

# Sword of Mana Item FAQ

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Sword of Mana  
Item FAQ  
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## I. Introduction

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Items are a (semi-)integral part of Sword of Mana's gameplay, but trying to find them all can be a daunting task. Though items may be found in Chests lying around in dungeons, there are numerous ways to acquire them. Some items are found easily, while others may seemingly take forever to find. This guide will (hopefully) help you in your meaningless quest for perfection.

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## II. Item-Hunting Made (Kinda) Easy

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The main way of getting many items is to defeat Monsters. However, if you don't know what you're doing, you can fight hundreds of Monsters and still only get items once in a while. Take note of the following rules, hints, and tips to maximize your item-hunting efforts.

- \* When you first enter a screen or when the enemies respawn, there is a 50% chance that one of the enemies will drop a Chest. That enemy is randomly predetermined when the enemies respawn.
- \* An enemy will only drop a Chest if its remains are still on the screen when the last enemy is defeated (thanks go out to Unknownting for clarifying).

This may sound confusing at first, but using this fact to your advantage can help increase your chances of getting a Chest.

Let's use an example. Say there are two enemies on the screen: a Rabite and a Bebe. The Rabite has been predetermined to drop the Chest. You defeat the Rabite first, and its bones explode. Before the animation for the bones exploding finishes, you defeat the Bebe. You will still receive the Chest that the Rabite would have dropped.

Using the previous example, let's say that the Bebe was predetermined to have a Chest. You defeat the Rabite, and then you defeat the Bebe. You'll receive the Chest because the Bebe's remains are the last on the screen when you defeated the last enemy (which just happens to be the Bebe).

If you're confused, then just defeat the enemy you want to drop a Chest last. Better yet, find a screen with only that enemy.

\* Taking the above into account, the best way to get enemies to drop Chests is to group them together and kill them all at the same time. This is easier said than done if you don't know how to kill more than one enemy at a time, since normal weapon hits can usually only hit one enemy at a time. Here are a few ways to defeat all the enemies at the same time:

- 1) Deathblows - Deathblows are capable of hitting more than one enemy at a time. In particular, the Staff and Sickle Deathblows have very good range.
- 2) 8 Spirit Hit - If all of the enemies on the screen are capable of being damaged by the element, then this is another good way of defeating them all in one shot. However, you're limited to only one 8 Spirit Hit, so chances are there will be an enemy whose item you want that is immune to the element you chose.
- 3) Summons - Summons are possibly the most powerful area attack in the game, but they're not easy to come by. Like the 8 Spirit Hits, you're also limited by the element, but at least you have 7 elements to choose from. Unfortunately, there is no useable Dark Summon.
- 4) Magic - Depending on the weapon, magic is more than capable of hitting more than one enemy at a time. In particular, the Sickle and Axe have very good magic trajectories.

More soon...

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III. Items

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| A | Recovery | A |  
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Help recover HP, MP, or status.

| Item Name | Effect             |
|-----------|--------------------|
| -----     | -----              |
| Gumdrop   | Recovers HP by 30. |

Chocolump | Recovers HP by 80  
Honey Elixir | Recovers all HP.  
Magic Walnut | Recovers MP by 80.  
Prestoveggie | Recovers abilities and poison.  
Stardust Herb | Recovers from physical effects.  
Angel Grail | Brings allies back to life.  
GummiFrog | Sets Deathblow gauge to MAX.

#### Gumdrop

Get:

Chest: Path to Topple, Path to Cave, Topple Inn, Batmo Cave, Vinquette Vicinity (x2), Marsh Cave, Airship, Devius Manor (x2), Miasma Glen, Mt. Illusia, Granz Castle, Snowfield, Kahla Peaks, Rocky Wilds, Glass Desert (North), Ruined Passage, Dime Tower

Store: Topple General Store, Wendel General Store, Menos General Store, Jadd Blacksmith, Jadd General Store, Ishe General Store, Niccolo

Monster: Rabite (56%), Tonpole (48%), Land Leech (15%), Iffish (56%), Duck GI (46%), Chobin Hood (56%), Zonbine (45%), Rabillion (50%), Goblin Guard (56%), Snowy Rabite (56%), Grumpkin (56%), Granz Soldier (56%), Granz Archer (56%)

Buy: 10

Sell: 5

Use: Heal 30 HP. Useful early on if you're Hero and don't have any other way to heal, but Heal Light is generally more useful. Still, unlike Heal Light you can't be interrupted while using a Gum Drop.

