

even if it is in japanese. This guide is only for the game. It only tells you how to complete the game. It doesn't have translations for important things. Once the translated ROM is released, I will be able to update this guide, so then it has almost every thing about this game in it. Until then, im stuck with the japanese version. This is the third game in the Mother series. Mother was originally released on the NES in 1989, in Japan only. It was a huge success, with its different kind of RPG setting. It was set in the 1980's, and had weapons like frying pans, and yo-yos. It ditched the familiar setting with knights and mages in it. Then came the sequel, Mother 2 on the SNES. Mother 2 was also released in America, being called Earthbound instead. Unfortunately, Earthbound didn't make it to Europe, where I live. Mother 2 was set in 199X, and had the same kind of setting has Mother. Mother 2 was again a hit in Japan, but wasn't as popular in America. It was released when RPGs weren't the kind of game america wanted, and was also released with the hugely popular Final Fantasy VI and chrono Trigger, very popular RPG games both made by squaresoft. Then, a sequel was announced, Mother 3 was set to be released for the Nintendo 64 DD system (disk drive). But due to production issues, the game was never to be. But it seems all is not lost. In japan, for the Game Boy Advance, Mother and Mother 2 were released as a double pack to kind of get the series known again, as in 2003 or something like that, Mother 3 was announced to be released on the GBA instead, with the same story line and stuff. So in 2006, the game has been released. I have played the other two Mother games, and they are great. But they're not exactly easy to finish, and this is harder being in japanese. I hope this rough guide of the game will help you to complete the game! Good luck!

CHAPTER 2 - WALKTHROUGH

This is hopefully a detailed enough walkthrough for you to at least get through the game. I cannot tell you any major story line stuff, or anything like that, as I do not understand the game. I can however, tell you what the different menus are, and the like. I hope you find this guide useful enough so you can complete Mother 3! This game is divided into a prologue, and 8 chapters. My current walkthrough will only have a guide for all 8 of those chapters and the prologue. NOTE: I can't be bothered to find the part of the battle section in this guide. When you select the musical note icon in battle, its actually a new, but rather hard and confusing combo thing. It's something like you have to press the A button so you can combo enemies in time with the rythm of the music. It's something along the lines of that. Hope this helps!

CONTROLS

I have put here a list of what I *think* the controls are.

Directional pad - Scroll through options, move characters.

A button - Confirm option, activate (meaning your main action button).

B button - Cancel, go back. when your outside press this, to make your character kneel down, when you release B, he will start to run. Use the directional buttons to move direction, and press B to stop running.

L button - Switch to other menus in inventory, possibly other stuff. I think its also activate when not in menus.

R button - Switch to other menus in inventory, possibly other stuff.
View the map, as long as you have it. There is different maps
for different areas.

Start - Bring up the menu.

Select - Brings up your characters HP and PP at the bottom of the screen.

CHARACTER NAMES

The more I play Mother 3, the more I learn. It seems that I now know more of the characters names. Here is the list, and a short description so you know who they are.

Younger twin brother: Lucas (yellow haired kid)
Older twin brother: Claus (orange haired kid)
Mother: Hinawa (Flint's wife, and mother of Lucas and Claus)
Father: Flint (Lucas's and Claus' father)
Dog: Boney (Flint's brown dog)
Thief: Duster (He is the ladder guy)
Princess: Kumatora (she has pink hair, she's also a PSI user)
Monkey: Sarusa (it's a monkey...)

This guide contains SPOILERS, sorry but there is! I will try to not spoil the game though. Read at your own risk...

GAME TIPS

1. Although the combo system is a pain in the ass to master, try to anyways. Comobos are more or less, part of the game and you must learn to master them.
2. Training up your character isn't hard, and doesn't take up too much time. When ever you are doing this, make sure your heal a hot spring, or anything like that to heal you when you need it.
3. Make sure you know what the items do! If you can't read japanese, you will need to try them out so you know what they do.
4. Try to fight ALL the battles you get. This will earn you more EXP and make the game much more easier.
5. Pick up all the items you can.
6. If your ever stuck, try walking about abit until one of your characters learns a new PSI ability, as long as you have a PSI user in the party. If so, try learning some new abilities. Remember, start walking around alot. If the PSI character starts to sweat, that means you cannot run, but soon they will learn a new PSI ability. Just keep walking around until they learn it.
7. Know what characters abilities do, so you can use them to their full potential in battle.
8. More importantly, never give up. If your stuck, and there seems to be no hope of you getting past the part your stuck at, keep trying. You will do it eventually.

PART 1 - STARTING THE GAME

Okay, the game begins with

the Nintendo, game boy player, brownie brown logos. Then it gets on the title screen, with MOTHER 3 in big capital english letters. Then underneath, it has New Game and Sound player. You will have to press Start at the health and safety warning screen which comes up first. After the HAL logo, the title screen will appear. Press start on New Game, as I don't quite understand the Sound player thing yet. To know which option your on, its the one highlighted in white, whilst the others are a reddy colour. After this, you will see a big menu with lots of crazy japanese characters on it. And at the top left, the main character running across the screen. This is the part to choose all of the characters names, and what your favorite food/thing is. First you have to name the main character. If your not bothered, then just use any random japanese characters. If you just want the default, press the A button whilst the arrow is hovering over the bottom left word, which is in japanese. And, if you want your characters name to be in English, so you can easily recognise them in battle, highligh the ABC option, then press A to bring up the familiar english letter menu. Then press the A button to enter the letter in which your highlighting, and press B to delete the last letter. Press Start, and the cursor will highlight the word at the bottom right of the screen. Press A here to finish naming your character. After naming all the characters, your dog and your favorite food/thing, its time to start! But first, theres some menu. You will see three seperate menus. On the top right one, press the A button when the cursor is next to the top word. The cursor will move to the left menu which lets you choose the text speed. I think the bottom is fast, the middle is medium and the top is slow. If you can't read japanese, best to put it on fast. Then, press start to go back, and make the cursor go next to the middle word. Press the A button, to select the colour you want for the menus in the game. The default is a grey/brownie colour. Next is a very light blue, cool blue if you will. Then theres pink, then yellow, then a light brown, then a purple, and finally a very light green. Next press start, and make the cursor be next to the bottom word. Press A, then your onto the last menu. This menu is to confirm if all your names and settings are correct. If they are, press A whilst the cursor is next to the word on the left. If not, press the A button whilst the cursor is next to the right word. This will take you back so you can make your choices again. After confirming these are correct, the game will begin. The message "Welcome to the Mother3 world" will come up, against a black background. Then a big island appears, then the screen starts to pan across some of the places in this new land, with some japanese text coming up in the middle of the screen. Finally it gets to your house, and your currently asleep. This is where the game begins.

PROLOUGE

You will hear a knocking, then the screen will appear. Someone will shout your name, to try and get you to wake up I guess. Press the A button to continue through the text. Your character (which I called Lucas, so I may refer to him being named Lucas) will jump out of bed, rubbing his eyes. Head down stairs, and try to go out of the house. The woman (I think shes your mother, I dunno) will say some words to you. Then you have a choice. The left word is the one you want to select to carry on. This will make your main character get dressed upstairs. Selecting the right option lets you explore abit more, although I don't think you can find any items here. Once your dressed, head back down stairs and go outside. You can talk to the guy if you want, I don't think it does anything special. If you head all the way downwards, you will be stopped before you leave the place. You will not be able to go any further. Instead, go right. You will see a frog jumping around. Talking to him will allow you to save your game (weird). To save it, talk to him. Select the left option, then choose a save file. You can have up to 2 saved games. Choose which one, and press the A button. Then, select the left option to confirm, and save the game. Use the right one if you chose the wrong save file. Then press B to go back. After

you have finished, go right. Soon the screen will pan to the right, and you will see a little kid, I think he's your brother. He looks just like you, but with different colour clothes and hair. Anyways, you will also notice some dinosaurs. He will run into one. It seems not to even flinch, but then it cries in pain, and falls down. Your character will walk up to this guy. From now on, I will call him the orange haired guy. The dinosaur gets back up, and the orange haired kid will notice you. He starts to talk to you. He will then turn around, preparing himself to charge into the dinosaur. You will get a choice of what to say. Either the left, or right option. If you choose the left option the kid will say something, and move to the left. Then the old guy will come and talk to you for a bit. Then the kid will hit the dinosaur again. Then it will get up, and after the talking, you're back in control. Looking around the area there's not much, just some more dinosaurs which look a bit like that water pokemon from ruby and sapphire. Well, one of the evolved water pokemon, the water one you start with. Anyways, go back in front of the dinosaur, hold down B, then run into it. It will then fall over. Then, talk to the orange haired guy again. He will talk to you, then some kinda brown thing will move up to the dinosaur. The dinosaur gets up, and sniffs the creature. The small brown creature then attacks you! It's your first battle! I'm not quite sure what the different icons mean though. I think the one with the musical note means attack, the one with the bag is obviously your inventory, the cross I think means heal yourself, and the arrow will let you run away, although it doesn't always work. It seems that the orange kid's commands don't include this arrow icon. Attack the enemy as many times as you can, you can't really die. If you do, then you most probably get game over. I don't know, I didn't get game over at this part. Eventually you will kill it, and win the battle! The brown creature will get up, and run away. Then the woman will come, and say something. Then the orange haired kid says something, and him and your main character will run off. The woman continues to talk to the man, then she walks off. The old man will follow her, but will stop and start talking to himself I think. Eventually he will go. You will then see all the family talking at the table, apart from the man. He's doing something. The orange haired kid asks some questions, then the woman will leave the building. The screen will get a bit darker, and a whole load of japanese text will scroll up the screen, with your name appearing a couple of times. Once that's done, the screen goes back to normal, and the woman releases a blue bird. She walks down a bit, and you will hear some sort of crazy sound in the background. She then turns around, and a black circle, the shadow of something in the sky, will move across the screen. She looks back, and is puzzled. She will then walk back inside the house. MOTHER 3 will appear on the screen, so press Start.

