

Kawa no Nushi Tsuru (Import) FAQ/Walkthrough

by x_loto

Updated to v1.00 on Jul 26, 2007

川のぬし釣り

KAWA NO NUSHI TSURI (RIVER MASTER FISHING)

Walkthrough/Japanese Game Script v1.00

(C) 2006 Jason Kuntz (x_loto)

x_loto@hotmail.com

Based on the Japanese release of "Kawa no Nushi Tsuru," (C) 1990 Pack in Video

Other games in this series released as "Legend of the River King" in the U.S.

Start Date: 08/19/2006

Submission Date: 10/23/2006

THIS FILE USES JAPANESE (SHIFT-JIS) ENCODING! TO VIEW JAPANESE SCRIPT IN
INTERNET EXPLORER, CLICK ON View -> Encoding -> AND CHOOSE Japanese (Shift-JIS)
FROM THE LIST (may be under the heading More ->)!

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1. Introduction/Mission Statement (INT)

Hello! My name is Jason Kuntz, a.k.a. x_loto, and you are reading my Walkthrough/Japanese Game Script for "Kawa no Nushi Tsuru"! This game is a fishing RPG released only in Japan in 1990. I thought it looked cute, so I decided to play it. :-)

My primary mission here is to learn Japanese, and toward that end, I have taken up the habit of playing old Japanese Nintendo games. However, since there was no FAQ for this particular game on GameFAQs, I decided to go one step further with it, and rather than just writing up a simple translation, I also wrote up a walkthrough--my very first! I hope it proves useful to anyone who decides to use it.

And now, on with the show!

2. Version History (VER)

v1.00 (10/23/2006) -- Initial release

3. Overview

a. Controls (CON)

Directional Pad: Press the appropriate direction to move either the character or the cursor in that direction.

Select: Not used.

Start: Press to begin the game on the title screen.

B: Press to exit the Command Window, or to begin fishing when standing next to water. Also used during fishing.

A: Press to bring up the Command Window, or to select a command. Also used for "aiming" in battle.

b. Navigating the Game (NAV)

Begin by choosing either "START" to begin a new game, or "CONTINUE" to pick up where you left off. This game does not have a battery back-up and instead utilizes a password of forty-four numerals to keep track of your progress.

During the game, press the "A" button to bring up the basic Status Window and the Command Window. The status window is the one on the left, which contains some basic information about your character. The caption at the top of the window tells what part of the river you are at; at the beginning of the game, it reads "けいりゅう" (Mountain Stream). The first item inside the window is "たいりょく" (Physical Strength), which is this game's version of HP. Next is "おかね" (Money), and finally is "けいけん" (Experience).

The Command Window, then, is the one on the right, with the caption "めいれい" (Command). On the left-hand column, there is "エサ" (Bait); by choosing this, you can look at the different types of bait that you carry. Next is "つりぐ" (Tackle), where you can view the different hooks, lines, and sinkers that you possess. The heading of the Tackle window shows what kind of fishing rod you have; in the beginning, it will say "たけざお" (Bamboo Rod). At the bottom of the Tackle window, you will see the float you are using; in the beginning, this will be the "たまうぎ" (Ball Float). Last on the left column is "はなす" (Speak), the ever-important command that allows you to talk to people to get clues for finishing your fishing quest. Moving down the right column is "たべる" (Eat), where you can eat food to regain lost strength, "びく" (Creel, or Fish Basket), where you can view the fish that you have caught, and "どうぐ" (Tools), where you can use items obtained on your quest which don't fall into the previous categories (i.e., you can't fish with it, and you can't eat it).

c. Battles (BAT)

Battles in this game are a little bit different than in most RPG's. When you enter a battle, you'll see your stats in the upper left window, and your available commands in the upper right window; the enemy is in the center, and the text window is at the bottom. The commands you can give are "たたかう" (Fight), "たべる" (Eat), and "にげる" (Escape).

When you choose to "Fight," a small white cursor will randomly move around in front of the enemy; this is how the game decides whether you hit or miss. Press "A" again while the cursor is over the enemy, even if it is just touching the edge of the graphic, and you will hit it. Each animal also has a weak point whereby you can cause extra damage. Now, you may be thinking, "Hmm, sounds easy! I'll just wait until the cursor's on his weak point every time and get a great attack!" Well, that's a good idea...until you notice that the longer you wait, the faster the cursor shifts its position. If you wait for only a few seconds, the cursor starts to illustrate the Heisenberg uncertainty principle, in that the more certain we are that the speed of the cursor is really fast, the less certain we are that its location is good. So, in other words, attack quickly, because the longer you wait, the harder it is to aim.

The other options, "Eat" and "Escape," are simple--"Eat" to regain lost strength during battle, and "Escape" when you're in a hurry, or when all hope is lost.

If you lose all your HP in battle, you will be returned to the town for the area you are currently in. You won't lose any money, but you will have only 1 HP. Oddly, you still get to keep all the fish you had caught as well. Upon winning a battle, you will obtain EXP, and there is a random chance of obtaining a Fish Hook or Fishing Line if you have less than five of either.

d. Angling (ANG)

Angling can be complicated and tedious in real life; the only thing that's easier and less frustrating in this game is casting the line. Of course, I've never been good at fishing, so maybe my word isn't all that great on this subject. ;-) Anyway, here are the basics of fishing in Kawa no Nushi Tsuru.

