of them is facing the wrong way. Use the A button to turn it until it faces the same way. Now you'll find the key to the closet room.

Get out the room (You can't go back the way you came) and go back upstairs again. Unlock the first room to your left. Once inside, Emishi will notice one of the mannequins missing some items. Go up to the mannequin and inspect it to see what's missing. You MUST inspect it or you won't be able to find

what you're looking for! Now search the clothing rack against the wall for something. You'll find a skirt there but it seems to be not enough. You'll have to search other rooms too.

Head back to the room with the armour in it and search the open box next to the big one. You'll find a hat in it. So, we can go back to the room with mannequins in it and put the hat on. Look inside the open closet and you'll find the key to the kitchen.

Go back downstairs and head to the far right. Go into the room with the fork thing next to it. Inside you'll find Hiruta there again. Talk to him and you'll fight him again. Beat him and he'll drop the key to the study room.

Waking up, Ginji finds himself in a room but he can't move his arms. Confused, he thinks and remembers he went after Ban. Then he bumped into Miroku. When Miroku comes along, a few men follows telling him there are intruders and tells him to deal with Ginji. Ginji tells Miroku to stop but Miroku already knows they will finish him after he does his job. It's Mamoriya's pride he wants to protect so he has to do it.

Just as Miroku leaves, the men decides to deal with Ginji first. Miroku stops them and they decide it'll be hard to finish him off later. Now that they've found his weakness, they try to kill both of them. Ginji getting mad, transforms into his former self for a moment as Raitei. His sudden surge of power causes a power cut in the house.

Back to Ban now. Go out of the kitchen and go left. Unlock the first room to the left of the stairs. Once you're inside, Kadsuki will say it's too dark to see anything so Shido suggests they go find some light.

Go out of the study room and go upstairs. Now go into the furthest room to the right. You'll find an oil lighter in the bathroom so now you have some light! Go back to the study room and light the candle next to the door. Have a look at the bookcase with the missing book in it. Himiko will suggest they go find a replacement that'll fit into it maybe.

Return to the kitchen, light the candle and search the fridge. You'll find a book in there so go back to the study room again. After you fit the book into the case, it'll move away and you'll get the key to bedroom.

Go upstairs and unlock the first room to your right. Light the candle again and you'll find that one of the pictures in the wrong way up. Fix the pictures and get the key that falls down.

Head downstairs and unlock the room to the right of the stairs. Inside, you'll find Ginji and Miroku. Ban gets mad that Ginji didn't listen to him so he whacks him over the head. Ginji explained he couldn't stay Raitei for long because it wasn't Mugenjou they were at. He also tells Ban that Miroku saved him so they can't fight. But since they're the Mamoriya house, they have no choice.

After the battle, Ban doesn't finish Miroku off because he helped Ginji. Go over to the safe at the right hand side of the room to get the treasure.

What follows is the ending story to Act 6.

Heading back to the shore, Crayman is waiting for them. Ban tells her they got what she wanted and asks for their pay. Crayman hands them 10,000 Yen. Surprised at how little it was, Ban starts shouting angrily at her thinking

she was making fun of them. Just then, Ginji realises he's seen the money somewhere before. Ban tells him he's just being stupid but Ginji says he's right. It was the money that Al had been working for in Honky Tonk. His very first payment. Al didn't think paper money had any value so he scribbled on the notes. That's how Ginji recognised the money.

Ginji asks Crayman if the real client was Al but she says nothing. All she says is if they want to know, they should go back to Shinjuku and ask themselves. Feeling bad about it, Ban decides to go back to give Al his money back.

13. Act 7 Battle - Alpha Tower!!

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Coming back home, Ban says how disappointed he is that he didn't see any girls in swimsuits and bathrobes. What did he go to the island for in the first place? Ginji on the other hand was still worried about Al.