CHAPTER 1 - NIGHT OF THE FUNERAL

You will see a forest, and it's night time. Suddenly, something will go BOOM and things are blowing up inside the forest. You will see some guy walk out of his house holding a log, and he will look back to his child. The child goes back inside, and he goes off. You will then see some animals running around the place, and two rather mysterious pinky figures appear, and throw something to the right. They will bash into each other, falling onto the floor. This object starts to flash, and it appears to be a bomb, it will soon blow up after the two figures have run away. The whole forest is on fire, and the screen comes to a town. People are running around the place like crazy. Then you will see what I think is a fireman running to someone's house. You will start to control the man inside the house. If you go over to the bed with the blue cushion on it, you can rest. I find it funny how he's going to rest when there's some guy knocking on his door. Anyways, when you're ready walk up to the door to answer it. After the guy at the door has talked, he will fall over and the guy from inside the house will come out. Choose the left option when it comes up to let the guy join your party. The classic Earthbound music

plays when he joins your party! Anyways, go right, then up and save your game at the frog. Once you have saved, go up the hill, so you can collect the item in the present. Press the A button when standing in front of the present to collect the item. I don't actually know what it is, but it's some sort of healing item. I think it's some bread, guessing from the picture. It will heal 30HP to one of your characters. Go back to the path, and follow it into town. Thomas Bazaar and Yado seem to be closed, so go on straight ahead. Talk to the man sitting at the seat to receive some sort of stick item. It seems to be a weapon, so now I'll tell you how to navigate the Start menu. Once you're on the menu, some icons will appear at the top left of the screen. The bag icon is your inventory, the bat icon is your characters equipment, the head icon is your characters stats, and the Z icon is sleep mode. Once you're in your inventory, I think each character can carry fourteen items each, whereas no one has to carry your Key items. Once you're on the inventory menu, you will see all your characters at the top left, and a key icon. In the big box below is that character's items they're holding. Press the L and R shoulder buttons to switch between character. When you're scrolling through the items your character has, press the A button to get some options about that item. The top option is to use that item. The middle one is to give that item to someone else. The bottom item is to drop it. Once you have dropped it, that's it. You can't have it back. The equipment menu is just as easy to go through. Your characters stats are displayed on the left. Their equipment is displayed on the right. Press the L and R shoulder buttons to switch between different characters. Then, press the A button to choose what to equip to that character for each different type of equipment. I think the top is your weapon, the second is your armour/clothes, the third is your head gear, and the fourth is your accessory. That's what I think. To find out what weapons are better than others, just look for the numbers to the left increasing. A red arrow indicates the stat getting better, whilst blue indicates it going down. On the stat menu, this is simply just for looking at your characters stats. LV stands for your characters level. The one below that, I think is their Str. and below that their defence. After that is IQ, which is obviously, their intelligence. The one below IQ must be your speed or something like that. I don't actually know. EXP is how much EXP they have at the current time. NEXT below that is how much EXP they need to gain another level. HP is how much HP they have out of their max. That's the same for PP, PP is basically your MP in this game. Next is your characters equipment. Pressing the L and R shoulder buttons switches between your characters. Then sleep mode basically turns it off, saving more power. You must press Select + L + R to go back into the game. Sleep mode is useful for when you have to do something like go to the toilet or answer the door.

Anyways, after equipping your weapon, go up the screen. You can't enter any of the buildings, nor can you go left or right, a message comes up and you can't go any further. Save at the frog if you must, and keep going up. Talk to the person if you want, but instead go to the right to find a present. It has a mushroom in it which will restore 20HP. After you have got this item, go upwards. You will see some of cave. Keep going up, and you will find a nut to the left of a rocky structure. Pick it up, it's a nut that heals 5HP. Go left to find the path. Instead of going up the path, go to the left more, to find another nut and some more of that bread stuff in a present. Remember that two of the same item are not stored as one, so having two of the same item will take up two spaces in your characters inventory. Now go directly down, and talk to the bird if you want to. He will say something about pressing start, then A, then select, L and R. I think he's saying some things about Sleep mode. Pick up the nut, and notice that big man hitting the bell! Go follow the path to the left if you're finished in this area, and keep going left. Once you're past that grey building, and about to go anywhere near the three people talking, a guy will walk out and stop you. When you get a choice, choose the right one to stop him talking. If you try to walk up to get

to the people, he will stop you. Walk into the grey building, which appears to be a church. Save at the frog if you want, and walk up to the top of the screen. Pressing the A button at the dragon thing will prompt you to enter a name. This is your name, so put in your name if you want to do so. Anyways, go back outside. You won't need to go back to the crossroads, because if you go up, you will be stopped from going further. You can't go into the cave either. Once you have entered a name for that shrine thing, go back left and you will be able to go past the area you couldn't before. In the next area, continue up and talk to the man standing there. He will give you a biscuit, or whatever it is. It will heal 15HP. Go right, and then upwards. You will go through a tree trunk, and be attacked by a Bat. Be careful, because there's some enemies around here. Only the guy in the hat will be fighting, and the fight is pretty simple. You will realise he has the same actions at your main character does. Although he does have a new command, which is an icon with some sort of arrow thing. I think these are his abilities. The top left one will just like, attack the enemy. The top right one I don't know what it does. I think they're are all attacks. Anyways, just keep attacking it to beat it, it's not that hard. After battle you will realise your characters will start to flash. This is to make the game more fairer, so if there are more enemies on the map, they can't attack you. If you an enemy goes into you from behind, they will have the advantage and can attack first. If you walk into them from behind, you get the advantage. If you just walk into them as in the sense your both facing each other, the battle will start normally. You will now what position you was in by the colours. If the screen goes green, then you have the advantage. If its red, the enemy has the advantage. If it was neither, no one starts with the advantage. Go left, and check the present to find a ring. It is classed as an accessory, so go down to the bottom type of equipment on the equipment screen to equip it. It puts your defence up I think. Go to the left, and walk into the hot spring to fully restore your HP you might of lost in fights. Go back right, save at the frog if you want, and go back right then upwards. In this area are bats, and are fairly easy to kill. Go upwards into the next area, which is on fire! Be super careful not to walk into the fire, as it will hurt your character. Go to the left, then up to see one of those pink things. It will open up some sort of cage, which will release tiny insect things, that will fly away. He then notices you and will run away. Start making your way upwards, fighting the enemies if you wish. Those little green things in the ground are the enemies. Avoid them if you want to, but I suggest fighting them for EXP. Keep going upwards, until you reach a present. You will have to risk getting hurt a little bit to collect it though. It holds some of that bread, which will heal 30HP. Go left, and you will see that guy with the log lying on the floor. Talk to him, then go upwards. Three of those insect things will attack you. After killing them all, the guy that was following you will now stay behind with the guy lying on the floor. Go upwards, and press the A button at the barrel to find a frog inside. There certainly is alot of these frogs! Walk to the right then up, and you will see that guys house, with his child trapped inside, and its on fire to make things worst! You must save him, so go below the door, hold down the B button, then charge into the door to get inside. Once inside, go to the stairs. That blue thing will attack you! This following fight is abit tougher then the ones you have had before, remember to use your healing items when needed! When you have beaten this monster, go up the stairs. Once upstairs, go to the right, then down. There appears to be a log blocking the way, so you know what to do! Thats right, hold down the B button, and run through it. Press the A button at the child to get him to join you. Then take him outside, avoiding the fire downstairs. The whole house will collapse, and you will see yourself and the little child outside, completely black. Once your in control, go back to the frog and save. Now make your way back through the fires, and to the house. You can go into the spring to heal yourself, and to clear the bottom half of your body of that blackness. Now keep going back, all the way until your at the church. Once

at the church, go to the right, and you will see the child's father lying on the table, with people around him. After some talking, it will start to rain, and your faces will clear.

You will appear to be at some kind of hotel.

Leave the room, and go into the first room on the right. You will find a frog jumping around in there. In the last room to the right, is a present with what I think is poison for using against enemies. And you can also rest at the bed if you're in need of some HP. Once you come outside (you're at Yado) a guy will start to talk to you. You will get some choices, so just choose the one on the left as I don't know what they are. Once he's finished talking to you, you're free to explore the town. Except from there's only 2 new places to go to. Thomas Bazaar is still closed, and going back upwards to the forest, you will be stopped and cannot go any further. If you go to the left, which was blocked off before. You can find the Sheriff's office, which you can't go into and the beach. Go to the left some more, and you should see a present. Go upwards, then to the left and then down to get the present. It appears to be another Mushroom which heals 20HP. Go back to the sheriff's place, as to the left there is nothing. To the right of the sheriff's office, is a tent. You can't go in it but there is a present with some of that 30HP healing bread in it. Next, once your back in town, go to the right. Go across the big bridge, but don't go up the hill. It leads to a house you can't go into and there's nothing around it. Instead, keep going, then go up so you're to the right of the hill. You will find a present with some cake in it. I don't know what exactly it does at the moment. You will see another house, but there's nothing there, or in the house downwards. It's time to go back, so go into town, then leave this area by going down. Head back to your house, and save at the frog if you want to. In front of your house is a blue bird, the one that the woman released earlier on in the game. Then some Japanese text will scroll up the screen, possibly the same you saw earlier. Once the scrolling text is finished, you will appear to be inside the man's house. The log man and his child will enter the house. Once they have finished talking, rest if you want to. Leave the house, and the dog will start to talk to you. When you get the choice, pick the one on the left, and the dog will join you! Now, go through town, and back to the grey church. Once you're there, two people will start to talk to you. One of them will leave, so follow them. Remember you will run into fights in the next area, and your dog will help you this time though! You can enter that house this time, and talk to the man inside if you want. Go into the spring to heal yourself if you want, and save at the frog if you want to do that as well. OK, head back to the area where the fires were, and go down the path that pink thing went down, now that the fires have been extinguished. Go to the left, and you will find many snakes and hooks in the ground. The snakes will poison you though. If one does, the character will have a skull next to them, and every step you take, you will get some damage. To cure it, remember that item you might of picked up earlier, with the skull icon above the bottle? That's an antidote, so use it on the character that is poisoned to cure it! When you're at a choice of going down or up, go down to collect an item, another antidote I think. Then go back upwards. Go right, then up and you will see a present, which has some nut item in it, which heals 60HP. Only use it in an emergency. Remember, with the dog in your party, you can carry more items. Then go right, and up. There is an item to the left, although I don't know what it does. Continue upwards. Talk to the man standing in front of the crowd, it appears that a tree has fallen and is blocking the way. Two people will come to move it, but it seems they can't. Walk to the left, and save at the frog if you want to so so. Go to the left, then up. Damn, it's a dead end. It doesn't matter, talk to the person to the right. Then try to leave, and your dog will start to bark. He will then run up to the cliff face, and start scratching at it. The screen pans, to show what I think is some clothes stuck on a tree branch. After some talking, an old guy will come. Talk to him, because if you try to leave your told to come back I think. You're then asked to name some one I think. The old

man then puts something on the dogs neck, its some orange fabric I think. The dog then runs to find this person you have just named. Eventually, he finds him but he seems to be unconcious. The dog will then drag him back to you. He will then talk to you, and then build a ladder for you, so you can climb up the cliff. Just walk into it normally to climb up the ladder. At the top is a frog if you want to save the game. Take the piece of clothing from the tree branch, also that ladder building guy will join you. Go to the left, to find the two pink guys. The one on the right is moving his arm which looks like he is doing something unappropriate. Anyways, it seems they have made some sort of mechanical caribou thing, which will attack you. Before fighting it though, I would go into the cave to the right. Inside, you can find two items, and one of them is that super powerful 60HP restoring nut! There's also some easy enemies to fight in here, to get some more last minute EXP before fighting the boss. When fighting this boss, it would seem that it sometimes charges its powers up. I think, it does nothing for a couple of turns before releasing its deadly attack, which deals lots of damage. I may be wrong though, and it might just not attack sometimes. But it definately has an attack that will hurt all three of your characters, with alot of damage. You characters should do abit of damage to it, the guy with the hat will do about 25 damage, the dog about 20 and the ladder building guy does about 15. He's the weakest. My suggestions are to keep attacking, and healing when you need to do so. Be careful, it does about 30-45 damage. He will do about 20 damage or so doing an normal attack. It does have alot of HP though, so keep attacking, and constantly healing when you need too with your items. I don't know the exact amount of HP it has, but I am guessing around 150-200 or so. Once you beat him, the two pink guys will run away. Go back and save it, and then go back and press the A button at the white book thing with red on it. After some text, your character will pick it up. Then go upwards again. Head forward to their space ship, but it's too late because just as soon as you get to them, they fly off. Damn. And it seems that part of the cliff is broken, so you can't get across to the other side. Go back to the ladder, and climb down. Go to the right, and a guy will talk to you. Your dog will follow him, so do the same. Yay, it seems they have moved the tree that was blocking the way! Go through, and then go right to the next area. Go up, and you will see a load of people sitting around a camp fire. Walk just underneath the people, and then some people will come to you. You will regain control, and you will be sitting above the fire. Go right, then up and you should see a present hidden behind the tree. Get it, its one of those mega nuts (as I will call them) that heal 60HP. Very useful in boss fights. You will also notice your by your self now. Anyways, talk to every one you see, and dont try to leave the area, you can't. After talking to everyone (or it might just be a particular person) a guy will come running towards you. Go and talk to him. Hmm, seems something bad has happened, your character will fall to the ground and punch it a couple of times. Then he picks up a stick from the fire, and destroys the camp fire with it. He waves it around a couple of times, and then hits two people down with it. Then he gets hit right on the back of the head by a guy holding a log. Everything goes blurry. It appears that Flint (the guy your playing as) as been told his wife is dead. They tell him that they have found a really cool weapon, but it was inside his wife's heart. Gruesome. So thats why he goes crazy. He's lost his wife.