1. Finding the Perfect Spot

You can only fish when standing next to and facing water in the world map. This means no fishing in town. You also cannot fish from a forested area. If you cannot clearly see all of your character, your location is no good. Each area of the river has its own specific type of terrain which is best to fish from. Press the "B" button to start once you find a good spot.

2. Baiting the Line

After pressing "B," you will see one of three things in front of you: either 1) a hook with bait already on it, 2) an empty hook, or 3) nothing. If you see nothing, then press "A" to bring up the Command Window, and choose the second option on the left, "つりぐ" (Tackle). Then select a hook ("はり" is a normal Fishhook, "めしはり" is a Master Hook) to attach. Now you will see an empty hook. At this point, bring up the Command Window again, but select "エサ" (Bait), and then select the type of bait you need. Certain types of bait may have a star next to them, like this: *. This indicates the effective baits for the fish in the area. Anyhow, after selecting the bait, you will see your baited hook in front of your character. Now you're ready to fish! (There is also the "よせえ," or Fishing Line, but I didn't mention it because I don't know what it's for. Sometimes you can use it, sometimes you can't, but you never really *need* to, so I never did.)

3. Casting the Line/Hooking the Fish

Casting your line is easy--just press "B" and watch it fly! You can also hold the "B" button if you want to cast a bit farther from shore (once you get a better pole). Once it lands in the water, you'll see a window come up that shows your float and the surrounding waters, while it slowly drifts downstream. If you see bubbles, you're in luck--the fish are biting! Wait for the float to dip below the surface, and then press "B" again to hook that bugger! But be

careful--if you press it too early, before it goes completely under, you may lose the fish, and your bait! However, if you leave it submerged too long, the fish will get away with your bait as well. You can also press the "B" button at any time before the float starts bobbing to abort fishing for now and draw the line back in.

4. Reeling It In

In the fishing screen, you'll see two windows. The one on the left is your Status Window, the same one that you see in battles and when you bring up the Command Window. Of course, it makes sense, because you are in a battle with the fish, after all. In the right-hand window, you will see "きより" (Distance), followed by how many meters of line the fish has. Below that are your two options, "ひきよせる" (Reel In) and "にがす" (Release). Press and hold the "B" button while the cursor is on "Reel In" to do just that. Now watch the image of the fish; if it begins to fight back, you must give it some slack by releasing the "B" button. If you don't wait until it stops fighting, you'll break the line, losing not only the fish, but also your bait, hook, and a little HP. Just give him a little slack when he needs it, let him wear himself out, and patiently pull him in. However, there is a limit to how much slack you can give; try not to let him get more than 12m from you, because in that case he'll also escape. If you feel it has become hopeless, let go of the "B" button and instead press "Down" on the Directional Pad; this will immediately release the fish, and you will lose only your bait. If you successfully reel in the fish, you will not lose anything. Of course, if you lose the last of your strength along with a fish, you will be sent back to the town for the area you are in, just as if you had died in battle.

One last thing: after reeling in a few fish, even the best locations will become "fished out" for the day, forcing you to trek through terrain filled with dangerous wildlife in order to stay at the Inn, so try to keep your strength up. ;-)

4. WALKTHROUGH

a. Keiryuu (KEI)

けいりゅう

溪流

Mountain Stream

Inn--10 Yen

Tackle Shop--Purchase Prices

はり	Fishhook	10 Yen
よせえ	Fishing Line	20 Yen
びく10	Creel 10	200 Yen
かぎ	Key	400 Yen
ぱん	Bread	20 Yen

Fish Market--Selling Prices

up to 10cm	10 Yen
11cm-20cm	20 Yen
21cm-30cm	30 Yen
31cm-50cm	40 Yen
51cm and up	50 Yen

As the game begins, the scene opens on a quaint, very spacious house--however, this house suffers from poor design, having only one room (not even a

bathroom!) and very little furniture. Simply put, it's just a poorly utilized space overall. The owner of this house really needs to turn on HGTV and get some pointers on how to arrange the furniture to define the space within a large room...but I digress. ;-)) In the center of the room is a bed, and in this bed is a sick child, surrounded by her mother and a barefooted, straw-hat-and-overalls-wearing young fisherman who happens to be you, her older brother. Anyhow, you are immediately shown the introductory story, which (to the best of my knowledge) relates the awful state of fishing these days, as well as the terrible sickness that grips a certain child--that is, your sister. After reading this, you can talk to your mother if you like, and she'll ask you to run and get medicine because the doctor is out. Now, just walk downward to leave the house (it appears that the entire southern wall is nonexistent--awful, awful design!).

Once you are in the town proper, you may notice three buildings with signs posted. For those without a handy kanji dictionary, the symbols and their meanings are: 宿 (Inn), 釣 (Fishing--this is where you'll buy your angling supplies), and 魚 (Fish--this is where you'll sell the fish that you catch). Head to the angling shop so we can buy some goodies! But first, talk to the man in blue standing next to the door, and he will give you "めがね" (Glasses). You can use these in town to search the ground for more bait, which appears randomly.

Once inside, the young fisherman checks his belongings to see what he needs. Hmm...it seems he has five Fishhooks and five Fishing Lines...a Ball Float...ten each of several kinds of Bait...and NO FOOD! :-O Looks like we'd better get him something before he gets hungry! Talk to the shopkeeper, and buy some bread--that's "ぱん," at the end of the list--for 20 Yen. I would recommend saving most of your money for the Inn though, since the Bread is really just an insurance policy to make sure that you're able to get back to the Inn, because it's cheaper than the Bread. You may also need money for extra tackle, in case your first attempts at fishing go badly.