Heading back to Honky Tonk, they find the robots they met earlier underground and a huge hologram of the man they met. The man introduces himself as Jendo, the ruler of the Sasurai people. They were residents of the lost land that was lost in the sea. For a long time, they've been going on a journey in search of a place they could call home but they couldn't find one. Now they've reached a conclusion that they, the strong ones, will take from the weak. Now Japan will become the new country of the Sasurai people.

Just before the hologram disappears, Ginji notices Al's figure in the background behind Jendo. Suddenly they hear a scream and they find a girl being attacked. It turns out to be Micchan the little girl they helped earlier. Micchan explains that there was a lot of bad people around and her mother disappeared. Ginji reassures her that she's see her mother again.

Again, Ban refuses to do a job with no money involved so, Micchan hands over a foreign coin. She says Al handed it over to her. Ginji recognises it as one of the coins from the cave and says there must be tonnes of these where Al is. Since they were going to give the money back to Al anyway, they decide to go get Jendo. Going inside Honky Tonk, Pore tells them that he's inside Alpha Tower. The tower that's still being built but because of bad security, it's been easily seized.

Heading inside the building, they find out the lifts don't work and there's 99 floors in the building as well... There's no power so they have to go find the power generator room.

Go downstairs to the basement and you'll find the room to the west. It's locked so Ban was going to bash through the doors but Ginji stops him.

Now go upstairs to level 2. Ginji will start running around and bumps into Kagami, the Mugenjou tower resident. He explains things were getting interesting outside so he came out to spy. A battle starts with Kagami.

After the battle, it turns out he was just testing them. Ginji asks if Kagami can join them in the fight but Ban refuses since he was an enemy. But, Kagami says they won't be able to defeat Jendo if they don't let him join and brings a crystal ball like the one Ginji had earlier. It reveals he has the element of light. Since Al was the one who told Kagami all about the elements, Ban lets him join.

Go up to level 3 and Kagami will tell you that the key for the generator room is on this level. Go into the second room to the left then search the box to the left and you'll find the key. Now go back to the generator room and unlock it.

Going inside, Ginji finds the switch for the elevator but there's no power so he uses his electric attack. It done it too strong so the whole room is damaged. In anyway case, Ginji says to try the elevators on level 1.

The elevators move but there's only enough power to move each one once. Just then, Kadsuki says he read there's emergency power in the building on levels 10, 50 and 80. And so, Ban splits everyone into 3 groups again to turn on the switches.

First up, Ban's group. Go up to level 4 and you'll find that the stairs have been sealed off. So, you'll just have to use the emergency exit stairs. Go intot the first room to your left and turn on the switch at the back. Now go to the west side of the room to find the emergency exit. After you reach level 5, there will be a power cut. Because they're automatic doors, you can't do anything.

Now we go to Ginji's group. Ginji is particularly happy with his group since he's with two "scarey" people. They're both enemies and also aiming for Ginji as their prime opponent. The power cut affects them too so they have to get off at the floor they're at.

Go up to level 75 and be prepared for a mid level boss fight. Once the fight is over, continue up to 76 and the power will be back. Go into the last room nearest the emergency exit to find the switch for it there. Go back out and use the exit then go up to 77.

Now we go onto Kadsuki's group and once again, Emishi is not happy about his group. Again, the elevator stops and they get off. Head up to 45 and the power will be back. Go into the first room to your left to find the emergency exit switch there.

Back to Ban's group. On level 7, go into the second room to your left and use the switch. Now go through the emergency exit and climb the stairs. You'll find the power's gone again so use the stairs to the east to go down a level.

Go up to level 79 with Ginji's group and the power will be back.

Go through the emergency exit with Kadsuki's group, climb the stairs and into level 46. Use the stairs at the east end to go up to 47. Use the switch in the second room to your left then go to the exit again. Climb all the way up until you reach the end and come out of the exit. Go into the first room to your right and prepare for battle. Once you've beat them, you can go turn on the emergency power switch.

Emishi will say what a great team they make but Kadsuki and Juubei doesn't seem to agree.