#### Chocolump

Get:

Chest: Mushboom Forest, Abandoned Mine, Airship, Prickly Desert (x2), Jadd Desert, Altar of Time, Devius Manor, Miasma Glen, Mt. Illusia, Granz Castle (x2), Glass Desert (South), Kahla Peaks, Rocky Wilds, Subland River (x3), Subsea Volcano, Glass Desert (North), Sealed Cave, Ruined Passage (x3), Dime Tower (x3), Mana Sanctuary (x2), Mana Temple (x2)

Store: Wendel General Store, Menos General Store, Jadd Blacksmith, Jadd General Store, Ishe General Store, Niccolo

Monster: Sabre Kitty (56%), Werewolf (56%), Sahagin (56%), Tin Tortoise (56%), Imp (56%), Griffon Hand (56%), Turtle Shelley (56%), Petit Poseidon (56%), Ghoul (56%), Hell Hound (56%), High Granz Soldier (56%)

Buy: 40

Sell: 20

Use: Heal 80 HP. More useful than Gumdrops, but if you've been leveling up Wisp you can probably heal more than 80 HP at a time anyway. Best used in Boss battles or other situations in which you don't have time to cast Heal Light.

#### Honey Elixir

Get:

Chest: Mana Temple (x2)

Monster: Gray Ox (56%), Wooding (56%), Sand Scorpio (56%), Silkspitter (56%), Silkspitter (56%), Tyrranos (56%), Garuda (56%), Big Baby (56%), Machine Golem (56%), Ape Mummy (56%), Wormwood (56%), Land Dragon (56%)

Other: Give Clive a Honey Onion, Diceberry, and Honey. Clive appears in the Wendel General Store, Jadd Inn, and Lorimar Castle.

Buy: N/A

Sell: 250

Use: Heal all HP. The best way to heal, but not easy to come by. There are only two that can be found in Chests in the entire game, and the only enemies that drop it are Rare Monsters.

#### Magic Walnut

Get:

Chest: Vinquette Hall, Airship (x3), Prickly Desert, Devius Manor, Mt. Illusia, Granz Castle (x3), Glass Desert (South), Kahla Peaks, Rocky Wilds, Subland River, Glass Desert (North), Ruined Passage (x2), Dime Tower (x2), Mana Sanctuary, Mana Temple

Store: Wendel General Store, Menos General Store, Jadd Blacksmith, Jadd General Store, Ishe General Store, Niccolo

Monster: Cursed Doll (56%), Tomato Man (56%), Skull Beast (15%), Fierce Face (50%), Punkster (56%), Beholder (56%), Shamanion (56%), Granz Wizard (56%)

Buy: 45

Sell: 22

Use: Recover 80 MP. I personally prefer Magic Walnuts over Sitting, since Sitting can take a very long time. Magic Walnuts are also very cheap and are easier to come by in

#### Prestoveggie

Get:

Store: Topple General Store, Wendel General Store, Menos General Store, Jadd Blacksmith, Jadd General Store, Ishe General Store, Niccolo

Monster: Mushboom (50%), Bebe (50%), Cobra (56%), Land Leech (56%), Eye Spy (56%), Bonny Matango (56%), Assassinant (56%), Ice Leech (56%), Wizard Eye (56%), Viper (56%)

Buy: 15

Sell: 7

Use: Cures any condition that effects your stats (Bewitched, Bedraggled, etc.) as well as Poison and Toxin. I rarely use these myself, since those conditions don't really last too long.

#### Stardust Herb

Get:

Store: Topple General Store, Wendel General Store, Menos General Store, Jadd Blacksmith, Jadd General Store, Ishe General Store, Niccolo

Monster: Gloomoth (36%), Basilisk (50%), Batmo (50%), Cockatrice (50%), Shadow Zero (56%), Lime Slime (56%), Denden Tezla (56%), Pincher Crab (50%), Earth Basilisk (56%), Dark Batmo (56%), Night Sniper (56%), Clincher Crab (56%), Flame Moth (36%), Shadow Zed (56%)

Buy: 20

Sell: 10

Use: Cures most conditions. Basically, anything that Prestoveggies don't cure, Stardust Herbs will. Many conditions, such as FireMan or Sleep, leave you very vulnerable, so having a supply of Stardust Herbs is recommended.