After leaving the shop, there's just one last thing: Let's go ahead and talk to the priestly-looking man in the southeast corner of the town. He'll give us a password so we can continue our game later. Of course, we haven't done much yet, but it doesn't hurt to get used to it early!

The first order of business is to save up money for the "びく10," or Creel 10, since our current creel will only hold five fish. It costs 200 Yen though, so we'll have to make several fishing trips to get it. If you need info on how to fish, look up above in the Overview section for the discussion on Angling. The strategy that I would suggest is this: Fish until your creel is full, and then battle the local wildlife until your strength is low. Return to town, sell the fish, stay at the Inn. Lather, rinse, repeat until you have 200 Yen for the Creel 10. After that, you may want to save up 400 Yen for a "かぎ" (Key), just because it sounds useful, but that's just what I would do and we probably don't need it yet. What we DO need is as much Bread as you can carry (10 pieces) so we can make a long trek down the river and back. So go ahead and do all that. I'll wait. :-)

Back already? Great! Now that you have some new stuff, let's travel down river to the west. Go slowly--if you get thwomped by the wildlife, there's no shame in turning back to recuperate. By the time you're strong enough to reach the far end of the river, you'll probably have about 200 EXP and 15 Max HP. You'll see a couple of bridges along the way--cross if you like, since the game won't let you stray from the path of the river, and you can't get lost. Fish along the way when you can, and don't forget to eat when you need it! There are some other people fishing along the bank, and they have some useful information. One of them is the doctor from town, and he tells you that the only thing that can

cure your sister is catching the River Master--nothing else will do, so you have no choice. I think he also admits to being a quack, but maybe my Japanese is wrong. :-/ Another man says that if you catch a Black Bass, you can get an ancient map of a hidden cave, and yet another tells you that Black Bass may live on the opposite bank. The last person you meet in the west tells you that the River Master does indeed live in this very river, and also mentions a swirl that may appear in the water from time to time...although he says that this swirl has nothing to do with the Master. I'm not sure I believe him just yet, but that's what he says.

Anyway, after you see that last person, there will be a bridge just a little further to the left. If you cross it, and then come back to the right, you will find a small area where you can fish. Do so, using the "ミミズ" (Earthworm) for bait, and you will hook a Black Bass! How fortunate! :-D Take one back with you to town, and talk to the northernmost man in the village. He will compliment you on your fishing ability and give you a "ちず" (Map), just like you were told! If you use it out in the world map (river map?), you will see a picture of where the cave is that leads to the next area...unless you're playing this game as a ROM on an emulator, under which circumstances you stand a good chance of freezing your game, depending on the specific emulator you use. Just be sure to save your state before trying it.

Now, the secret cave leading out of THIS area can be found by walking as far to the west as you can along the south bank. One step from the end of the trip, you'll trigger a switch that opens the cave directly in front of you. You can go in now if you like, but I'll just go back and forth along the river a couple more times to build up more experience--I'd like to have at least 20 HP available (and any money I get from fishing) before going spelunking.

b. Jouryuu (JOU)

じょうりゅう

上流

Upper Stream

Inn--20 Yen

Tackle Shop--Purchase Prices

はり	Fishhook	10 Yen
よせえ	Fishing Line	20 Yen
びく20	Creel 20	250 Yen
じしゃく	Magnet	500 Yen
にくまん	Meat Bun	40 Yen

Well, it turns out that the cave isn't much more than a passage between two sections of the river, but there is a new town just a little to the west of the exit. Upon checking it out and talking to the folk who live there, we get a little new information: 1) Crows are bad, for they can steal your fish, 2) Get a Magnet and use it outside! and 3) There's a locked treasure chest, but no Key. Well, the treasure we can do something about! If you've already bought a Key in the first town, you can go into the building with no sign, walk up to the chest, and use the "かぎ" under the "どうぐ" menu. You will find a "グラスざお" (Glass Rod), which is an improvement over your current fishing rod. :-)

And about the Crows.... There are a lot of very small fish available to catch in most places along this part of the river. Be sure to catch some, because when the Crow steals your fish, it goes after the small ones first. That way, you won't lose a lot of money by losing big fish, but instead be only a little

annoyed by losing small ones.

Checking out the Tackle Shop, I found the Magnet ("じしゃく") that was mentioned, so I bought one, and I also picked up the "びく20" so I can carry up to twenty fish. Upon trying out the Magnet, it appeared to be a compass of some sort, and after a little testing, I discovered that it points the way to the next area by showing where the switch is that opens the secret cave. It will say either "ひだり" (Left), "みぎ" (Right), "うえ" (Up), or "した" (Down). Incidentally, you can find the switch in this area by walking all the way to the west on the north bank, which opens a cave on the south bank.