The next thing you see is the guy talking to the woman with her two kids, from the start of the game. He goes inside, then you see the woman walking off in nothing but whiteness. But then he wakes up. Crap, he's in prison. After the guy talks, he will leave. Press the A button at the door, and that little orange haired kid comes running in! He talks to you, and leaves some thing red on the window. He will walk away, say something then go. Press the A button in front of the red object, it appears to be an apple, he will eat it. But it appears to have something in it. I think it might be a file, I don't know. But anyways, go to door and press the A button. The screen goes black, then when you can see again, the door is open! The perfect crime, escaping from prison!

Anyways, walk outside, and the guy standing there says some things to you. You can now enter the tent, but there's nothing in there, well if there is then I don't know about it. Thomas Bazaar is also open, but I don't think there is anything in there either. Exit the town by going upwards, then here go up as well. The gate used to be locked, but its open now, leading to a graveyard. Go upwards, and you will notice loads of people looking up a path to the right of that small shack. Go to the right, then up to see the main character, that little boy. Talk to the man standing next to him, and after some talking the little boy runs away. I am assuming at this point, that the woman/mother of the two children has died. I don't know for sure at this point though. Anyways go back, and go upwards. You will find yourself at the opposite side of a big castle like building. The problem is, you can't get inside it. You will want to go to Thomas Bazaar to collect the Drago Fang, used to kill Flints wife. Once you have collect the drago fang (you need it later) go back to the big crossroads place, and go to the left. Once your at the church, you will see what I think is the sheriff. Anyways, he talks to you, then he goes. Now try to make your way back to the camp place. Remember, go through the part where there was BIG blazing fires, and then go through the part to the left that you saw the pinkies run to after they released the bugs. Then go upwards here, then once your at the part where the cliff is, go to the right. Then save your game at the frog. When you go to the right, a big bull like enemy will try to attack you. What you should do, is stand still and wait for it to charge at you. Then move out of the way to avoid these enemies. They are quite strong, although you can fight them if you think your good enough. Proceed on to the next area, and you will find these little mole things come out of the ground. Go to the right, and be careful. See that present? See that rock? That rock will move towards you, because its actually a little dinosaur thing. If you get the present, your rewarded to a blue ring. This ring will put one of your characters stats up, so I suggest equipping it. Now go up, and across that plank of wood. If you go to the left, be careful of the rock creatures. Although it is pretty pointless of going there, because you can't get any further, your stopped. Instead, go to the right. Keep going until you reach the kids house. Enter inside, and talk to Alec and he will join you.

Once your outside, press the A button to talk to that red lizard. It will spin around, and point in a particular direction, you must head in that direction. Just remember, Alec won't help you in battle, so be careful when fighting. Keep following the lizards directions though. Finally you will reach two frogs. Talk to the one on the right, and they will help you across the river. To do so, press the right directional button to jump on one. Then wait, after the sound effect jump again. Go to the right, and into the next area. Here, talk to the frog to save your game if you wish, and go right and rest in the spring. Remember, to stand in it for a about 5 seconds to heal yourself. You might also see a naked guy standing in there. If you talk to him, he says "what?". Anyways, talk to that pink pig thing you saw, and choose the left option. Now go into that building in the middle of the small lake. Talk to the guy sitting at the big chair to learn that Claus (the orange haired kid) has gone after Drago for revenge! Exit, then go right and up to find a cave. Make sure you have rested in the spring and saved at the frog. Enter the cave. You will notice you can see that well, because your in a dark cave. You will have to find your way through. Go left, then up until you find a hole. Jump down it by walking into it. Then go right, then down when you get the chance too. Then go right a little bit, down, then go left. Don't forget to get an item before going left! Then go left, use the vine. Then keep going up, using all the vines you find until your outside. Then go upwards to enter yet another cave. This time its lighter though. Save at the frog. Go up the ladder and open the present for a Mega nut! Now up the last ladder to find, EVEN MORE of those crazy pink guys. Again, they will run away, by jumping down to the bottom of the floor. Chase them outside, damn it. They will get in their ship

and fly away AGAIN. Walk to the right, and then search the whole left and the right side of the river. You will find some items, and a new weapon. You will also fight some new enemies. Remember those birds are enemies as well! You might notice your finding more and more of those 60HP nuts, so im not going to call them mega nuts anymore. Now go up, and get to the next area by going up on the left side. Then, save at the frog, and go right. You will then see one of those small dinosaur things chewing at Claus' shoe. Pick it up, then continue on. Be careful, the trees aren't what they seem, walk near them, and they will chase after you! After getting past three trees, you will find a big rock. Are you ready? Because behind that rock, is Mech Drago! Before you DO go and fight it, make sure you remember the japanese letters for the Drago fang, which is that sword-like thing in your inventory. Draw it down, or if your using the ROM, at least take a screen shot, or just remember where it is in your inventory. Once the battle begins, don't try to attack it. You will only do 1 damage to it each time. You will know you have the right item because it will highlight Mech Drago. Either way, use it on him so you can weaken him and attack him normally. Having Alec in your party helps, as when your HP goes to about 20 or so, he will heal about 20 or so HP back, so you have a chance to use an healing item. This boos does about 25 or so damage normally, and about 40 when using his stronger attacks. He can lower some of your stats (although I don't know which ones) and thats about it. As long as you are good at combos you will beat this boss fast. Also remember using your SMAAAAAAASH ability, which is the top right one on the abilities. If it doesn't miss, its a SMAAAAAAASH hit! All I can say is make sure your high on HP so if he does do a deadly attack your ready for it! I think that Alec will stop healing you after awhile, or its just some item I have, i'm not too sure. If you do do a SMAAAAAAASH attack im not sure how much damage it will do, I did about 147 damage when I did a SMAAAAAAASH attack. Remember, this is the last battle of the chapter, so its OK to use up your items. When you beat him, he will do some kind of super move, which did about 280 odd damage. Once you have beaten the boss, and survived his powerful attack, you will see him collapse. Then a small dino will come and start licking him. The screen will soon pan to the right and you will see Claus. Some japanese text comes up the screen. You will then get the chance to save your game, do so. You will then see Flint talking to someone. Then he leaves. The screen goes black, and some japanese comes up on the screen, with a 2 in the middle of it. This indicates your on Chapter 2, well done!

CHAPTER 2 - THIEF ADVENTURE

First you will see two people talking to each other. Your now controlling Duster, the thief. Go down stairs and collect all six items, and rest at the bed if you want, although im sure you won't need healing now. Walk to the left then go up, so your behind the house. Press the A button to find some bombs! Check every so often to find more. Now go downwards, left across the bridge and into town. Then go upwards, you will bump into a mysterious man. HMMMMM, go up abit more, and talk to Butch. Then go upwards again, into the big crossroads. You will see the castle, which is where you headed, and a big air ship drop something out of it. Continue forwards into the graveyard. Go abit more forwards, and you will be attack by zombies that come out of the ground! Kill all four of them, and carry on. Keep going until your at the castle entrance. Damn, the drawbridge is up. Go back, and go inside the graveyard cabin. Go down the stairs, and save at the frog. Then, collect the two items and push the bookcase by walking into it from the right. Enter into the secret passage. Once inside, head on through it. The enemies inside aren't very hard to beat, as you usually only fight one of them at a time. Once your out of the cave, talk to the guy hoeing the field. Then, go upwards, and press the A button just in front of the slightly lighter grey area of the wall. Duster will then build a ladder. Go to the left, and enter the castle. Save at the frog if you wish so, and go to the right to find a big statue holding a giant

ball. Whoa, freaky, that paintings eyes follow you. Anyways, run into the statue from the left, and the ball will fall onto the crack, making an hole. If you want an item, go through the door to the left of that creepy painting. Be careful, there's ghosts inside there. Once your done, jump down the hole. Open the present, to get a ghost do something to you. After doing that, go to the right, and down the stairs. Open the present if you want, and go left into the main hall. Unlock the front door by pressing the A button at it. Then go into the room to the left. It has a hot spring, so use it. It also has a frog, so save the game. Now continue, by going upwards in the main hall. Here, go strait ahead, fighting the two ghosts that appear. In the next room, talk to the ghost to get the Rope Snake. You will need this later. Going into the room to the right is abit pointless, unless you want some items. Go through to the left, and go up the stairs. You will appear in a room with loads of suits of armours at either side of the hall. Go through the door at the far end, and dont worry about the ghosts, they won't attack you. Find the part of the wall, behind the table that is a slightly darker grey then the normal wall, and then press the A button, to build yet another ladder. At the top, the ghost will give you beef jerky if you give him rotten eclairs, so get lots! Then press the A button at the gap. Press it again, to swing across the gap, as long as you have that Rope Snake. If not, go back and get it! Walk to the left, and talk to the ghost. He claims he is guarding this room because it has a super strong ghost in it. You don't have to fight it though. If you do, go left and save at the frog. Come back, go in and beat the ghost to get a better weapon. After you have it, go back to the frog and go up the stairs. Pick up the item and carry on. Those rocking horses are quite strong, fight them if you want to do so. Anyways, continue on to the other room. Go to the room at the far end, and you will find a conductor ghost. Make sure you have LOTS of beef jerky, it helps lots. This boss is extremely difficult, and I think he can combo you too. Bombs are also good. Don't try to enter any of the doors before this door as they all hold a door monster. Talk to the conductor, and select the right choice to start battle. OK, he will normally just attack you once, doing about 30 odd damage. He will also do a 2-3 hit combo, dealing about 18 or so damage each time. You will do about 30 damage to him, try to get high combos. Also, bombs do about 85 damage to him. Make sure you heal yourself alot, and keep pounding away. Eventually, you will beat him. Congratulations if you do so! When you have, go through the door, and collect the jar. Go back into the boss room, and press the A button when your standing in front of the fire place. You can use this to get you back to the frog room, so heal yourself with the spring, and save at the frog. Then exit the castle through the front door, and talk to the man thats standing in front of your exit. He will give you the drawbridge key, so now you can get out.