#### Angel Grail

Get:

Chest: Path to Topple, Batmo Cave, Vinquette Hall (x2), Scaly Lair, Marsh Cave (x3), Mushboom Forest (x2), Road to Gaia, Gaia Cave, Airship, Jadd Desert, Devius Manor, Miasma Glen, Mt. Illusia, Granz Castle, Rocky Wilds, Subland River (x2), Subsea Volcano, Glass Desert (North), Sealed Cave, Ruined Passage, Dime Tower (x2), Mana Sanctuary (x2),

Mana Temple (x2)

Store: Wendel General Store, Menos General Store, Jadd Blacksmith, Jadd General Store, Ishe General Store, Niccolo

Buy: 50

Sell: 25

Use: Revive your ally with all HP. Allies have a habit of dying... A LOT. You're probably best off leaving them dead, or else you'll be spending a lot of money on Angel Grails reviving them.

GummiFrog

Get:

Chest: Road to Wendel, Mushboom Forest, Airship, Prickly Desert, Devius Manor, Mt. Illusia (x2), Granz Castle, Glass Desert (South), Kahla Peaks, Subsea Volcano (x2), Glass Desert (North), Ruined Passage, Dime Tower, Mana Sanctuary (x3), Mana Temple

Store: Niccolo

Buy: 40

Sell: 20

Use: Instantly fill your Deathblow gauge. It may be useful early on, but as your Skill Levels increase your Deathblow gauge will fill very fast anyway.

\_\_\_\_\_  
| B | Mystery | B |  
\_\_\_\_\_

Items with strange effects.

| Item Name     | Effect                           |
|---------------|----------------------------------|
| Blink Weed    | Draws foes that rely on sight.   |
| Potent Posy   | Draws foes that rely on smell.   |
| Tone Stone    | Draws foes that rely on hearing. |
| Tiny Tapper   | Makes you small.                 |
| Amigo Whistle | Calls Amigos once a day.         |

Amigo Whistle

Get: Log at least one Amigo.

Buy:

Sell:

Use:

\_\_\_\_\_  
| C | Trait Coins | C |  
\_\_\_\_\_

Items with Support Magic effects.

| Item Name  | Effect                          |
|------------|---------------------------------|
| Light Coin | HealingLight effect.            |
| Dark Coin  | Creates Silhouette effect.      |
| Moon Coin  | Creates Mooglemorphosis effect. |
| Fire Coin  | Creates PowerUp effect.         |
| Water Coin | Creates BubbleBoat effect.      |
| Wood Coin  | Creates PsychicShield effect.   |

Water Coin | Creates SpeedUp effect.  
 Earth Coin | Creates D-Fence effect.

Light Coin - Death Flower (Scaly Lair, Marsh Cave)  
 - Duck GI (Marsh Cave, Wendel Coast)  
 - Spiny Cone (Cascade Cave)  
 - Duck General (Granz Castle)  
 - Chess Knight (Dime Tower)

Dark Coin - Specter (Devius Manor, Miasma Glen)  
 - Gremlin (Rocky Wilds)  
 - Cumulus (Undersea Volcano)  
 - Dulahan (Ruined Passage)  
 - Ghost (Dime Tower)

Moon Coin - Locud (Road to Abandoned Mine)  
 - Shadow Zero (Jadd Desert, Devius Manor)  
 - Poto (Kahla Peaks)  
 - Denden (Rocky Wilds)

Fire Coin - Imp (Menos Outskirts, Prickly Desert)  
 - Cherry Slime (Mt. Illusia)  
 - Cumulus (Subsea Volcano)  
 - Flame Moth (Subsea Volcano)  
 - Shamanion (Mana Sanctuary)

Water Coin - Tonpole (Scaly Lair, Marsh Cave)  
 - Pincher Crab (Wendel Coast)  
 - Tanpole (Kahla Peaks)

Wood Coin - Malboro (Cascade Cave)  
 - Bumpkin (Mt. Illusia)  
 - Kaiser Mimic (Sealed Cave)  
 - Rusty Weapon (Dime Tower)  
 - Cursed Doll (Dime Tower)