Go back up to level 10 with Ban's group, enter the door next to the huge phonix banner and be prepared for battle. Afterwards, go turn on the switch.

Go into the first room on your left to find the switch then head for the emergency exit and climb the stairs. Go into the room next to the phoenix banner again and we're done!

Once everyone gathers back on level 1 again, they use the lift to get to the highest level. Or they thought they could. It only goes up to level 95. Since you want to go to the highest level, choose 95. Then, use the stairs to make your way up to 99 and be ready to fight Al.

Once in the room, they meet Al. Ginji asks him to go back with them to Honky Tonk. Al just can't do this sort of thing to them. Next, Jendo comes along and asks Al to prove his loyalty to him by sending them to hell. As Al hesitates, Jendo reminds him of how their people went through a hard journey and how many people died in the process. At last, Al decides to attack.

Now for the ending story to Act 7.

Jendo is surprised how he defeated Al who possessed power greater than any android. He then tries to attack Ginji again but Al gets up to stop him. Al tells Jendo to stop it because doing this won't return their country back to what it was like. Neither will those who died. Jendo calls him a traitor and throws him out of the building.

Ginji jumps out after him, grabs him and uses his electric magnetic powers to stick him towards the building. But, it was too much for Ginji. He falls down to the ground with Al. There, two strangers Aoki and Ayamine (the original creators in Anime form!) greets him. They hand him over an item to make him feel better and tells Ginji that Al is alright. He won't die.

Ban gets angry and goes attack Jendo even though it's not the real him. Jendo disappears then comes back again telling them to meet him in Alpha Tower Two.

14. Act 8 - Fight To Get Metropolis Back!!

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Ginji brings Al back to Honky Tonk. After getting a bit of a charge, Ginji feels better again. Al tells Ginji to look into the crystal ball (the treasure they got back from Nihama Island) and they see Al's town. Al explained their ancestors built lots of androids to build towers. That's why Jendo chose the Alpha tower in their city. He also explains that he had to gather all 9 elements to defeat Jendo because he possesses all powers. Al also fought them to test their powers.

Al asks them to return Jendo to the way he was but again, Ban says there's no money for this. He's already done too many free jobs for him. Al tells him that the DVD-ROM holds the location of their land. There will be lots of treasure there. Since HEVN still has the DVD-ROM, they decide to help. Leaving Al to Pore, they leave for the tower.

Outside the building, they meet Shido and Emishi. Shido says he can't leave their home Shinjuku like this so he's going to help. Kadsuki and Juubei also comes along because Makubex ordered them to. And last of all, Himiko and Akabane comes along too. Now that she's been involved in so much of their adventures, she can't be left out now. Akabane thinks it looks like fun so he tags along.

After they enter the building, Ginji's mobile rings. It's Makubex. He has info that there are bombs set inside the building. It was planned to use the bombs to take out the people in the building in one go. The bombs are of the RDX kind. Ban explains they're very heavy explosives.

Now, go into the elevator. It stops going up midway so you just have to go up on foot again. There will be a HP/SP restore point on the level you stop in. Use the stairs to go up the building to find the bombs but careful. On certain levels, one member will be left behind until only Ginji is left. Each member that gets left behind will have to have a one on one battle against the enemy. So it'll be a good idea that you make sure your characters can deal with the present enemies pretty well. It's game over if they lose.

The members will be left in the following order and places:

62F - Kagami
66F - Ban
70F - Akabane

After Akabane defeats his opponent, there will be a small cut scene. Al tries to move and find Mai. He wants Jendo to hear it so that he'll return to the way he was. HEVN says OK and agrees to help him. Pore asks if she is planning to go to Makubex's place and Natsumi is worried. HEVN reassures them that she'll be OK because she's a pro too.

74F - Himiko
78F - Emishi

After Emishi beats his opponent we see Hiruta's doing his best to defend the town too. He gets his footmen to help him.