Whoa, wait a sec! I didn't say to go in yet! I mean, you must have noticed how hard it was to make it all the way over here, what with all the Raccoons and Flying Squirrels jumping out at you! Not to mention the fact that one of the other fishermen out here said something VERY interesting about the Frogs that you can catch: You can use the Frogs as Master Bait! You'll DEFINITELY need to stock up on Frogs while you're here, so you don't have to come back later. There is nowhere else in the river that you can catch Frogs. Use the "ミミズ" (Earthworm); there are several places where they show up. And about those Raccoons: Don't forget to take some time to level up before going on. My recommendation is to have around 40 HP before going on (although you don't necessarily have to listen to me; I'm only being cautious ;-). Anyhow, I'll meet you on up ahead, whenever you're ready!

c. Chuuryuu (CHU)

ちゅうりゅう

中流

Middle Stream

Inn--30 Yen

Tackle Shop--Purchase Prices

はり	Fishhook	10 Yen
よせえ	Fishing Line	20 Yen
びく30	Creel 30	300 Yen
はなび	Fireworks	350 Yen
うどん	Noodles	50 Yen

Well, now we've come to the Midstream section of the Great River of Life, as I like to call it. ;-). I can only assume that next will be a segment called "Lower Stream," but what happens after that is anyone's guess.

In this town, we can buy a new Tool, "はなび" (Fireworks) and "びく30," which can hold 30 fish. That's a lot! :-D

Moving right along, the men in town have some information that could be useful. One person is looking for a Stickleback and another is looking for a Golden Carp, so let's keep that in mind. Another person mentions fishing near foam in the river.

Along the riverbanks, there are (once again) five fishermen just waiting to talk to you, and speaking with the first actually nets you a new float to fish with! Yay! You can speak with him again to cycle through the three available floats: Ball, Stick, and Pepper (I think--it IS a little bit pepper-shaped...). The next person says that the Stickleback lives toward the end of this segment of the river. Another of the men says something about a Wonderful Tree, which has something to do with scaring a Raccoon with Fireworks.

Reaching the end of the midstream segment, it seems that the switch that opens the next area is at the westernmost point on the north bank again, but instead of a cave, a tree appears--the Wonderful Tree! Checking the Map ("ちず") confirms that this Tree is in fact in the same location as the cave we expected to find.

After doing a little backtracking and fishing to pass the time, I've found that all the fishing in this area is accessible only from the wooden platforms that appear here and there throughout this segment. The Stickleback ("ハリヨ") that we've heard about is at the last one, on the south bank of the river, right next to the leftmost man who is out fishing. Catch one, and let's head back to town with it. When you get there, talk to the man in blue to get a Carbon Rod to fish with. But that's not all! If you caught a Golden Carp ("キンブナ"), you can talk to the man in the north to get a...タライ ("Tarai")...but I don't know what it is. One of the people out fishing said something about it, but I couldn't make it out. Anyway, using the Tarai we can reach the Wonderful Tree. :-)

Go to the far left end of the river, and hit the switch to reveal the Wonderful Tree. Now, face the water, and use the タライ. I'm not sure what it is, since it's not in my dictionary, but it allows you to float across the water! Use the "はなび" (Fireworks) in front of the Tree, and it...turns into a raccoon. What a trick. :-) The raccoon then exits, leaving a gaping hole where the Wonderful Tree once stood. I suggest that you have about 50 HP before you go on--I had 54 HP myself. Anyway, when you're ready, let's go in!

d. Karyuu (KAR)

かりゅう

下流

Lower Stream

Inn--40 Yen

Tackle Shop--Purchase Prices

はり	Fishhook	10 Yen
よせえ	Fishing Line	20 Yen
びく60	Creel 60	600 Yen
ハンマー	Hammer	700 Yen
やきいも	Baked Potato	70 Yen

Well, I was right--the next segment is called "Lower Stream." Anyway, let's head to town first.

There is only one person in town who actually has anything to say. He says that fish are often seen playing near the stakes that are sticking out of the river. Peeking into the Tackle Shop, we see a fish basket huge enough to hold 60 fish inside. O_o Just below that is the "ハンマー" (Hammer). I have no idea what it does yet, but I bought one. :-)

While exploring along the river in this area, you'll have plenty of opportunities to use the タライ to cross the water--if you don't, you simply won't reach the end, because you can't cross on land. Oddly, there are only three fishermen along this area, rather than the usual five. One of them tells you about a door further downstream which is rusted, and says that hitting it with a Hammer will knock it loose. How convenient! :-D

Once you reach the end of this segment, the cave to the next area is in plain sight--no need to use the Magnet or the Map to find a hidden cave this time,

and indeed, neither of them works here anyway.

Fishing in this area is done from the sandy areas along the shore. After you've had your fill of fishing and experience-building in this new area, it's time to move on! That was easy compared to the last one, except that the wildlife here is kicking my butt! I would recommend having around 60 HP before going on.

e. Kakou (KAK)

かこう

河口

River Mouth

Inn--50 Yen

Tackle Shop--Purchase Prices

はり	Fishhook	10 Yen
よせえ	Fishing Line	20 Yen
ぬしぱり	Master Hook	50 Yen
ぬしあお	Master Rod	990 Yen
おにぎり	Rice Ball	100 Yen

At long last we've come to the point where the Great River meets the Great Sea. Alas, Fellow Travelers, the Journey is Nigh Done. ;-)

First thing's first: Let's talk to the people here. There's not much in the way of clues, but it is told that there are many fish near the swirls in the water. Incidentally, all of the fishing in this area is accessible from bridges which are located near swirls in the water.