Wind Coin - Needlebeak (Road to Vinquette Hall, Scaly Lair)  
 - Blood Owl (Road to Abandoned Mine)  
 - Insectaur (Abandoned Mine, Gaia Cave)  
 - Dainslaif (Granz Castle)  
 - Chobin Hoodlum (Granz Castle)  
 - Taxibird (Subland River)  
 - Ache Cone (Mana Sanctuary)

Earth Coin - Skull Beast (Vinquette Hall)  
 - Skeleton (Jadd Desert)  
 - Gloomoth (Cascade Cave, Mt. Illusia)  
 - Howler (Mt. Illusia)  
 - Sabre Kitty (Kahla Peaks)  
 - Skull Drake (Glass Desert)

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 | D | Spirit Icons | D |  
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Cause status effects in foes.

| Item Name       | Effect                           |
|-----------------|----------------------------------|
| Wisp Icon       | Inflicts Charm status on foe.    |
| Shade Icon      | Inflicts Darkness status on foe. |
| Luna Icon       | Inflicts Wimp status on foe.     |
| Salamander Icon | Inflicts FireMan status on foe.  |
| Undine Icon     | Inflicts SnowMan status on foe.  |
| Dryad Icon      | Inflicts Sleep status on foe.    |

Jinn Icon | Inflicts Numb status on foe.  
 Gnome Icon | Inflicts Petrify on foe.

\_\_\_\_\_

|       |         |       |
|-------|---------|-------|
| E     | M e a t | E     |
| _____ | _____   | _____ |

Help fight foes when eaten.

| Item Name    | Effect                                           |
|--------------|--------------------------------------------------|
| -----        |                                                  |
| Magical Meat | Helps fight Magicali foes.                       |
| Animal Meat  | Helps fight Fauna foes.                          |
| Thin Meat    | Helps fight Flora foes.                          |
| Insect Meat  | Helps fight Insect foes.                         |
| Lizard Meat  | Helps fight Reptile foes.                        |
| Bird Meat    | Helps fight Fowl foes.                           |
| Morph Meat   | Helps fight Amorph foes.                         |
| Fish Meat    | Helps fight Aquan foes.                          |
| -----        |                                                  |
| Tough Meat   | Helps fight DemiHuman foes.                      |
| Rotten Meat  | Helps fight Undead foes.                         |
| Demon Meat   | Helps fight Demon foes.                          |
| Dragon Meat  | Helps fight Dragon foes.                         |
| Odd Meat     | Helps fight Oddball foes.                        |
| Mixed Meat   | Helps fight Fauna, Flora, Insect & Reptile foes. |
| Spicy Meat   | Helps fight Fowl, Amorph & Aquan foes.           |
| Phantom Meat | Helps fight Magicali, Demihuman & Undead foes.   |

Magical Meat  
 Get: Defeat Magicali Type monsters.  
 Buy: N/A  
 Sell: 12  
 Use: Deal double damage to (and receive half damage from) Magicali enemies.

Fauna Meat  
 Get: Defeat Fauna Type monsters.  
 Buy: N/A  
 Sell: 12  
 Use: Deal double damage to (and receive half damage from) Fauna enemies.

Thin Meat  
 Get: Defeat Flora Type monsters.  
 Buy: N/A  
 Sell: 12  
 Use: Deal double damage to (and receive half damage from) Flora enemies.

Insect Meat  
 Get: Defeat Insect Type monsters.  
 Buy: N/A  
 Sell: 12  
 Use: Deal double damage to (and receive half damage from) Insect enemies.

Lizard Meat  
 Get: Defeat Reptile Type monsters.  
 Buy: N/A  
 Sell: 12  
 Use: Deal double damage to (and receive half damage from) Reptile enemies.

#### Bird Meat

Get: Defeat fowl Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) Fowl enemies.

#### Morph Meat

Get: Defeat Amorph Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) Amorph enemies.

#### Fish Meat

Get: Defeat Aquan Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) Aquan enemies.

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#### Tough Meat

Get: Defeat DemiHuman Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) DemiHuman enemies.

#### Rotten Meat

Get: Defeat Undead Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) Undead enemies.

#### Demon Meat

Get: Defeat Demon Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) Demon enemies.

#### Dragon Meat

Get: Defeat Dragon Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) Dragon enemies.