Return all the way back to Wess, which is where you started. Wess will be really angry, you got the wrong item! Looks like your going to have to go back to the Castle and get the right one! On your way back, you will see a cut-scene showing you the pig army invading the castle! Once you get to the castle, go inside, and fight the monster the pigs turn on. OK, this counts as another boss I guess, because its quite hard. His attacks are strong, doing up to about 40 or so damage. He will also do a really annoying attack on you. He seems to fall on you, doing 75-90 damage. After he does it though, he will be stuck on the ground for abit before he gets back up to fight again. Once you do beat him (the bombs aren't that effective) go to the left, use the spring and save your game. Now you have beaten that boss, and saved your game, go all the way back to the room you found the jar in. Wess will open the way forward! After his little dance, save at the frog and leave to the right. After the big talking scene, you will get to name the pink haired girl. Her name is Kumatora but it doesn't fit in. Anyways, after she joins you, take note of her PSI abilities. If you have played Mother 1 or 2, you will know what PSI is. It's more or less your magic. Anyways, carry on. Use the rope snake to get across the gap. Keep following the path, and go across the next gap. In the present

is the first item that will restore PP. Continue to the left. Go across the next gap, and avoid the brooms. As soon as you're touched, you're transported back to that bin you might have seen earlier. Or in other words, the room just after the room you got the jar in. Go to the right, and save your game. Then, in the next room, collect the piece of pie at the end of the room. Then go through the door in the middle of the room. In here, walk to that shiny object. After a REALLY LONG conversation, you will fall through a hole. So that's what all those gaps are for. Once at the bottom, you will have to fight a giant snake. It's not that tough. Use Kumatoras second PSI ability, it does more damage than the first one. Get Duster to use the middle right ability, it will sometimes stop the snake from attacking. Once in a while the snake will use some sort of tidal wave ability. After that attack, it will be more in water, and your attacks will be weaker. I did a SMAAAAAAASH and it did 2 damage. Kumatora will most probably die, but don't worry, she did with me. Once the snake has used its tidal wave ability, it seems to want to do it more. Bombs are effective against it, and some times 150 odd damage will be inflicted onto it. Once you beat it, you're sucked up in a whirlpool and wash up on the side of a river. You will wake up in your house, and you will gain control of Kumatora so go outside. Go across the bridge to the left, and into town. After some talking, some text will scroll up the screen. You will get the chance to save your game before continuing. You will start chapter 3 after the scene.

CHAPTER 3 - THE SUSPICIOUS TRAVELING MERCHANT

As you start, you can name the monkey. Its name is Sarusa, and it fits in if you put it in as English. Afterwards, you will have to dance for that guy. Depending on what way he points depends on what directional button you must press. So if he points to the right, press the right directional button. It's pretty simple. After they have all left, go to the barrel and press the A button to find a frog so you can save your game. Now go to the left. Here, to the left is an oasis, I think it restores your HP, although I'm not sure. Go downwards, through the only path you can go. In the next area, go down, then go to the left. If you go up, you can find an enemy in a sand pit thingy. I don't know what happens if you beat it though. Anyways, here go left then up. You will find yourself at a house, with a dog in front of it. Go into battle with the dog. It's your first boss in this chapter, already! Anyways, it's not that tough. You should use any bombs you have, and otherwise heal yourself. Attacking him is pointless, as you only do 1 damage. You will have to rely on that guy's attacks, and he will use bombs sometimes. Otherwise, constantly use your healing items, until you have finally beaten him. Go inside the building, and keep moving down. Save at the frog, and collect all of the presents. Then, go in front of the roundy pink thing and press the A button to get in. Go through the left tunnel, as the right one leads to a dead end. Once you're at the other side, press the B button to get out when the vehicle is above that P sign. Then, go up the ladder. To beat the enemies, you should have a bomb that will attack all three. Just use that. Climb out, and you're at the graveyard from the last two chapters.

You should go to Yado. Talk to the person at the counter, then go into the middle room. At night time, save your game. Then go outside, and to the left. Watch the cut-scene, and walk out to him. Dance for him. You will get a flashback to when you were taken away by the man, then you will be zapped and woken up. Head on outside, and you will have to do a dance like before. Once you have finished dancing, talk to all the people that put their hands up. Then talk to Yokuba again (your master). Then do some more dance moves, and you will be back inside YADO. Now go to the graveyard, see those pink boxes? You have to deliver them to people. Talk to the man standing in front of the grave, to get the places marked on your map. Pick up a box, and deliver them to the different places. The first one you should go to is the one in town. So head there, and go inside the first building on the left.

Talk to the man to the right. After that, go back and get another box. Next, go back to town, to the right then down. Talk to the person just outside of the building. Now, go back and get another box. Go to the crossroads (if you go to the right, and enter the cave you will find presents galore) and go left into the forest. Now, go to that building thats next to the spring. Talk to the man inside, and thats it. You have delivered all the boxes. Once you have done that, go back to YADO. Talk to Yokuba, then head to the castle after saving your game. Once in the castle, go forwards, Yokuba will shout at the two pig warrior thingys. Then, try to leave. Yokuba will be called on his mobile phone. Go up, and go through the door to the right, and down the ladder into an area you might not of been to as Duster. If you did come down here, there was nothing but enemies anyways. Go down, and into the next room. Here, look at the three panel things on the wall, and go up to the door. Press left on the directional pad, and after dancing, the door will open. Go through, and save at the frog. Go down the ladder. Go to the right, and down the stairs. The door is locked, so go down the ladder, and to the left. Use the lever. OK, now its time to go back to YADO. When you reach there, go to the top right of the room, to be rescued by Kumatora and Wess. Damn, it seems that Yokuba is following you! From the crossroads, run to the left, and through the forest. Don't forget to save at the frog and heal yourself at the spring. Then try to continue through the forest. Your way is blocked off by tanks, go back, and you will be trapped. You have no choice but to fight the tank. Before fighting it though, I recommend that you get a particular PSI ability. To get it, just keep walking around, until you get a message about Kumatora. Then, walk around again, and she will learn a new PSI ability. Hopefully, you will learn an ability, that is electrical. It does about 109 damage. It is also helpful if she has a healing PSI ability. You can tell because its in the middle section. When fighting it, it will do about 30 or so damage. Keep attacking it with strong PSI abilitys, and make Sarusa heal himself. Eventually, the tank will start to shake, then a pig will be revealed inside. I think the only attack he does is some weak one, doing 20 damage at the most. Just keep pounding away, and remember the old guy will help too! Once you beat it, as the other bosses do, it goes white, before disappearing. Your surely doomed, but then you will be saved. Then the japanese text will scroll up the screen. This means the end of the chapter. After saving, and the last cut-scene, you will move onto chapter 4. Well done.

CHAPTER 4 - THE CHICHIBOO THEATER

When Lucas wakes up, try to go outside, then check the mirror on the wall. Now you can go outside. Boney will then join you. The frog will introduce that the game does have money after all. I think it's called DP or something. When you get to the choice, select the right option. The left makes him talk about DP again. Whenever you talk to a frog, you get a choice of saving or DP. You can tell which one is DP, because it has DP in it. Go into town, whoa. It's been, modernized. Head other to Hinawas grave, by going through the train station (it was the crossroads section) and through the graveyard, going to the top right of this area to leave and find the grave. Talk to Flint, then press the A button in front of the grave. Now head back to the Train Station, and go onto the platform, as if you was bording a train, and you will get a cut-scene of two people talking. After this, head back into town. You will get an yet another cut-scene. Now head to the old mans house. Whoa, this is crap. This place has been transformed into some kind of old peoples home, and the state of the rooms is appalling. But what do we care? Go upstairs, and go into the middle room and talk to Wess. Now head back to the railroad. Try walking to the right tunnel, to be stopped by someone. They will give you something. Now you can enter the tunnel. Keep walking down it, until your outside something like the second time. The dog will sniff out someones clothes. Go up the ladder to find the hotspring, with some inside it, naked. They will talk to Lucas, and you can learn PSI. After abit of talking, Lucas will learn PSI. Yay

you have PSI abilities, to make the game abit more easier. Keep going, and press the R shoulder button to see how long left, the guy gave you a Railroad map. Once at the end, collect the items, and save at the frog after going up to a new area. Go to the right, to find an item. Now, go inside the building to the left of that frog. Then, talk to the Pig guy. Select the left option to get a job. The dog will then be taken away, to do some exercise. Now, go up, then up and then down that ladder. Here, you will have to find a Clay monster that isn't quite fully charged. Talking to them, they will make a noise. This noise, and their body stance will tell you if they need recharging. Find the noise they usually make, and then find one that doesn't make that noise. That will be the one you will need to push all the way back to the start, so they can be recharged. Place it in the white square, then talk to the pig. He will call the lift and push it in. Now, take it to the recharging room, which is the second one. Now, he will be recharged. Do this two more times, then talk to the pig that gave you the job. He will give you a ticket. He will also give you 200DP I think. Go back outside, and talk to the frog. Save your game, if you want to, then head upwards towards the ropeway. Talk to the man in front of the door, to go in. Don't forget to collect the present to the right of him. Once your at the top, go to the right, and enter the theater. Once inside, go into the next room, then talk to everyone. Remember the two girls sitting with the big person (or pig, i'm not sure) and then walk to the table down at the bottom of the room. Then the concert will start, watch DCMC. After that, exit the room and talk to the red haired waitress, who is Kamutora. Follow her, and go through the cave, into her room. Try to go through the door at the top of the room, and she will come out. Go in, and heal your self if needed inside the hot tub. Then, talk to the frog to save, and then go up the ladder.

Now make your way through the attic, until your at another save room. Fully explore the attic, and train up if your a low level. Make sure your about level 30 or so before attempting the boss. Once you find a bass guitar, talk to it to start the battle. This is quite hard, if your a low level. Also try to get some more PSI moves to make this battle easier. The bass guitar will call for help, getting an Electric guitar and a drum to help him. Defeat these enemies first, before going for the bass. Make the dog use bombs, and have Lucas use his PSI special. The special will attack all three enemies, doing about 110 or so damage. The enemies do about 4 or so attacks, doing about 40 each time. This will go down to 2 attacks after defeating the electric guitar and drum. Whenever your PP is low, heal with an item that restores PP, it's usually food. He does about 40 or so damage each hit. Boney will most probably die. After you win, jump down the hole, and talk to the guy in the middle with the big hair, he looks alot like Duster. You will then have to play rock-paper-scissors. It's not that hard, to play, press the directional button in which the hand is. So if it's to the left, press left. The hands position tells whether it's rock paper or scissors. Beat all the DCMC members. I think on the last one you have to choose scissors or something. If not, then it did with me. Once you have beat them all, Duster will join. Go outside, and Kumatora will then join. Try to go outside, by going right, down, left, then down in the middle. Then the usual japanese text will scroll up the screen. After that is done, save your game, and its onto Chapter 5!