Before you leave town, go to the building in the southwest corner. There is a treasure chest there that you can open with the かぎ; doing so nets you a "りんご" (Apple). We'll just have to see what it's for later. ;-)

While journeying west along this last stretch of land, you will once again meet several fishermen. One of them tells you that you should receive great joy by giving an apple to a brown pig. It sounds strange, I know. Nevertheless, we do have an apple, and we have seen a brown pig at the end of the Karyuu segment. We'll have to go back later and see what happens.

Returning to the Lower Stream, it's no problem at all to find the Brown Pig. Stand facing it and use the りんご, and it will give you the final clue you need to complete the game: The River Master is currently swimming near a small island in the middle of the sea! Let's head back to the Mouth and catch that bugger!

Now, you'll need to make sure you have the Master Rod (ぬしあお), some Master Hooks (ぬしぱり), and some Master Bait (ぬしえさ). You DID remember to catch some Frogs in the Jouryuu, didn't you?

On your way out to the River Master's island, you'll see another island with a cave. Don't worry; it's a a dead end. This really IS the end of the game.

Once you arrive at the small island where the River Master lives, stand on the small dock and face downward. Equip yourself with the "ぬしぱり" and "ぬしえさ" (Master Hook and Master Bait); both are under the つりぐ menu. Cast your line as far as it will go. The current will carry it a little way to the right, and then back up. You have to be very quick when your float bobs down, because the River Master doesn't give you much time to react.

The River Master is in a class of fish that I think of as slow, but strong. He will often pull your line out to 25m or so, without giving you a single opportunity to reel him in. However, the slow, strong fish also wear out easily, so if he DOES give you a chance, you can pull him in a long way before he gets his "wind" back. Just keep trying, and you'll get him soon enough. :-)

After you catch him, you'll get a really long "You did it! Yay!" speech, and then you are told to hurry home to your sister. Unfortunately...you have to walk. :-(Do so now...I'll wait.

When you arrive at your hometown, all you have to do is walk into your house. You give your sister the fish, she eats it, and she stands up. Then everybody gathers around and cheers. Banzai! FIN. No credits or anything...that's it! I hope you enjoyed the game! :-D

5. Dialogue (DIA)

◆INTRODUCTION

かわには かずおおくの しゅるいの さかなが すんで いました。しかし どのさかなも つわもの ぞろいで おいそれとは つれませんでした。さらに さいきんでは つりびとを ばかにして エサだけを くって はりを きったりする さかなまで でてくる しまつです。いっぽう むらでは ひとりのこどもが きゅうに びょうきで たおれました。まいとし このきせつに なると びょうにんが でて そのうちの いくにんかが なくなって いました。どうすれば なおせるのか?いちにちも はやく たすけて あげないと きけんです。ぬしの いばしょが。

川には 数多くの 種類の 魚が 住んで いました。しかし どの魚も 兵 ぞろいで おいそれとは 連れませんでした。さらに 最近では 釣り人を ばかにして 餌だけを 繰って 針を 切った利する 魚まで 出て来る 始末です。一方 村では 一人の子どもが 急に 病気で 倒れました。毎年 この季節に なると 病人が 出て そのうちの 幾人かが 亡くなって いました。どうすれば 直せるのか?一日も 早く 助けて 上げないと 危険です。主の 居場所が。

In the river lived a great many kinds of fish. But which fish also did not readily lead a man of courage [ぞろいで]. Furthermore, nowadays fishermen in a foolish way are reeling in only bait on their fishhooks, and cutting profits as far as fish appears to be the fact of the matter. (?) Meanwhile, in the village one person's child has collapsed from a sudden illness. Every year in this season people become sick, but many people leaving this place had died. How can it be cured? But if help is not given one day quickly, it is a danger. The master's whereabouts. (?)

◆KEIRYUU TOWN

--Mother

きょうこが きゅうに ねつをだして ごらんの とおりだよ。せんせいも るすで こまったねえ。くすりを もらってきて ちょうだい。

今日子が 急に 熱を出して ご覧の 通りだよ。先生も 留守で 困ったねえ。薬を 貰って来て 頂戴。

Today the child suddenly has a fever [passing of inspection (?)]. Even the doctor is away, I'm afraid. Please go get medicine.

--Mother (After leaving home)

なにを ぼんやりしてるんだい。はやくしないと しんじょうよ!

何を ぼんやりしてるんだい。早くしないと しんじょうよ!

My, aren't you absent-minded! Go quickly and [しんじょうよ]!

--Child

うーん。 うーん。

Ungh, ungh. (groaning sounds)

--Man (N)

ワカサギなど ちっさいさかなが くいあらされて こまっとるが はんにんを
つかまえて くれんかい?つかまえたら また きてくれよ。

公魚など ちっさい魚が 食い荒しれて こまっとるが 犯人を 捕まえて
くれんかい?捕まえたら 又 来てくれよ。

Pond smelt and the like [ちっさい] fish are wolfing down [こまっとる], but
could you catch criminals(?) for me? If you catch one, please come again.

--Man (N, w/Black Bass)

とうとう ブラックバスを つったな。これで こざなかも たすかるだろう。ふるい
ちずだが やくにたつから もっていくといい。

等々 ブラックバスを 釣ったな。これで 小魚も 助かるだろう。古い 地図だが
役に立つから 持って行くといい。

At last you have fished a Black Bass. With this (?), it seems small fish also
will be saved. You should take this Ancient Map, since it will be helpful.

--Man (N, after Black Bass)

げんきか?

元気か?

Staying healthy?