#### Odd Meat

Get: Defeat Oddball Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) Oddball enemies.

#### Magical Meat

Get: Defeat Magicali Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) Magicali enemies.

#### Magical Meat

Get: Defeat Magicali Type monsters.

Buy: N/A



Sell: 12

Use: Deal double damage to (and receive half damage from) Magicali enemies.

### Magical Meat

Get: Defeat Magicali Type monsters.

Buy: N/A

Sell: 12

Use: Deal double damage to (and receive half damage from) Magicali enemies.

The in-game description is rather vague, but basically Meats double your attack power when used against an enemy of the same Type. Meats also double your defensive power against enemies of the same Type. For example, Rabites are of the Type, Fauna. Use an Animal Meat and you'll do double damage to Rabites and the damage that they can do to you will be cut in half. This includes both physical attacks as well as magical attacks. Critical Hits may also still occur (or you could cast PowerUp or get Best Status), so you have a chance of doing up to 4 times the normal damage against an enemy! The effects of Meats lasts until you leave the screen.

So, what's the use? Well, it's just another option. Some people may not like tempering or forging, so they can still do very good damage when they use Meats. In particular, Meats are very useful when you're fighting Black enemies without, say, Crystal equipment. They're also useful against Bosses since they will last the entire fight.

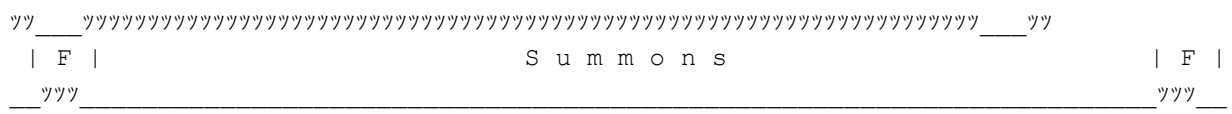
Meats dropped by monsters do tend to be very rare. With just an 8% chance that a Chest dropped by a Monster will contain a Meat, it would take a long time to get a full supply. Luckily, Niccolo does sell Meats. Even better, the Meats that he sells are effective against multiple enemy Types. Now, eating something made of a bird, a fish and a slime may seem weird, but it's no different than your average hot dog ;)

Q. What enemies drop \_\_\_\_ meat?

A. Enemies will drop Meat that is the same Type. Rabites are Fauna, so they will drop Animal Meat. Why would enemies drop something that would help defeat them? Uhh... maybe they have suicidal tendencies?

Q. None of the Meats that stores sell are effective against Demon, Oddball, or Dragon Types. How can I get Meats that are effective against them?

A. Unfortunately, the only way to get Meats effective against those particular types is to get Meat that they drop. In particular, Dragon Meat is VERY hard to come by since there are only 3 Dragon Types (not including bosses) in the game, and two of those are Rare Monsters.



Summon the Seven Wisdoms.

| Item Name     | Effect                            |
|---------------|-----------------------------------|
| Selva Card    | A card to summon Wisdom Selva.    |
| Pokiehl Card  | A card to summon Wisdom Pokiehl.  |
| Tote Card     | A card to summon Wisdom Tote.     |
| Rosiotti Card | A card to summon Wisdom Rosiotti. |

Olbohn Card | A card to summon Wisdom Olbohn.  
Gaia Card | A card to summon Wisdom Gaia.  
Matilda Card | A card to summon Wisdom Matilda.

#### Selva Card

Get: Log 5 Amigos.

Buy: N/A

Sell: N/A

Use: Summon the Wisdom Selva. Can be used once a day. Selva strikes all enemies with a Wind attack that will Numb enemies if it doesn't kill them first.

#### Pokiehl Card

Get: Log 10 Amigos.

Buy: N/A

Sell: N/A

Use: Summon the Wisdom Pokiehl. Can be used once a day. Pokiehl attacks with a blaze of Fire, inflicting FireMan on enemies it doesn't kill.

#### Tote Card

Get: Log 15 Amigos.

Buy: N/A

Sell: N/A

Use: Summon the Wisdom Tote. Can be used once a day. Tote summons a wall of Water that causes SnowMan to any enemy it doesn't wash away.

#### Rosiotti Card

Get: Log 30 Amigos.