CHAPTER 5 - THE TOWER OF THUNDER

Head forwards, and enter the cave, go into the hot spring and save. You can go and buy something from the mole if you want, remember to get more money out of the frog first. You get more money by fighting monsters. This part is quite easy with four party members. Either way, head outside the cave, and carry on going up. Then go right, into the next area. Here, you have to find the right hole to go down. Go to the bottom, then to the left. It's the bottom left one, to be specific. Then, keep going around to the frog, and save if you want to. There's also a mole here. Now go down, to exit the cave. Don't go down the

hole because I think there's nothing there. But a cut-scene stops you first anyways. After the hyper battered clay monster runs away, go to the right, and into the next area. Here, you will see the top of the tower, and a really big gun on the top of it. Now, go to the right, and walk on the brown path, as you can walk behind the tower. Walk to the right, then down and then left to collect the two items. Go down from here. In the next area, go down, then to the right and save your game at the frog. Go inside the building to watch a cut-scene. Now exit, to see that blue claymonster be chucked into a truck! You have to chase after it, so keep going to the left a couple of times, until you find a pork bean, one of those pink flying things from Chapter 3. After you have crashed, (it does it automatically), a pig thing will talk to you. He will then realise who you are, and you will go into a boss battle with him. This boss is abit tougher, as you have four party members now. Make Lucas use his PK Special, make Duster use his offence abilities, and also try to make it so the boss can't attack for a couple of turns. Make sure you don't use Kumatora's lightning PSI ability, I think it's useless, because when I used it it did nothing. Then make the dog be a back up, for healing and then just using any bombs he might have. Yet again, the dog might die, and make sure Lucas knows the Healing PSI, which heals 126 damage. The boss can damage for 130 HP! Lucas' special does about 140 damage (with me), and the dog only does 12, so don't attack with the dog! Kumatora should always cast PSI, and make Duster use his stat effecting abilities. Kumatora' ice PSI does about 60 or so damage, her fire does 90, so use that. Keep using Dusters bottom left ability on the boss, that puts his offence down. The boss can also raise his offence, so be careful about that! Eventually, you won't be able to lower his offence anymore, but whenever he raises it, you should know what to do! Sometimes, he will heal himself for 160HP, so be careful about that! If Lucas runs out of PP, and you have no PP healing items, make sure you have alot of HP healing items at the ready! Kumatora has alot of PP, so it will take her longer to run out of it. When they do, and you can't restore any, just keep bashing away at the boss to hopefully deal lot's of damage to it, and try to master the combo system too, even though it's extremely hard, and even I can't do it well. Keep trying, and eventually you will win! You will get something like 1428EXP after winning, so I can just about say that all, or most of your characters that are still alive will level up!

After the battle, the guy will skip away, so get into the pork bean and go to the north. Then go to the right, then north again. Eventually, when your on a big bridge, the pork bean will break down. You can park it before that if you want to. You will have to go the rest of the way on foot! Now, in the next area go to the right, and down. It seems that the road blocks are actually enemies. This game get's weirder and weirder all the time. Go down abit more, and get past the next set of road blocks. Then, you will get a glimpse of that truck driving away. Remember that that little black pod thing will fully heal your characters HP, PP and status alignments. Heal here, and then save at the frog below, its in a little red vehicle. Now head into the tunnel that the truck went through. Here, keep going to the right. If you go down, there's a room filled with presents, but the guy will tell you to get off them when you try to open them, I think. He might say something else, i'm not sure! Then, keep going to the right. Be careful of that rhino torpedo thing, it's a strong monster! Outside, you will see that blue and old clay monster being dumped into, well, a dump. Make sure your fully healed, no status alignments, and have recently saved your game. Then, climb down the ladder, to fight another boss. This boss is just like the last one you fought. Dusters ability to stop the enemy for a couple of turns is extremely useful, so use it alot. Again, Kumatoras thunder PSI ability seems to be ineffective. So cast her PSI Fire ability again. Lucas should always cast his PK special, duster should use his special abilities, and Boney will act as a punching bag. I can almost assure you that Boney will die in just about EVERY boss fight you have him for in the game. Hopefully, by now, Kumatora should have some healing PSI, so she can be

the healing back up if Lucas runs out of HP. If anyone is need of a little healing, just use Kumatora and concentrate on Lucas and his PK special. Things can get abit tricky when the boss uses his shield ability. He seems to be able to protect himself, so your attacks do less damage. Lucas should do about 150 with his PK special, Duster shouldn't really attack, but instead use his abilities, Kumatora will do about 100 damage or so, and boney does about 1. Boney is there to use if he has any bombs, just like before. This battle may end like before, like it did for me, with Lucas and Kumatora the only ones left. Boney will most probably die first, Duster following. Lucas will, and should, be the strongest damage dealing character, with physical attacks, so when he runs out of PP, you know what to do. I don't know if it does it all of the time, but once he healed himself for 378HP! That is a large amount, with the amount of damage you do. Kumatora's ice PSI is just as effective as the fire PSI I think. If it is, use the ice, as it costs less PP, unless you can calculate whether its better to not do ice and fire instead. Sorry if that last sentence didn't make sense, I wansn't quite sure what I was writing then. Anyways, like before, keep trying and eventually you will win! You will get 2534EXP for this battle, and I don't think it was that much harder then the last battle!

After winning, you will get that red shiny object you got in the castle in Chapter 2 back! After some talking, a pig will come, and make you get into the pork bean. Once inside, it will automatically go to somewhere. When your off of it, go up, and onto the lift. It will then start to go up. After a while you will eventually reach the top! Go to the left, and collect the present. After, heal at the black pod thing, and go save at the frog. Now keep going until your at a big generator room. Then go left from here, then go down in the next area. Here, save at the frog, and go to the right and up the ladder. Whoa, it's that big pig thing AGAIN. You will have to fight him, AGAIN. This time he is blue though. Make Lucas cast his PK special, as usual. Make Duster use his abilities, as usual. Kumatora should cast Fire PSI, as Ice and thunder do the same amount of damage I think. Of course, we all know what the dog is going to be used for. To either use any pencil rockets, bombs or salt-water guns. And of course, don't waste any time on healing him, as he has no good abilities and is very weak when attacking physically. The boss will more or less do what he did last time. If you make the dog attack, he will only do 1 damage, so unless you can get like, a 5000 combo, or a combo equal to how much HP the boss has, then the dog is pretty crap. I would rather have Flint in the team then Boney. Using the same tactics as the last two battles we have had, and your characters being a high enough level (about level 30-35 or so, or if your really good lvl 20). Having level 30-35 characters is the easy way, as to be honest, my characters were level 20 at this fight. Keep healing, and always remember, that there is still hope of saving your character from dying, as long as you can heal in time, just make sure that HP meter doesn't go down to 0! More or less, every turn will consist of Lucas doing his PK special, Duster using the lower offence, or that ladder thing, and Kumatora doing her fire PSI ability. Boney, will be using bombs, and such items, healing the party as back up with healing items, or will be dead. This boss battle is a little bit more of a battle then last time. As soon as you see the boss glow white, you will be happy. You will be for any boss really. This one most probably has a little bit more HP then the last one, and is abit stronger. He can attack two people/dog at once, doing about 115 damage to each of them. Having ALOT of healing items is essential for ANY boss battle. Remember it doesn't matter much if Duster dies, unless he is exceptionally strong and can do 100 or so damage in an attack. I am guessing though, that Lucas will most probably do more damage to the boss then the others. If both Lucas and Kumatora lose all of their PP, then try to do the combos with Lucas, and concentrate more with him then Kumatora as Lucas is the stronger fighter. All though if your characters do lose their PP, this battle might be hard unless you have PP healing items. When I fought this boss, Lucas only did a dismal 8 damage. If things get abit

too tough, don't forget your DCMC weapons, if you have any. Use them in the battle, I think they freeze the monster for abit. I think, when the boss goes all red for a couple of seconds, means he is stronger. He seemed to be able to hit 120 or something like that, or maybe 150. Here's one thing I learned after beating this boss. Even though a combo does, I don't know, an extra 3 or so damage, it sure can be useful. I wouldn't of beaten this boss if I hadn't of done that combo in time. You will get rewarded 3286EXP this boss fight! The numbers just keep getting higer and higher. It also seems this boss does NOT heal himself.

It's now time to climb the tower. After your characters climb up the ladder and talk, move on, going up the tower. Then, eventually you will reach the top! Here, there is a hot spring, so naturally you will most probably want to use it! Also don't forget to collect all three items from the presents. Be careful though, the top one is actually a monster. Save at the frog, thats flying with the aid of a baloon to save your game, as usual. There is also a juke box, and when you use it, it will start to play the music from Earthbound whenever you was in a Drugstore/shop. It's pretty cool. If you look at that machine to the left of the ladder, that girl thing will attack you. She is more or less an optional boss, and just for fun. You can beat her for some extra EXP if your low on levels. Once your fully rested, and have saved your game, head up the ladder. Once at the top, go right, and be careful as the electric thing in the middle spits out little yellow balls, which attack you! Then climb up the ladder to the right. Go left, and when you reach the end of the circle, Lucas is zapped as it seems. He will learn PK Flash. Go to the left, and up the ladder. Go to the right, and save at the frog. Go up the ladder, and go inside the tower. Here, walk to the left, and try to exit the room. A robot thing will attack you. Yep, it's ANOTHER bloody boss. This chapter is a pain in the ass for damn bosses! This boss is quite hardish. For starters, whenever you attack pyhsically, the boss will attack back at you so avoid that. You should get Lucas to PK special, as usual, and make Duster lower their offence, defence, use that ladder thing on them and so on and so forth. Make Kumatora use PK Freeze (her ice ability) and make boney, well, die /use items/be bait/heal party members. Using Kumatoras PK Freeze does a whopping 150 damage or so. Fire does 5, and lightning just doesn't do anything really. I'm not sure what PK Flash does, the boss just goes purple, and I think it might disable him for a couple of turns. His attacks consist of counter attacks, and attacking two party members at a time for 85 damage. PK special does about 130 damage. Really, use the same tactics for the last three bosses we have just fought. A deadly move this boss hides, is where he will hurt all four of your fighters, doing about 140 or so damage to EACH one! After that, if you survive, he will look different, meaning every turn he will heal himself 100HP. Eventually, he will go back to normal, meaning you can't do more damage then him. Eventually you will beat him, of course you will. He isn't THAT hard, but harder then the last couple of bosses. You get 4389EXP for beating him. After the cut-scene, you will be outside. That guy sure likes bananas. Your nearly there, climb up the ladder. Go up to that big gun, and I don't quite know if you have to press the A button in front of it, but that guy will come after you! After the cut-scene, the japanese text starts to scroll up the screen. You will then get the chance to save it, before going onto Chapter 6.

CHAPTER 6 - FIELD OF SUNFLOWERS

You will gain control of Lucas, in a big yellow sun flower field. Anyways, start to walk to the left of the screen, and a couple of cut-scenes start to appear. Keep walking, and you will find your dog Boney, and will also see your mother. Keep following her, and you will get to a cliff edge. Walk off the cliff. You will then fall off, but land on something. Thats it, your on to the next Chapter already.