Level 80 has a refresh point for your team.

82F - Juubei
86F - Shido

Cut scene with Madoka. She wonders if Shido and the GetBackers are alright. Madoka hopes everyone will be safe.

90F - Kadsuki

Kaoru is organising her team to help defend the city. She says she'll do her best here so she hopes Kadsuki and Ginji are alright.

Once you're on level 91, Kagami catches up with you. Ginji asks where everyone else is but Kagami says he didn't meet anyone on the way here. He also felt that they've been moved to another dimension while he was fighting. Even if they want to meet they can't.

On 92, you meet Ban again. Ginji's obviously happy to see him and Ban tells him to get into the spirit.

Once you reach level 95, you'll find the bombs. Ban tells Ginji not to touch it with those electric hands of his or they'll detonate. It also seems all 3 bombs are linked to one another. Ginji thought if he cuts the cord to them, they won't but Ban says they will. Ginji tries to contact Makubex but there's no reception on this level. So, Kagami suggests they freeze the bombs for the time being. Ban doubts there's any liquid nitrogen in the building but they try searching for it.

Go up to level 98 and you'll spot some odd tanks. Ginji looks at them and wonders what they are. They seem to be breeding TARE in them. There's probably liquid nitrogen around here too.

Ban and the others get mistaken as intruders but one of the guys recognise

them as someone they know. Ban tells them they need some liquid nitrogen to freeze the bombs in the building. They say they have some in the vault but the person with key is no where to be seen. He might be around level 80 so start going down the building again.

Reaching level 94, we see what's happening at Tsuruko's place. Tsuruko is telling everyone to calm down and is using her place as a shelter for them. She wonders if the young people that helped her is fighting. If they are she believes it'll be alright.

As we get to 90, we meet up with Juubei, Shido and Kadsuki again. They said the enemies where nothing compared to to when they were in Mugenjou. Kadsuki asks what happened to the bombs and Ginji says he'll explain if there's time.

Keep going descending until you reach level 85. Go into the second room on the left and you'll find the guy there. Talk to him and he'll say he doesn't have the key. Go down to around level 70 to find the guy who does have it.

On level 81, Crayman asks if the Sasurai people will get a hold of their land or with the GetBackers prevail...

When you get to level 78, you'll meet up with Emishi, Akabane and Himiko again. Ban comments that it looks like Himiko didn't cry this time. Himiko replies that she doesn't cry when she loses to enemies. Then asks what about the bombs. Ban says he'll explain as they go.

Getting to level 75, HEVN reaches N-Hole studio at last with the help of Mr No Brake. 20 minutes faster than what HEVN was thinking too. Mr No Brake tells them that's all he can do. The rest is up to HEVN and Mai.

Once you've reached level 72, go into the first door to your right. Speak to the guy inside and he'll say he doesn't have the key either. Go down to around level 60 to find another guy.

Go down to level 64 and go into the second room to your right. You'll find the guy with the key to the vault. Now you can make your way back up to open the vault.

Going back to level 73, another event will take place. Miroku arrives outside the building and will say that Ban will certainly defeat him. So he must stay alive by all means. He'll wait for that day.

By level 80, Al leaves Honky Tonk. Natsumi tries to stop him but Pore says let him go. He's going to go and make a decision. Natsumi hopes that they'll all come back safely.

Once you've reached 98, unlock the vault and go in. Search the big tank to the right of the switchbox on the wall and you'll find the nitrogen. Now return to where the bombs are on level 95. After you've frozen the bombs, Makubex will ring and ask if they've found the bombs. Ginji tells him they have and froze them. Makubex says that'll be enough. He's also sent experts over to defuse them.

Now go back to level 98 and talk to those guys again. They'll let you through to the final battle.