--Man (E)

めがねをやるから だいじにつかえよ。

眼鏡をやるから 大事に使えよ。

Because I have glasses, I use them importantly. (?)

--Man (E) (After receiving Glasses)

むらんなかを よーく めがねかけて さがしまわれば えさなんか いくらでも
めっかるぞ。

村ん中を よーく 眼鏡掛けて 捜し回れば 餌なんか 幾らでも めっ狩るぞ。

Inside the village [よーく] if you search by putting on the Glasses you can
hunt up as much bait and such as you want.

--Woman (C)

さかなが きゅうに つれなくなったら やどに とまって ひとねむりしてね。また
すぐ つれだすわよ。

魚が 急に 連れなくなったら 宿に 止まって 一眠りしてね。又 直ぐ
連れ出すわよ。

If the fish don't suddenly lead [if the fish don't bite?], take a nap staying
at the inn. You will take them out again soon.

--Man (W)

こまったもんだよ。うちのむらの やぶいしゃは びょうにんが いるというのに
つりに でかけてるんだもんな。

困った問だよ。内の村の 藪医者は 病人が いるというのに 釣りに
出かけてるんだもんな。

A problem worries me. Concerning the quack in the village, patients in order to
[いるという] have gone out fishing [もんな].

--Priest (SE)

パスワードを おつたえします。

パスワードを お伝えします。

I will teach you the password. (may be a typo in-game--"つたえる"?)

--Priest (w/Fish in Creel)

びくのなかに さかながのこっていると パズワードを おつたえ できません。

魚籠の中に 魚が残っていると パズワードを お伝え 出来ません。

There are fish left in your creel, and I cannot teach you the Password.

◇FIRST MAN W OF KEIRYUU TOWN

さいきん ブラックバスが ふえたため ちいさい さかなたちが めっきり
すくなくなったあ。

最近 ブラックバスが 殖えた為 小さい 魚達が めっきり 空く無くなったあ。

Nowadays, small fishes remarkably have lessened in numbers and disappeared, so
Black Bass have multiplied.

◇SECOND MAN W OF KEIRYUU TOWN

わたしが やぶいしゃだが。いもうとの びょうきを なおすには かわなぬしを
つりあげる しかない。かわのぬしだけが くすりになるのだ。

私が 藪医者だが。妹の 病気を 直すには 川な主を 釣り上げる しかない。

川の主だけが 薬になるのだ。

I am a quack. To cure your younger sister's illness, you have no choice but to
catch the River Master. Only the River Master will be do you any good.

◇THIRD MAN W OF KEIRYUU TOWN

ブラックバスを つりあげたら ほらあなの ばしょが かいてある ふるい ちずが
もらえるぞ。

ブラックバスを 釣り上げたら 洞穴の 場所が かいてある 古い 地図が
貰えるぞ。

If you catch a black bass, you can receive an ancient map on which a cave's
location is written.

◇FOURTH MAN W OF KEIRYUU TOWN

ブラックバスだったら むこうぎしに いかないと つれないよーっ。はしを
わたって 行ってね。

ブラックバスだったら 向こう岸に いかないと 釣れないよーっ。橋を 渡って
行ってね。

If black bass were on the opposite bank and you don't go there, you can't fish
there. Go cross the bridge.

◇FIFTH MAN W OF KEIRYUU TOWN

このかわには ぬしが いるんだ。ときどき うずが まいているのを みかける
だろうが かんけいないぞ。

この川には 主が いるんだ。時々 渦が まいているのを 見掛ける だろうが
関係ないぞ。

In this river is the Master. Sometimes you will happen to see a swirl
[まいているの], but there is no connection.

◆JOURYUU TOWN

--Man (NE)

カラスに あわないように しろよ。 さかなを ぬすまれるぞ!

烏に 会わないように しろよ。 魚を 盗まれるぞ!

Do not meet a crow [ように しろよ]. They can steal fish!

--Man (E)

たからばこは みつかったかい?かぎが ないと あかないよー。

宝箱は 見つかったかい?鍵が ないと 開かないよー。

Have you found the treasure box? There is no key, and it won't open.

--Woman (E)

じしゃくを かったら むらのそとで つかってね。

磁石を 買ったら 村の外で 使ってね。

If you buy a magnet, use it outside the village.

--Man (W)

かわのなかの ちいさないわのまわりで よく つれるよ。

川の中の 小さな岩の周りで よく 釣れるよ。

You can fish well in the surroundings of small rocks in the middle of the river.

◇FIRST MAN W OF JOURYUU TOWN

このかわを くだっていくと うみまで いけますが とちゅうで たらいを
てにいれないと わたれないですよ。

この川を 下って行くと 海まで いけますが 途中で たらいを 手に入れないと
渡れないですよ。

I am going to go down this river until the sea [いけます], but on the way can't
obtain [たらいを] and can't cross.

◇SECOND MAN W OF JOURYUU TOWN

じしゃくの さすほうへ すすんだら ええ。うそはいわねえ。

磁石の 指す方へ 進んだら ええ。うそはいわねえ。

You should advance in the direction that the Magnet points. [うそはいわねえ].

◇THIRD MAN W OF JOURYUU TOWN

あんたも ぬしを さがしてるんかい?かえるが ぬしえさに なるので いっぱい
つといたほうが いいよ。

あんたも 主を 捜してるんかい?蛙が 主餌に なるので 一杯 つといた方が
いいよ。

Are you too searching for the Master? Because a frog becomes Master Bait, you
should [つといた] a lot.