Buy: N/A

Sell: N/A

Use: Summon the Wisdom Rosiotti. Can be used once a day. Rosiotti calls upon the power of Wood to, umm... splinter the enemies to death. Okay, maybe not, but roots entangle enemies, causing Sleep to any enemies that don't die.

#### Olbohn Card

Get: Log 50 Amigos.

Buy: N/A

Sell: N/A

Use: Summon the Wisdom Olbohn. Can be used once a day. Olbohn attacks with the power of the Moon. Any enemies not defeated will suffer the status of Wimp.

#### Gaia Card

Get: Log 75 Amigos.

Buy: N/A

Sell: N/A

Use: Summon the Wisdom Gaia. Can be used once a day. Everyone's favorite talking stone head causes the very Earth to shake, pummeling monsters with rocks that will Petrify them if it doesn't crush them first.

#### Matilda Card

Get: Log 100 Amigos.

Buy: N/A

Sell: N/A

Use: Summon the Wisdom Matilda. Can be used once a day. A powerful blast of light Charms any enemies that it doesn't vaporize. With more than double the attack power of Selva, Matilda is certainly the most powerful Wisdom available.

Not everyone who plays Sword of Mana will be able to get the Summon Cards. The only way of getting them, unfortunately, is by logging Amigos. To log Amigos, you need two GBAs, two copies of Sword of Mana, and a GBA link cable. Start both games, then choose "Communication." Next, choose "Let's Amigo." Each player should then select the save data of whatever Amigo they wish to send each other. The Amigos will then be logged on each person's Amigo List.

So, how on earth do you get 100 Amigos? Well, sending the same Amigo again and again will not increase your number of Amigos. You must trade Amigos different Amigos to increase your total. This can still be done with only two cartridges, if you have the patience. You just have to have one cartridge as the source of Amigos for the other. In this "source" cartridge, keep starting New Games and playing up to the first save point. Then trade Amigos with the cartridge you want to have the Summon Cards. It's a lengthy procedure, but unless you have one hundred friends who each have Sword of Mana and a GBA, it's the only way you'll be able to get 100 Amigos.

For quick reference, the following table shows how many Amigos you need for each card:

|     |               |
|-----|---------------|
| 5   | Selva Card    |
| 10  | Pokiehl Card  |
| 15  | Tote Card     |
| 30  | Rosiotti Card |
| 50  | Olbohn Card   |
| 75  | Gaia Card     |
| 100 | Matilda Card  |

Q. My Summon Card disappeared after I used it! How do I get another one?

A. Did you actually read what I wrote above? Summon Cards can only be used once a day. To use a Card again, just walk around until it's the next day.

Q. Seven Wisdoms? That sounds familiar. What are they references to?

A. The Seven Wisdoms originate from Legend of Mana.

Q. But wait, there's no summon affiliated with Dark! What gives?

A. Actually, a Dark Summon does exist. Julius's first form will summon Irwin (also from Legend of Mana) when his HP is low. From what I remember of Legend of Mana, Irwin makes the perfect antithesis to Matilda's Light. The Irwin Summon even comes complete with cute little Shadoles.

Q. I have Summon Cards in my inventory, but Chekov in Ishe won't recognize them. How can I complete the Seven Wisdoms Quest?

A. It sounds like you're using some sort of cheating device. Simply having Summon Cards in your inventory won't do. The game likely checks that you have logged Amigos, and not if you have Summon Cards. You'll have to get those Summon Cards the old-fashioned, annoying way.

Q. I summoned Matilda, but the enemy isn't dying or being Charmed.

A. The enemy is completely immune to Light magic. If an enemy cannot be hurt by a certain element, then it's also not possible for that enemy to be afflicted by the status ailment that element causes.

\_\_\_\_\_  
 | G | Other | G |  
 \_\_\_\_\_

Other kinds of items.