Jendo's surprised that they made it this far. Ginji tells him to wake up and that Al is worried about him. Jendo isn't moved at all and says that

he still lives, that traitor? Ginji gets mad and tells him to stop saying that. Al gave away even his life just to make Jendo come back to justice. Jendo however, says he's very calm. First he'll get a hold of Shinjuku and then he'll take over Japan. Ban tells him that he doesn't really know what's important to him. Jendo then replies by saying what does he know? Ban won't understand what it's like not to have a country of their own. Ban says he doesn't want to know. What he does know is that even if they take over Shinjuku, they won't have happiness. It's not their country. Infuriated, Jendo tells Ban to shut up. He'll defeat them first, then the land will be theirs!

For the first fight, you won't be able to beat him. Remember how Al said all 9 elements are required to defeat Jendo? So, use each of your characters in turn to hit him once. Be sure to do this or the battle can go on forever! A normal attack from each character will do fine. You'll notice that all of them get blocked by a barrier.

After you fight him for a while, Ginji realises how useless their attacks are. Jendo's not receiving any damage at all.

Meanwhile, Mai finally goes on air and says she is going to sing. In the streets of Shinjuku, there maybe terrible things happening but she doesn't want them to lose hope. There's people fighting for them. Fighting to get Shinjuku back for them. And, she is going to sing for those people.

Jendo hears the song and realises it's from their country. The song Al wanted Mai to sing earlier on in the game. Now's the chance for Al to destroy his barrier. With that, Ban and the others can fight him now.

What follows is the ending to the game.

After you defeat him, Jendo doesn't admit defeat. Al comes along and asks him to stop. Jendo looks at him angrily and says if only he wasn't here. With that he blasts Al away.

But then, out of Al's body comes his spirit. It tells how the destruction of their people will be brought upon them by Jendo. Jendo says he has no idea what he's saying. Al continues saying his footsteps are plagued with corpses. Seeing all the dead corpses, Jendo falls in shock and asks how can this happen! They're the corpses of all their people! Al explains that this is the future of their people. They all die because of Jendo's fault.

Jendo says all he wanted was not to lose his people so why is this happening? Al replies saying taking land from people will make no one happy. Jendo asks in frustration what CAN he do? Let his people walk on the land for the rest of their lives? They'll all die one by one then.

Just then, Al disappears and Jendo asks where is he going. Then he remembers he killed his own subject. Even though he was the most loyal subject he had. He regrets it but now it's too late. Lots of his people have died...

Jendo finally wakes up from his dream. Al tells him that they did not suffer at all because Jendo is their country. As long as Jendo lives, their people will not be wiped out. Jendo finally realises he's wrong and the dream he had was a nightmare. Long and sad. It seems Dakkanya is successful again. Al falls over because of how tired he is.

On their way to the harbour, they meet the guy from Shashinya again. He

says he doesn't need the photos he took of them anymore so he's handing it over to them now. Moving on, Al and Jendo are waiting. Al seems to be better now. Now that Ban thinks about it, the one behind this whole thing was Al himself. Not the idiot he looked like when Ban met him. Jendo tells him that Al was their country's highest ranking strategist.

Puzzled, Ginji says that Al is always spacing out so how can that be? Jendo says it's because he's always thinking up different things. Now Ban asks why doesn't he have any money as such then? Jendo answers it was because Al never had any thoughts or feelings towards wealth as such.

Ban hands Al back his crystal ball and Al says he has a scary face but in fact, he's a nice person. Ginji says farewell and that he'll miss him. He also asks Al to write letters to him. Jendo thanks them for forgiving him of his crimes. Ban tells him that if he feels sorry for his crimes then, take care of his own people. And to do that, Jendo can't be caught here. With that, Al and Jendo leaves.

Now that they've gone, Ban and Ginji talks about the treasures that were hidden. All the info is stored on the DVD-ROM. Ginji thinks there must be lots of great treasures there... But, they decide to throw it away into the sea. Ban says the world will be more interesting if there's mysteries left unknown and Ginji agrees. They got things from Al that they could not buy with money...