◇FOURTH MAN W OF JOURYUU TOWN

いま コクレン [ソ?] が いれぐいだぞ。

今 コクレン [ソ?] が 入れ食いだぞ。

Now the [コクレン [ソ?]] are biting at every cast.

◇FIFTH MAN W OF JOURYUU TOWN

さいきん ぬしを みかけないが どこへ いったのかなあ。

最近 主を 見掛けないが どこへ いったのかなあ。

Nowadays no one sees the Master, but to where [いったのかなあ].

◆CHUURYUU TOWN

--Man (N)

たらいづくりの じいとは わしのことじゃ。じつは きんぶなの ぎょたくを
つくりたいが つつてきて もらえんじゃろか?

たらいづくりの じいとは 私の事じゃ。実は 金鮒の 魚拓を つくりたいが
釣って来て 貰えんじゃろか?

[たらいづくりの じいとは] is my business (or is it "the matter of the
Eagle"?). As a matter of fact, [つくりたい] Golden Carp's fish print, but could
I get you to come fish [ろ]?

--Man (N, w/Kinbuna)

きんぶなを つつたな。ありがとう。わしが たんねんに つくった たらいじゃが
もっていくがよい。

金鮒を 釣つたな。ありがとう。私が 丹念に 作った たらいじゃが
持って行くが良い。

You caught a Golden Carp. Thank you. You should carry this [たらい] that I
dilligently made.

--Man (N, after Kinbuna)

たらいの とうしは どうだい?

???

--Man (E)

じつは ハリヨという さかなを さがしているが どこにいるやら？もし つったら
もってきてね。

実は 針魚と言う 魚を 捜しているが どこにいるやら？もし 釣ったら
持って来てね。

By the way, I am searching for a fish called a Stickleback, but where could it
be? If you fish, you can get one, right?

--Man (E, w/Stickleback)

ハリヨじゃないか？よくつったなあ。おれいに カーボンざおを あげるね。

針魚じゃないか？良く釣ったなあ。お礼に カーボン竿を 上げるね。

Isn't that a Stickleback? You have fished well indeed. In gratitude, I will
give you a Carbon Rod.

--Man (E, after Stickleback)

つれてますか？

連れてますか？

Are they biting? (?)

--Man (W)

かわのなかから あわが でているが ちかくに さなかが いるからじゃよ。

川の中から 泡が 出ているが 近くに 魚が いるからじゃよ。

From the middle of the river, foam has appeared, but nearby, fish [いるから].

◇FIRST MAN W OF CHUURYUU TOWN

うきを とりかえて あげたよ。つかいづらいときは またきてね。

浮きを 取り替えて 上げたよ。使いづらい時は 又来てね。

I replaced your float for you. When usage [づらい], come again.

◇SECOND MAN W OF CHUURYUU TOWN

ハリヨを さがしてるのか？ここいらには いないなー。ちゅうりゅうの

さいごのポイント あたりに いると おもうよ。

針魚を 捜してるのか？ここいらには いないなー。中流の 最後のポイント 辺りに
いると 思うよ。

You're looking for Stickleback? It isn't in this [いら]. I think it is near the
midstream's endpoint.

◇THIRD MAN W OF CHUURYUU TOWN

たらいを こぐときゃ ちゅういしろ たいりょくを いっぱい つかうから。

たらいを こぐときゃ ちゅういしろ 体力を 一杯 使うから。

[たらい] [こぐときゃ] [ちゅういしろ] to use in order to fill physical strength.

◇FOURTH MAN W OF CHUURYUU TOWN

このまえの おおあめは すごかったねえ。さかなも ずいぶん あちこちに
ながされたんだろうなあ。

この前の 大雨は すごかったねえ。魚も 随分 あちこちに
流されたんだろうなあ。

Before a heavy rain [すごかった]. It seems even fish extremely here and there
were drained. (?)

◇FIFTH MAN W OF CHUURYUU TOWN

ふしぎなきを みなかったか？たぬきが ばけてるから きをつける。はなびを
つかって おどかせば きっと びっくりして にげだすさ！

不思議な木を 見なかったか？狸が 化けてるから 気を付ける。花火を 使って
脅かせば きっと びっくりして 逃げ出すさ！

Haven't you seen the Wonderful Tree? Since Raccoons appear in disguise, be
careful. If you use Fireworks to threaten it, surely it will run away
frightened!

◆KARYUU TOWN

--Man

かわのなかの くのまわりで よく さかなが あそんでいるなあ。

川の中の 杭の周りで よく 魚が 遊んでいるなあ。

In the surroundings of the stakes in the middle of the river often fish are playing.

◇FIRST MAN W OF KARYUU TOWN

こないだの おおあめで かわが あふれたが そのために ぬしも どこかへ
いどう したのではないか？

こないだの 大雨で 川が 溢れたが その為に 主も どこかへ 移動
したのではないか？

The other day in a heavy rain the river flooded, but because of that did even
the Master migrate somewhere [ではない]？

◇SECOND MAN W OF KARYUU TOWN

このさきに とびらがあるが さびついて いるので アンマーで たたかないと
こわれぬぞ。

この先に 扉があるが 錆び付いて いるので アンマーで 叩かないと
壊れぬぞ。

Beyond here, there is a door, but it is rusting, and if you don't hit it with
the Hammer it won't break.