CHAPTER 7 - THE SEVEN NEEDLES

Well, we are not far from the end yet. Just Chapter 7 and 8 to go. You will wake up in that old peoples home place. Try to leave the room, and Alec will then talk to you. Leave the room, you will talk again. Now leave this building and go down to the bridge. Talk to that guy thing tied up in ropes, he will then join your party. Their name is Ionia. Now walk off the bridge to the right, and go down, and talk to the man standing next to the boat. He will then take you up the river. This will take you back up to the place where you were as Flint, with the frogs that help you across the river. You would then of found the cave, and gone through to find Claus. Anyways, go right and into Aeolia' house. You can save at the frog if you want to do so. Then, talk to Aeolia, (the frog is outside). After that, talk to Ionia. Then, go to where Aeolia was sitting to get something. It will fully revive you when your HP is 0. The table in the middle of the room will move, so go down the ladder. Here go down, right then down, then left and down into the next area. Here, make your way through, it's a strict path. The enemies are fairly easy, and won't do much harm. Eventually, you will reach the ladder, so climb up to find yourself at the castle. Walk to the right, and a cut-scene will start. You will then see a picture of nowhere island, or whatever its called, I don't remember. Some japanese text, ALOT of it, will scroll up the screen before it lets you continue on your adventure. Go right, and save at the frog. Then, sooner or later the phone thing will start to ring, its the black thing on the floor below the frog. Answer it, then talk to Ionia. He will, like, fly away or something, im not sure. He just turns paper thin and flys really. Go down the right ladder. In the next area, you will recognize it. You were here as the monkey in Chapter 3! Go up the stairs to the left, and you can go right to find a present. Either way, go left and climb up the ladder. Walk out of this circular room, and the head thing will close, looks like it closed on Boney. But don't worry, he is still with you. Walk to the left, and go through the door. Here, go to the ladder. Then exit this room, and then go down in this big hallway. Leave the castle hall, going outside. Go across the bridge, and into the next area. Your then taken to your mothers grave. You will get the grimy courage badge. Now head to the train station area. Someone will then phone you. Anyways, head onto the platform, and talk to the guy in black. It will cost you 200DP to take the train to Corva. It's not that much, so go. It's alot faster then walking. Now, go up and save at the frog. Go to the rope way, but don't use it. Go to the left, and then go left again. You will then appear at a big building. Talk to the pig in front of the door here. Go inside the building. Then go right, and then onto the stage to go right. You will find some lockers. Check the middle locker, with the A button as usual, to find some uinforms. Put them on. Now go right, then left. Go through the door into a hallway, where a pig will tell you to catch some escaped monkeys. Go all the way to the left, and then go up when you reach a room which looks like a small museum of fossils. Go up here, then up again until your in a room with specimens in it. Try to get them, and they will run away. Go back, then back again and you will be attacked by a robotic Lion thing. This boss is hardish. It will do about 100 or so damage for an average attack against your character it attacks. Make Lucas use his PK special, and make Boney use bombs and the like, as he most probably inflicts 1 damage, unless you sat there for hours training him up. PK Special does about 140 or so damage. Don't worry if you don't beat this boss, if you win or lose, the story will advance, so you don't have to beat this boss. He also has some PK Fire attack, which does about 45 or so damage. When he SMAAAAAASH attacks you, it does about 144 damage. Make Lucas constantly heal himself if you want to win. The boss can also poison you so be careful of that too. If Lucas runs out of PP, he will most probably do about 30-40 damage, at least mine did. It depends on what weapons he has really, and what lvl he is. This boss doesn't have that much HP though, i'm guessing about 900 or so, because I used PK Special on him 6 or so times, then

moved on to attacking, doing 33 damage each time. If you do win, you will get 4560EXP! Then, a claymonster will bash it up. After talking, save at the frog, which is acting like a fossil.

Now leave the room to the right. Something will shake the place. You still looking for the monkeys though. Go down, and this is the VERY hard part. You see that big pinky red thing to the left? well, you can't fight it. As soon as you touch it, it eats you. And you get gameover. Seriously. So go down to the bottom of the hall, and when it sees you, it should charge at you. So try to quickly move to the left to avoid it, and into the next room. Here, talk to the guy at the lift. Well, he's a blue pig. Anyways, he will go away, so take the lift to B1. Then, move through the rooms, at the end the monkeys are there hiding away. They will, naturally run away, AGAIN. So head back to the lift, and go up. Here, go back into the hallway. Remember, that the escaped monster randomly appears in different places, so avoid it whenever. Anyways, you will see the monkeys, run away again. Talk to the good doctor hiding in the bin. Then go to the far right. You will find the monkeys, and a cut-scene will then start. Sarusa will then join you! Go right, and then up to find the other monkey, in front of a door. Make Sarusa get into position, and then press the left or right buttons on the Directional pad to open the door! It doesn't really matter which one you press though. In the next area, go up and go into the house. Talk to Kumatora/Doria, and then they will head outside. Go outside and then head back to the lab. There is a frog here to save your game if you need it, and don't mistake the pool on the left for a hotsping! Talk to Doria before going back. At the entrance, you will see the doctor standing outside so talk to him. He will give you a choice of monster. Choose that red and yellow one, and it will start to suck up the water, and fill up the other pool. Now, head into the left pool to collect the golden needle. After ALOT of talking, Kumatora will join you, Sarusa will leave.

Go to the right, and beat up the monster that attacks you, it's extremely easy so don't think its even a boss. Try to leave to the right, and a mole cricket thing will talk to you. You will automatically follow it. It will open up some kind of hole in the ground. Save at the frog, and watch the sparks fly by opening the present. Head down into the small hole. In here, go up then to the right, and then up and talk to the cricket thing. Fight it, even Boney can kill this in one hit. Then, after some talking, go down. If you climb down the vine, it leads to a hot spring. Go to the bottom right honey cone/half lemon thing, and some things will eat it up. Go down the vine. At this point, im not so sure where you go exactly. All I do know, is that your in a VERY big maze. Keep looking around, until you find the exit. You can tell the exit because you will go through a arch into another area. Here, keep going up, and you will soon appear outside, where it is snowy. Head upwards, killing the yeti's on wooden snow boards, and the ice wolves. Eventually, you will be at the top of the mountain. It all involves you walking up some hills, thats it, so it's not tricky to do so yourself. You will find a frog, and a hot spring. Heal as there is soon to be a very tricky boss battle. Then save at the frog, and at the top you will find a guys house. Yes, I think he's gay. Anyways, talk to him then go inside his house. Talk to Lydia again (the man) and then go through his back door. A cut-scene will follow, and I think thats Claus flying away with some metal bat wings. Anyways, you will have to fight a giant grey monster thing. This is the boss. OK, make Lucas use PK Special, and then make Kumatora use PK thunder. Ice does about 40 damage, fire about 10 or something (it's weaker then ice) and Thunder does 140 damage. Make boney use bombs, and other items that hurt bosses, until he dies, unless he can do ALOT of damage when attacking, don't bother healing him. Concentrate on keeping Lucas and Kumatora alive. PK special does about 150 or so damage. The boss, well he does quite abit of damage. I think his weakest attack does 120 or so damage. Yeah, his WEAKEST attack. Bloody hell. At some point, he will go all white. After this, I think he will attack both of your characters. Dealing 230 or so damage

so try to heal instantly. It would then seem that he does a lot of damage after this, he once did 333 to Kumatora. Looks like we are in for some serious pain. So make sure you're at a HIGH, a VERY HIGH level for this battle. Hopefully, Lucas will have learned his PK Special B. To tell, look if you have two PSI abilities that are identical, but with a B at the end. Use this, it takes up 20PP though so it may drain it. Using this will do 225 or so damage. It's really good. Make sure you have this! If you run out of PP, then that's bad luck. It will be extremely hard to beat this boss using physical attacks. As long as you have some PP restoring items with you, this is going to be A LOT harder. Keep on attacking it though, and healing instantly, as he will do 217 damage each attack. Luckily, the reward is 9432EXP! That is over double the amount we got for the last boss we beat, I'm sure! I am guessing this boss has just over 1000 HP or so, maybe 1500. I'm not quite sure, and I'm only guessing from what I know. Once you beat this boss, well done!!!

Try to walk back into the house, and Lydia will come out. He will, also disappear like all the other ones. He will tell you to carry on, most probably but we have something to do first. Go through the house, and rest at the hot spring. Then save at the frog. Now, go back through the house, and into the next area. Choose the left option, and they will climb up the mountain, and then use a fridge to slide down it, and through the sky. You will soon land in the graveyard. Examine the jar, and you will go down a ladder that appears. Hey, you're here again! Looks like we might be going back to the desert. Anyways go to the left, and save at the frog, then check the jar. You need to get to the thunder tower area, so press the A button in front of that wooden table thing, which appears to act like a horse. Keep going right, and you will find yourself in an area you couldn't get to in Chapter 3, because the door was closed. Keep following the road, and following it. This is a long journey. Basically, you must head to that cafe place from before, then go through the tunnel, and past the part that you found the Calymonster at. Then, you will eventually find some big trucks in the way of your wooden table horse. Press the B button to get off, (make sure you're not moving, or press B twice to stop the wooden table horse, then to get off) so you can get past the trucks. Keep walking down, and you will see something on the floor. Any Earthbound/Mother2 fans will notice who this is. Don't read on, if you don't want to know. To get to the next place, just walk through the cave. OK, are you there yet! If not, don't read on. Anyways, you're at Saturn Valley! But there are pigs everywhere. You must go into all the houses to rescue the Mr. Saturns. You will have to fight two blue pigs, and a small robot. Get the robot last, as it can't do anything to you. Some of the houses will have different enemies in them though so some are easy and some are not. In one of them is Duster, and that rope snake thing you have. Just keep using PK Special B, if you have it, then retreat to PK Special A. Eventually, you will win the battle, and get about 5K EXP or something like that. After this, go through a cave and you will appear near a hot spring. Heal inside, then climb up the ladder. You will soon find a place where Duster can make a ladder. But he can't reach it. Talk to the Mr. Saturn to the left, and then loads of them will come to help. Once you're at the top, go up. Save at the frog, and go into Phrygia's house. Check that wood sign, to read something. After, go outside, and go to the left. Talk to that big rock blocking the way to make it move. Go up, and then you will find some more rocks. Talk to the lowest one, then to the right one. Talk to the lowest one again (by going underneath it) then talk to the only one on the left. They should all be on the right now, so carry on. Here, head on forwards, and kill the two blue pigs. Then, carry on into the cave. Here, keep going upwards, and soon you will find another Gold needle. But, Yokuba is here! How the hell did he survive that fall!? Anyways, you will have to go into battle with him. This is quite hard. As usual, make Lucas use his PK Special B, if you don't have it then you really should get it. Make Kumatora use PK Freeze B, if she has that. If not, don't worry, 100 damage is still OK. Thunder doesn't do anything, and Fire B only does 50 or so damage. Make Duster use his abilities to weaken the

boss, then Boney use bombs and the like. PK Special B does about 250 damage or so to the boss. The boss can do about 200 damage to you. He can use bombs on you too, doing about 120 damage to all of your characters. Sometimes, he will heal himself for 500HP-600HP. When I was testing to see how many times he will use this move, it seems he will only do it three times, possibly more im not quite sure. Once you have won, you will get 11121EXP, which is ALOT.