That's the end of the game! Or is it? Enjoy the pictures and the song that follows. And WAIT for the credits to finish. Afterwards you must save the game to play the extra act 9!

Kotoba ni Dekinai Category

A Category That Can't Be Described

Lyrics: Cool Izumi

Composer: Tsuruko

Song: Mai

sawayaka na natsu no kaze ni notte
Riding the refreshing summer breeze

kimi wa maifuruta ne
You fell down didn't you?

itsumo egao wa seishun iro
Your smile always young

soda mizu no you ni hajikete'ru
Bursting like soda

boku wa yume wo torimodoseta yo
I got my dream back

yuuki to egao wo takusan moratta ne
I received lots of courage and smiles

donna ni warattete mo
No matter how much I laugh

kore ga saigo datte wakaru yo
I know this is going to be the last

demo daijoubu, taisetsu na koto,
But it's alright because I'll remember

zenbu oboete'ru
All those precious things

15. Act 9 - Fight To Get The Real Metropolis Back!!

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This act is pretty much optional. You won't get anything special although after you complete this act, you'll be able to play through the game to collect cards. The pictures you shoot with the Shashinya guy.

After Al left with Jendo, Ginji and Ban makes their way back to Honky Tonk. Ginji tells HEVN how Ban had tears when Al left. HEVN remarks that even monsters have tears in their eyes. Natsumi tells them that a letter from Al came just a few moments ago before they arrived. Ban's surprised how quick it was when they just left him. The letter says:

"I carelessly placed TARE. Please, find TARE for me! If he's left alone we don't know what he'll do... Really dangerous!"

Ginji wonders if TARE really is that dangerous and asks Ban what they should do. Ban complains that they're not the Benriya (Convenience House). Just then, the mobile rings. It's Makubex. He explains that he made a mistake while he was fixing up some electro-magnetic waves in the tower. Now he's left a virus in the system that's made VR copies of Ban and the others. Now he wants Dakkanya to revive the peace in the Alpha Tower. He'll pay them with the money he wants for fixing the electro waves earlier on. Ban says they knew nothing about it but HEVN speaks up. She was the one that asked Makubex to fix it and she said Dakkanya will be the ones paying for it. She said that because she thought they got lots of treasure from Al.

Ban changes his mind about throwing the DVD-ROM away now so he tells Ginji to go along with him. It must still be in the water somewhere. Ginji tells him just to give up and go to the Alpha Tower. Pore says it's now Alpha Tower Three so they set off.

Outside the tower, lots of people are gathered around. There's the police guarding the entrance too so they can't get in. Emishi comes up with a plan to use their penguin suits again. Shido, Emishi and Juubei will distract them while they sneak in. Juubei tells another one of his bad jokes again.

Now you can go take the elevator up. The tower is pretty much the same as act 7 and 8. What has changed this time is that Shido, Emishi and Juubei KEEPS their suits on. This means the same as that time in the N-Hole studio. No special moves. Weak attack rate. Apart from that, the enemies will be tougher now too.

Go up to level 84 and prepare to fight VRs of Kadsuki and Juubei. Both the real Juubei and Kadsuki agrees that there is only one real person in this world. Then the fight begins.

Going up to level 88, you'll encounter VRs of Emishi and Shido. Emishi wonders if it could copy other things.

On level 92, you'll meet the VRs of Kagami and Akabane. Akabane thinks

it's kind of fun fighting himself once in a while and Kagami thinks the same. Ginji on the other hand thinks they're kind of weird. Afterwards, they say it's not bad defeating themselves.

And last of all, on level 96, you'll meet Ban, Ginji and Himiko in VR form. Himiko feels that Ban's VR's dangerous. One of him is dangerous enough so she doesn't want more being made. Ban says that's not true and Ginji pretends to agree. In truth, he was thinking the same thing as Himiko. After the battle, Ban says every member's dangerous. Himiko agrees but thinks Ban is the most dangerous of all.