\_\_\_\_\_  
 | i | event | i |  
 \_\_\_\_\_

Important items.

| Item Name         | Item Description                    |
|-------------------|-------------------------------------|
| Cactus Essence    | Plant this to grow a Hot House.     |
| Mana Pendant      | A mysterious necklace.              |
| Rusty Sword       | ?                                   |
| Moon Mirror       | Reflects the true nature of things. |
| Control Room Key  | A key to the Airship Control Room.  |
| Gold Key          | A gold-colored key.                 |
| Silver Key        | A silver-colored key.               |
| Leaflet           | A handmade one-page advertisement.  |
| Glittering Sword  | An unequippable shiny gold sword.   |
| Glittering Armor  | An unequippable shiny gold armor.   |
| Glittering Helm   | An unequippable shiny gold helmet.  |
| Dudbears Gold     | Dudbears' branded gold.             |
| Honey             | Delicious nectar from a beehive.    |
| Keepsake Pendant  | A stylish piece of jewelry.         |
| Silver Knife      | A well-used knife.                  |
| Blood Pouch       | A small stomach with blood in it.   |
| Courtney's Letter | A letter entrusted by Courtney.     |
| Kurt's Letter     | A letter entrusted by Kurt.         |
| Barbecued Newt    | A black charred newt.               |
| Barbecued Tail    | A barbecued newt tail.              |
| Invoice           | A handwritten order form.           |
| Black Mask        | An eerily carved wood mask.         |
| Moondrop          | A shiny, translucent gem.           |
| Cancun Feather    | A feather from a Cancun Bird.       |
| Bubu Worm         | A parasite that lives in monsters.  |
| Light Geode       | A stone encasing a light spirit.    |
| Dark Geode        | A stone encasing a dark spirit.     |
| Moon Geode        | A stone encasing a moon spirit.     |
| Fire Geode        | A stone encasing a fire spirit.     |
| Water Geode       | A stone encasing a water spirit.    |
| Wood Geode        | A stone encasing a wood spirit.     |
| Wind Geode        | A stone encasing a wind spirit.     |
| Earth Geode       | A stone encasing an earth spirit.   |
| Sword of Mana     | The legendary Sword of Mana.        |

\_\_\_\_\_  
 | ii | seed | ii |  
 \_\_\_\_\_

Creates produce when planted.

Item Name | Item Description

|              |               |
|--------------|---------------|
| Round Seed   | A plant seed. |
| Small Seed   | A plant seed. |
| Oblong Seed  | A plant seed. |
| Long Seed    | A plant seed. |
| Crooked Seed | A plant seed. |
| Flat Seed    | A plant seed. |
| Big Seed     | A plant seed. |
| Spiny Seed   | A plant seed. |

| iii | fruits | iii |

”” ~~~~~ ””

Help temper armor.

Item Name | Item Description

|             |          |
|-------------|----------|
| Bellgrapes  | A fruit. |
| Diceberry   | A fruit. |
| Peach Puppy | A fruit. |
| Applesocks  | A fruit. |
| Orange'opus | A fruit. |
| Citrisquid  | A fruit. |
| Springanana | A fruit. |
| Manolephant | A fruit. |

|               |          |
|---------------|----------|
| Rocket Papaya | A fruit. |
| Loquat-Shoes  | A fruit. |
| Boarmelon     | A fruit. |
| Pine o'Clock  | A fruit. |
| Rhinoloupe    | A fruit. |
| Kittypie      | A fruit. |
| Cherry Bombs  | A fruit. |
| Fishy Fruit   | A fruit. |

| iv | veggies | iv |

”” ~~~~~ ””

Help temper weapons.

Item Name | Item Description

|                |           |
|----------------|-----------|
| Lilipods       | A veggie. |
| Masked Potato  | A veggie. |
| Spiny Carrot   | A veggie. |
| Honey Onion    | A veggie. |
| Cornflower     | A veggie. |
| Dolphin Squash | A veggie. |
| Cabbadillo     | A veggie. |
| Conchurnip     | A veggie. |

|               |           |
|---------------|-----------|
| Needlettuce   | A veggie. |
| Whalamato     | A veggie. |
| Orcaplant     | A veggie. |
| Mush-in-a-Box | A veggie. |
| Bumpkin       | A veggie. |
| Garlicrown    | A veggie. |



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## V. Credits / Version History / Copyright Info

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Special Thanks go out to Studio Bent Stuff and Enterbrain, whose Shinyaku Seiken Densetsu Kaitaishinsho provided official drop percentages.

V 1.0 - January 22, 2003 - First release. Skeletal structure (i.e. cut and paste) set up. Started work on a few sections. There'll hopefully be more soon, although I'll be starting school again in a few days and may not have a lot of time to work on this FAQ.

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Wario Company- <http://www.wariocompany.com>

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