Once you gain control, go up to the golden needle and press the A button. Lucas will grab it, and then he will learn PK Special Y. Well done for beating that boss. You will also get Phrygia's Memento if your inventory isn't full. After this, head out of the cave. Now head through this area, and back to Phrygia's house. Save at the frog, and go back to Saturn valley. Rest at the hot spring, then try to leave. A pig will come along and destroy your exit! Go over to the exit, and examine it with A. Head to the top right house of Saturn valley, and talk to the Mr. Saturn in the middle. Now go outside, and some Mr. Saturns should be lying on the floor with balloons attached to them. If so, then go to the exit. Don't run, but instead walk, and try to catch a bird, by pressing the A button next to them. Head back to the top right house again, talking to the middle Mr. Saturn. Now head to the hot spring and talk to the Mr. Saturn. After the japanese text has scrolled up the screen, get out of the hot spring. Head through the cave, and as you exit you will notice a big bird cage. Go over to it, and then select the left option to fly off! And yes, that is Lucas's trousers nearly falling down. Anyways, you will end up on a beach. Check the map if you want to see where you are. Now, walk over to the water. Press the A button, it appears you can dive in. When in the water, you will notice you have an air guage in the bottom left of the screen. If this goes all the way down, you will wash up on shore again. To get some air back, talk to those merman. They will, well, give you air. Anyways, keep going down, and down until you get a choice of left or right. I'm not sure whats left, I went right. Anyways, when in the water the current will drag you along, so you might start to move left then right alot. Once your in the new area, get some air at the merman, then carry on. In the next area, the merman to the right won't do anything, so carry on down, going right. To the left is a dead end. Keep going down, fighting the enemies (the air guage won't be effected when your in battle). After the pig enemy, get some air from the merman to the right. Going down to the right will lead to a present, so get it if you want, and get some more air before carrying on. Obviously go left now, and keep going down. In the next area, soon you will find loads of holes with ladders going down them. They all contain presents, but can be hard to get because of your air. From here, go down and get some more air at the merman. In the next area, keep going down, and you will find another merman. Get some air, then go down. You will then be sucked up, and have to fight a boss. This boss isn't that hard, not as hard as New Yokuba. Make Lucas use PK Special Y, which costs 35PP, and then make Kumatora use PK Freeze, it seems to be the most effective. Make Duster use his abilities, and make the dog use bombs, attack then die. PK Special does a whopping 450 or so damage, PK Freeze does about 80. The boss's attacks aren't that strong. He has an attack that hurts all four of your party members at once, doing about 80-90 damage. That's actually just about the only attack I have seen him do. He will sometimes attack a character twice to deal 80 damage each time, but after beating New Yokuba, this should be no problem, right? He can also put you to sleep sometimes. Eventually, he will use a big wave attack against you, doing something along the lines of 600 or so damage. Don't panic, he always does this attack, and you don't have to survive. Even if you do survive (most probably a cheater the) you will still be washed up on a beach, which also happens if you die.

Hey, your at your destination! That was good! But hang on a minute, your HP is at 1, and you have lost all your items, apart from equipped ones and key items in your inventory. Go downwards, and eat those purple mushrooms. And, oh crap.

Wasn't Lucas taught about Magic Mushrooms? Seems him and the gang are all stoned now, and everything is crazy! Hey, at least your HP and PP are full! Anyways, go right, and talk to Flint, if you want a battle with a big mouth and some eyes. Anyways, you can't go past Flint. In the next area, you will see that old grandad guy, I forgot his name. Anyways, choose the left option to avoid battle with him. Go right, and you will find Claus. Again, he will automatically talk to you. It doesn't matter which option you pick, you will always have to fight him. Choose the right option, you will start the battle normally. Choosing the left option makes the enemy have the advantage. When fighting enemies, you will have to deal some damage to them, and when their HP is low, their true form is revealed. This doesn't mean they have their HP fully restored though. Keep following the path. The people will run up to you and you will be automatically in a battle with them. You can run away from most of them anyways. When you see a sign post, go to the left. Ah, a lovely hotspring! Go inside, and hang on. This is toxic waste (I think)! So go left and through the door to the real hotspring. Eventually, you will find a ladder so climb up it. At the very top, you will see Mixolydia's house. Save at the frog that's flying, then enter Mixolydia's house. Talk to the woman, and she will hit you over the head with a stick, and then hit Kumatora and Duster too. You will come to your senses, and she appears to be another one of those weird crossdresser. After some talking, talk to that giant octopus to get all of your items back, as long as Lucas's inventory isn't full. Go outside, and save at the frog if you wish. Go through the cave to the right, then start climbing the place. At the top, save at the frog before going to fight those three purple clay monsters. Make Lucas use PK Special Y, make Kumatora, surprisingly use PK Fire, make Duster use his abilities, and make Boney use bombs, and such other useless efforts the dog can do. PK Special Y does about 450 damage, like on the last boss. Sometimes, it will do 500 damage, which is ALOT! But also like last time your PP will go down in no time. PK Fire B will do about 150 damage, which is quite useful when Lucas runs out of PP. This boss can be tricky, but I have a good way of beating this boss, and it works. As long as you have some PP restoring items, and Kumatora has the Lower defence PSI, then you can do this trick. Make Lucas do his PK Special Y. Make Kumatora use her lower defence PSI. Make Duster use his lower defence ability too, and make Boney restore Lucas/Kumatoras PP. The boss, should keep on putting his defence back up, meaning he won't attack. If you keep doing this, Lucas will be able to do some decent damage, like 50 because every one else does 5 for me. Sooner or later, you might be able to JUST make Duster use his lower defence ability, and make Kumatora use some PK PSI, because the boss's defence is so low, he just has to raise it. But Duster will make it go down again, making the boss put it up again! As long as Duster doesn't fail it, you should win easily! Also, I think it's random, but sometimes Kumatoras PK PSI doesn't work. I think it is random, because sometimes it does, sometimes it doesn't. But anyways, my battle was easy. Lucas attacks (ran out of PP healing items) Kumatora does PK PSI, Duster uses Defence down, Boney uses bombs. Boss raises Defence, Duster then lowers it. Lucas attacks, Kumatora uses PSI, Boney does whatever. Repeat. The boss will attack sometimes though. But you can survive it, right? Anyways, after beating this boss, you get 12346EXP! Well done for beating this boss!

After the cut-scene, Missy will come. You will get Missy's Memento, and a delicious pickle. Now head back, save at the frog, and through the cave. Go down to the hotspring, then head through the jungle. Back at the beach, save at the frog, then get onto the taxi, which is the octopus. When you arrive at the beach, go right into the next area, with the Sheriff's office. Talk to Alec then go right again. Talk to the guy standing at the exit. Check your map, if there isn't a white circle near the top, then head all the way to the old home. Then talk to the guy standing outside. Now, see that white circle? That's your new destination. So to get there, go to the train station, then go left. Go past the church place, into the forest kind of area. After that building with the hotspring to the left, and the frog, go left. Don't keep going up

here because you will find a dead end with that house. To the left, keep going upwards, and save at the next frog. You should be at the place with that wooden plank, so go to the left. Kumatora should say something too. In the next area, Lucas and the gang will fall over, losing the delicious pickle. As Boney, you must find it. Examine the sparkles, and you will pick it up. Take it back to Lucas, then get another. I don't know if its fixed, but I think the pickle might be the last item you get. You will gain control of Lucas again, so head up into the next area. Going all the way left you will find a hot spring, a frog and a shop, one of those bug things I think. Anyways, go back to the entrance, and head up. Once your inside the cave, keep going up and up that small ladder. Go right, and in this next area, go down. Walk down that small slope, and then up the next one. Go outside here. Now go right, and then across that small plank of wood. Save your game at the frog, and go into the crossdressers house. Talk to Ionia, to get the Water of Time! Then go outside. Talk to the Mr. Saturn on the plank of wood to get Franklin Badge. Make sure you have saved your game, and are fully healed. This next part is very hard. Go left, then upwards to find the temple. Here, you will see Claus trying to gain entrance to the temple. Some of the soldiers will notice you, and you have to fight. These are quite hard, but they are just normal enemies. Anyways after beating them (you get 9486EXP!) you will then be treated to a cut-scene. Remember NOT to use anything good on these soldiers, you have a REALLY tough boss fight next! The next boss is Claus, with some sort of Lightsaber looking weapon! He can protect himself, and I think he can attack all your party members for 100-200 damage each or something like that. Attacking one of your party members does about 150 or so damage. Make Lucas use PK Special, Kumatora use PK Freeze, Duster his abilities, and make Boney use bombs and the like. I'm not sure what and why it happens, but for me, when Claus used some sort of electric attack, it hurted him instead, doing 101 or so damage. This may be the equipment I have equiped (for Lucas) and possiby mementos. Unlike the last boss, you can make Lucas do some decent damage without having to change Claus' stats. My lucas did about 40 or so damage, everyone else did 1 or so. Once you have ran out of PP, restore it with PP healing items. If you have none, then make sure you have ALOT of HP restoring items, for when your HP gets low. Keep attacking the boss, and healing when you need to. Eventually, you will beat this boss too. You get 15474EXP for winning! Well done, your getting pretty good at this! Save your game, then go up to the vines. Use the water of time to open them (just press A button in front of it, you don't have to go through your inventory), then go inside the temple. Inside, walk up to the golden needle. Ionia will come, and Kumatora will learn PK Starstorm. Now take the needle out, and Lucas will learn PK Special Omega. Walk outside the temple if it doesn't do it automatically, I can't remember. Save your game. Get inside the limo. Here, you can rest in the bath/hot tub, then save your game at the frog. Go to the empty drivers seat, and get inside. The screen will show you an amusement park, before the game goes onto the last chapter of the game, Chapter 8. Well done for getting this far, and completeing the longest chapter in the game!

CHAPTER 8 - EVERYTHING AND ALL THINGS

After getting out of the limo, go to the right into the actual park. Go right into the next area, then go inside the theater. Inside, go into the next room. Watch the movie thing, its a whole load of screen shots from Earthbound/Mother 2! They mainly consist of Ness and the gang. Anyways, check the middle set of seats at the top from the left, to find a green bug. Boney will chase after through a hole in one of the speakers. Now, leave the Theater, and go to the left. Back in the first area, head into the Arcade, it has GAME above the door of the place. Talk to the guy to the right of the thing in the middle, to open up an entrance to the sewers. Save your game if you want to, then head down into the sewers. Once your inside the sewers, go down across the junk so you can get across that purple stuff. Keep going right into the next area. Here,

go right, then up across the junk, and climb up the ladder. In the room to the right there is three bins, the bin monsters I think. To the left is a hot tub for healing. Exit the room, then go down the left ladder, then go left into the next area. Here, go left, and climb up the ladder, then go through the door into an abandoned house. Go up the stairs, then go all the way to the left to find Boney. Now go to the left, and talk to that really big guy. After ALOT of talking, and I mean alot, pick up that bug thing. Go back downstairs, but before going into the sewers, go to the left and save at the frog in the same room with the big guy (make sure your downstairs though). And then head through the sewers again. Don't forget to rest at the hot tub. Once you get back to the entrance, Yokuba will jump out from the purple crap at you! What the hell!? He just doesn't give up. Cue another boss battle with him. You can do some MEGA damage to this boss now. Make Lucas do PK Special Omega (50PP!!) and make Kumatora use PK Starstorm (48PP!). PK Special Omega will do about 780 or so damage! Thats alot. PK starstorm does about 720 or so damage. My lucas did Omega twice, as he only had 144 or so PP. Then use his other specials, until you run out of PP. Make Kumatora use PK Starstorm until she runs out of PP too. Once you cant use any PSI, heal alot, and just keep pounding. Make Duster use his abilities (like lower offence and defence) and make Boney do the usual use bombs and such. Once enough damage has been recieved, he will sort of explode, turning back to the Yokuba we last fought inside that Lava cave. Like last time, he can also heal himself 500HP, which can be annoying when your pounding away. His attacks do about 250 or so damage or even 330 damage, so you need to heal fast sometimes! Yokuba will also do that electric move, which reflects back for me again, so this can be useful if it happens for you too. Once you have beaten this boss, you will get 28636EXP! And lets hope he drowns!