On your way past level 98, go into the room to nearest the stairs to the east. Search the box in the top left corner and you'll find an item that gives you access to act 0. Now all you have to do is save the game as you normally would and when you reset the game, you'll have access to act 0.

Now go up to level 99 and you'll find TARE. You'll have to eat all the enemies surrounding TARE before you can talk to it. It seems to be angry so Ban gets Shido to talk to it. TARE says its master left it here so it's angry now. Ginji wonders if it's alright leaving it here. Juubei senses some that it wants to kill so he says it's best to leave it alone. When Ban decides to teach it a lesson, Ginji argues don't but TARE's already in the mood to fight.

Now the ending to act 9.

After the battle, Ginji talks to TARE saying it must have been upset while Al was away. But now everything is alright. They decide to take him back and head to the harbour again. Ginji gets puzzled how they're going to send it back to Al since he's still on a ship. Ban says it's simple though and shows him how by kicking TARE away. He'll be fine because he can fly. Suddenly, another black TARE flashes by behind Ginji. Ginji tells Ban something was behind him but Ban ignores it. Together, they head back to Honky Tonk. Now that's the game finished!

After the credits, you'll have a chance to save again. If you load the file you save here, you will start from Act 1 again. This time though, you can go to the Cards part of the menu to see pictures of the characters you chose to take. So, if you want, play through the game and collect pictures of the other characters!

16. Act 0 - Get Back The Mysterious Game Software

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This is a very short bonus act which is activated by finding an item in act 9. In act 9 on level 98, go into the room to nearest the stairs to the east. Search the box in the top left corner and you'll find the item. Now all you have to do is save the game as you normally would and when you reset the game, you'll have access to act 0.

Ban arrives at Honky Tonk asking if Paul has seen Ginji. Ban was supposed to wait for him here but he's not turned up. Natsumi and HEVN tells him that they saw Ginji outside a while ago so Ban goes out to look for him. Just then, Ginji comes running into him and asks for help. He says he has no time to explain.

After defeating the guys, they run away and Ginji explains he accepted

a request to retrieve some game software. That's why those guys were chasing him. Ban asks how much the reward was and Ginji replies about 2 cups of coffee... Ban shouts at him asking if he has any pride. But, Ginji replies the client looked very nice and they accepted a request before for 10 Yen. Ban says that was different because it was an emergency. Ginji says it's an emergency too right now because they only have 38 Yen in total. Now you have to get back some game software from the Ubaiya (Another team of GetBackers).

After a second fight, Ban wonders why the Ubaiya is attacking them. Ginji explains he took the game manual and the box. Go down south and go to the west end of the street. Speak to Kagami and he will say that the Ubaiya they're looking for is no longer around. But, the game software they're looking for is nearby then he disappears.

Look inside the bin that's on the left of the street where you go back north and you'll find the game software. A group of men will come to get it back.

Once the fight is over, the Ban and Ginji goes back to Honky Tonk where the client should be waiting. But, when they arrive, no one's there apart from Natsumi. Natsumi tells them no one came in since Ban left. So, Ban decides to try out the new game software they retrieved before the client arrives. A picture of SD Ginji appears with the message "Act 0 was made as a demo". Ban realises that's their game. The game you're playing!

17. Credits & Contact Info

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All information about the game is taken and translated from the official Konami site for this game at:

http://www.konamijpn.com/products/getbackers_metro/index.html

Character information is taken from the Shounen Jump site at:

<http://www.shonenmagazine.com/gb/index.html>

Thanks goes to Konami for making a great game with a lively cast of characters and top class artwork! I look forward to a third game if that's in the works.

Thanks also goes to "Nomia Karen" who discovered there was an act 0 in the game.

If anyone wants to use this FAQ on their own site or for any other purposes, please leave everything in this guide intact. And if anyone wants to contact me, feel free to do so by sending an e-mail to kaworu_sangaku@lineone.net. If you're Chinese, and would prefer using Chinese to contact me, please don't hesitate to do so.