Anyways, go up the ladder and save, or you can head back to the hot tub if you need some HP and PP restoring. Once your outside of the arcade, go up. What!? Empire Porky!? Who is this Porky guy? Anyways, go left, then up the escalator thats going up. Go to the right. Hang on, who is that on top of that roundabout? He looks familiar, especiall if you have played Earthbound/Mother2 at all. Anyways, go right, then into that really large building. Go to the left to get into the elevator, and up to the 24th floor. Go into the room on the right, then through the door at the top. DCMC members will talk to you. As Duster, put the afro wig on. After the performance, leave this room, and go back to the elevator. Use the elevator to get to the 100th floor. Go into the water, and remember that you can be attacked by the hippos. They are pretty easy to kll. Go right, then upwards. Here, when you exit the water, the scientist will make the hippo attack you. Don't worry, its not a boss, he is fairly easy to beat. Anyways, go through the door, then go to the right and into the next room. Go around, then enter the water, and go back into the previous room. Here, go into the elevator. At the top, save at the frog if you want to. Go right. Whoa, some ladies, in nothing but their underwear. But we have somewhere to go, so carry on going right, then into the elevator. In the next corridor, use that black capsule thing to heal, then save at the frog. Go to the left, to find alot of toilets. The first one is empty, the second one has a pig in it, the third a present, the fourth you can't go into. So go into the last door. Here, go through the next door. OK, your in a big set of toilet corridors. You must find the right door to go through, I think it's always a pink one. Be careful here, that chimera from chapter 7 is about! Once you find the golden toilet, go into the elevator behind it. Here, go to the right, and enter the giant shell house. Here, there are some presents. After this, go back outside, and to the right, go up the lift. This next area seems to be full of robots and mechanic stuff, it seems some people are building something. Head through this area, running into the people when they are standing near a small gap, you can then walk across them. Soon, you will be stuck, there's no one near the gap. So climb up the ladder, and then use the big crane. After the cut-scene, head back down and walk across the man. Keep

on going until your at the lift. Use it. In this area, keep following the path fighting the enemies along the way, they shouldn't be too much trouble. Once you get to the stairs, save your game. Head up the stairs. You will get into a big room, with a mini-game. Now, im not quite sure what you have to actually do. All I know, is that you go up to a hole, press A or B, I can't remember which, to hit a mole. I did this about ten or so times before I could continue so im not sure what the idea of this is. Either way, keep playing, then go through the door when you can. I think you have to make it so the Robot wins. Once your through the door, go up some more stairs. Here, it's a race. Just walk to the end of the pole, wait for the robot to finish, then finish. The next one, you must blow up a baloon, using a pump, by pressing the A button. It's pretty easy. After this, climb some more stairs. Make sure you save your game this time. At the top, you will fight a giant cyborg boss thing. Make Lucas PK Special Omega it, Kumatora PK Starstorm, Duster abilities, and Boney attack. Omega does about 800 or so damage, starstorm does about 650 or so. His attacks do about 200 or so damage. He does an attack that does about 220 or so damage to all of your characters or something. Once you run out of PP, start bashing, and keep the healing items at the ready. Sooner or later, he will die as it's not that hard, as long as you have ALOT of PP to use Omega and starstorm. For winning you get 34381EXP!

After this, head upwards, and through the hell of a long corridor. At the end, the classic Earthbound/Mother 2 theme will play. This is a really cool room! Most of the things here are from Earthbound/Mother 2, like the runaway 5 bus, a telephone, ATM machine, that big purple moster which helps you, a helicopter and one of those giant stone things from the desert. There's also a bike, a big machine Pokey was in, this room rocks. Get in the boat, to see all of this stuff. At the end, go through the door. Here, use the black capsule thing and save at the frog. Go upwards, and at the top. Meet a person, you most probably know. You will then have to fight loads of versions of him. These are kind of hard, because using PSI against them is useless, they just reflect it back at you! This can get extremely hard. Basically, you will fight seven or so of the Porkys (yeah, he's called Porky this time round) and then some other enemies. Then, three more Porkys come! What the ****! But then, you are helped by an outside force. I think it's DCMC. Anyways, the enemies get SMAAAAAASHED and then you win. You get 16010EXP. After battle, Flint will come. I imagine he says "WHAT THE **** WAS YOU THINKING LUCAS!!!". Well, he doesn't but hey. Anyways, after some talking, the real Porky is revealed. He's an old grandad! But being inside that capsule keeps him safe. Anyways, the floor turns into an elevator, and starts moving downwards really fast. At the bottom, Flint goes ahead. Keep going down the stairs, and save at the frog. Then, open the present. It's a hot spring in a box for you. Go through, into the next area. Here, just keep on going, avoiding the enemies is best, as you will want your HP and PP full. Keep going, until your in the last area. You will see Flints hat fly off, but he's OK. Carry on, until you meet Porky. Well, at least there isn't a lecture before the fighting begins! Here, he yet again can reflect any of your PSI abilities. Looks like your back to using your attacks. As long as your about level 70 or so, you should be doing a decent amount of damage. If you have at least one character, like Lucas as lvl 99, then your in luck. You should do some decent damage! If you put the inf. HP cheat on, you can use your PSI abilities, but thats for cheaters. Keep attacking, healing, attacking and healing. He does about the same amount as damage as the clone ones, and can heal himself, for a measly 80-100HP! Once you have beaten him, a giant space ship pod thing will come. Attack it twice, and then the battle ends, or something like that. Then, after some cut-scenes, head upwards and save your game and heal at the LAST hot spring and save point ever, in the game. Soon you will find the last needle. You will then have to fight Claus. In this battle, don't attack, just keep healing yourself. Soon, he comes back from being brainwashed. But hang on, there's spoilers up ahead! IT'S THE END OF THE WORLD! Everything goes crazy, fires break out, everything is being destroyed!

Your home town collapses. But then you will be told, that it is lucky that everyone survived, and they are rebuilding the destroyed stuff. After this, start to move to the left. People start talking, then the credits will roll. CONGRATULATIONS, you have either finished Mother 3, or your just reading ahead to see what happens. I hope you enjoyed the game and found this guide useful!

CHAPTER 3 - SOUND PLAYER

Right from the start of the game you can listen to all of the music in the game. Although any music that you haven't heard yet doesn't have I name, it's just ????. This is quite good, as you don't have to finish the game to listen to it. It's pretty good. Thats about it really. There are 250 music songs in the game though. You can also put some of the music to a favourites part, so you don't have to go looking for them. In other words, this feature is pretty cool!

CHAPTER 4 - FAQ

This is the FAQ (frequently asked questions) section of the guide, with some more questions to come! If you have a question, just send me an e-mail at Ramir_klensbane@hotmail.com! Make sure Mother 3 is the subject otherwise it will be deleted. If your question is FA, then I will put it in this section.

Q. What level were your characters at the end?

A. Well, I can't exactly remember, Lucas and Boney were lvl 99 though. Kumatora and Duster were about 70 or so.

Q. Is Ness and the gang in this game?

A. No, but they do make a cameo role, in the Theater in Chapter 8.

Q. Why is chapter 6 just more or less a cut-scene.

A. I have no idea.

Q. How long does it take about to complete this game?

A. My first time it took me 17 or so hours.

Q. So which characters should I spend my time getting levels?

A. All of them, apart from Flint, you only have him for 1 chapter.

Q. My ROM freezes at the part where Porky enters that big capsule thing!

A. Yeah, it does do that. Wait for the translated ROM, maybe that won't freeze because I don't think you can stop it freezeing.

Q. Why do you think the ROM freezes?

A. Most probably because the ROM was leaked two days before the actual game was released.

Q. Where can I get this game?

A. Buy it online, and remember you don't need an japanese GBA, it will work on your GBA.

Q. Whats the deal with all the gay people, crossdressers, and getting stoned on mushrooms!?

A. Have you never played Earthbound/Mother 2!? If not, then Earthbound/Mother is a very wacky game. It's random at the most.

CHAPTER 5 - CODES

These are some codes for the people playing with an emulator, or people with those cheat cartridge things. I cannot say they WILL work, but they seem OK when I used them for testing. I don't like cheating, but I thought this might help some people.

Lucas Infinite HP in battle

0201d94c:00ff
0201da46:00ff
0201da4e:00ff
0201e0fa:00ff

Claus Infinite HP in battle

0201e3e0:00ff
0201e4da:00ff
0201e4e2:00ff
0201e836:00ff

Flint Infinite HP in battle

0201d964:00ff
0201da5e:00ff
0201da66:00ff
0201dfb2:00ff

Flint Max EXP

02004190:0098967F

Boney Max EXP

020043ac:0098967f

Lucas Max EXP

020041fc:0098967f

Duster Max EXP

If you are using an emulator, then I will give steps on how to use them on the Visual Boy Advance emulator I used to test these codes. Basically, click on the cheats tab, then go on Cheat list. Click on code, and then copy and paste all of the codes (for that one character) and paste it in the Code box. Then put in Inf. HP Lucas or something. It will already be activated, so go into a battle. Make your character get attacked, and their HP should stay the same. If so, then it works. Apprantly, there is a bug, in which the game freezes after winning the battle. I am not sure if this is true, as it has never done that to me when testing. Make sure you only have that code on for people that are actually in your party, so in chapter 5, don't have the Flint or Claus codes, as this may cause the problme. Remember, Claus is only used in battle for the first fight in the game.

Thanks to B3Agent, who I think made these codes or something, because I found them on the Mother 3 message board. Im not sure what cartridge you would have to use, so use them in your emulator. Remember, only download the ROM, if you own the original game! If you don't, it's illegal! Thanks to any one else that have made thses codes!

WARNING: Some codes might make the game freeze, usually in battles!

How to use the Max EXP codes. Go into a battle, then activate the code. Once you win, your characters will go up to level 99! NOTE: The Max EXP codes might be in the wrong order in the list. I'm not sure, but I don't think the Duster one works properly. Also, its OK to turn the codes off AFTER getting level 99. Also, I think being level 99, will get you all of the PSI, when your character gets tired. I think the PSI works as when you get to a certain level, your character will then get tired, then learn a random PSI, as long as its not too good I think.

CHAPTER 6 - VERSION HISTORY

1.000 - Nothing is done, its literally just been started.

1.356 - More or less complete until the translated ROM comes out. Then i'll download that, and finally replace Mother 3' place in my GBA cartridge slot of my DS. This version has a full walkthrough, and sound player and FAQ are more or less done. It also includes some codes. When, or IF, the translated ROM is finished (mother3.org or something like that, currently 10% complete last time I checked) then hopefully this guide will have an items, weapons, monsters and PSI section, as I can't type japanese into this document.

CHAPTER 7 - END OF DOCUMENT

Well, this is the end of my document. I hope you did find this guide useful, as im not very good at reading japanese. If you have any questions about this pop me an e-mail at: Ramir_klensbane@hotmail.com with the game title as the subject.

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