◇THIRD MAN W OF KARYUU TOWN

あめが ふった よくじつは さかなが よく つれるんじゃよ！ ウハ ウハ。

雨が 降った 翌日は 魚が よく 連れるんじゃよ！ ウハ ウハ。

The day after the rain fell, fish were caught often. Ha ha.

◇BROWN PIG

ブヒー ブヒー ブー。

(squealing noises)

◇BROWN PIG (W/APPLE)

おいらは うみのなかの こじまから つれて こられたんだ。そのこじまでは
おまえのさがしている さかなが およいでいたよ。ブヒー。

俺等は 海の中の 小島から 連れて こられたんだ。その小島では
お前の捜している 魚が 泳いでいたよ。ブヒー。

We [こられた] leading from a small island in the middle of the sea. At that
island your fish that you are searching for has swum. Squeal.

◆KAKOU TOWN

--Man (N)

ぬしばりは このむらでしか うってないぞ。

主針は 好むらでしか 売ってないぞ。

The Master Hook prefers [らでしか] don't sell. (?)

--Man (W)

かわのなかに おおきな うずが まいて いるじゃろ。その ちかくが
ねらいどころかな。

川の中に 大きな 渦が 巻いて いるじゃろ。その 近くが 狙い所かな。

In the middle of the river, a large swirl is winding. I wonder if that area is
your objective.

--Man (E)

ぬしを つるときは ぬしばりに ぬしえさを つけるんだよ。

主を 釣る時は 主針に 主餌を 付けるんだよ。

When you catch the Master, you must have joined the Master Bait to the Master
Hook.

--Woman

このまえの おおあめで だいぶ じょうりゅうの さかなが ながされて
きたようだけど。 かわのぬしは いったい どこに いったのかしら。
この前の 大雨で 大分 上流の 魚が 流されて 北陽だけど。 川の主は 一帯
どこに 行ったのかしら。

A lot of fish from upstream were drained [北陽] by the big rain from before,
however. I wonder if the River Master went from that place.

◇FIRST MAN W OF KAKOU TOWN

ぬしは かかるんだが あとすこしで なんども にげられたねー。やっぱり
ぬしざおでないど だめか。

主は 懸かるんだが 後少しで 何度も 逃げられたねー。やっぱり 主竿でないど
駄目か。

The Master is trapped, but after a short time, often he has escaped, hasn't he?
Still, without the Master Rod, is it hopeless?

◇SECOND MAN W OF KAKOU TOWN

うろうろ しているところを みると まだ ぬしを つっていないな。
そうかんたんに つられて たまるか。おれのほうが さきに つつてやる。
うろうろ している所を見ると 未だ 主を 釣っていないな。相関たんに
釣られて 溜まるか。俺の方が 先に 釣って遣る。

I see the place where he is aimlessly wandering, and still, I am not fishing
the Master. Is a correlation [たん] gathering to be lured? My way recently did
fishing.

◇THIRD MAN W OF KAKOU TOWN

ちゃいろのブタに りんごをやってみな きっと おおよろこび するぜー。
茶色の豚に 林檎を遣って見な きっと 大喜び 為るぜー。

Try to give an apple to a brown pig, certainly it will be a great joy.

◇FOURTH MAN W OF KAKOU TOWN

きのう このちかくで ぼらをつったよ ホラじゃ ないよーつ。
昨日 この近くで 鰻を釣ったよ 洞じゃ ないよーつ。

Yesterday in this area I caught a Mullet [よ] grotto [じゃない].

◇FIFTH MAN W OF KAKOU TOWN

そうか わかったぞ!ぬしの いばしょが。おまえさんには おしえないよーとつ。
そうか 分かったぞ!主の 居場所が。お前さんには 教えないよーとつ。

[そうか] I understand! The Master's whereabouts. I won't teach you.

◆UPON CATCHING THE RIVER MASTER

ついに かわのぬしを つりあげた!まいとし むらびとの なかから
びょうにんがでて こまっていたのも その しわざは かわのぬし だと だれもが
よく わかっては いた。しかし だれも つりあげられずに くやしい おもいを
していたのです。しかし とうとう やりました。にっくき ぬしを
たいじしたのです。これで むらのなかも あかるくなり むらびとにえがおが
もどるでしょう。おめでどう!ほんとうに おめでどう!さあ はやく いもうとの
ところへ かえって ぬしを たべさせて あげて ください。

遂に 川の主を 釣り上げた!毎年 村人の 中から 病人が出て 困っていたのも
その 仕業は 川の主 だと だれもが よく 分かっては いた。しかし だれも
釣り上げられずに 悔しい 思いを していたのです。しかし 等々 遣りました。
にっくき 主を 対峙したのです。これで 村の中も 明るくなり 村人に笑顔が
戻るでしょう。お目出度う!本当に お目出度う!さあ 早く 妹の 所へ 返って
主を 食べさせて 上げて 下さい。

At last you have caught the River Master! Every year from among the villagers,
sick people were worried to leave, and that deed the River Master, if everyone
understood well. (?) But everyone was having regrettable feelings, without
catching it. But finally you have done it. You have confronted the [にっくき]
Master. From this, also in the village [くなり] that becomes clear, it should

return smiling faces to the villagers. Congratulations! A truly auspicious occasion! Come now, please quickly return to your younger sister's room and let her eat the Master.

◇CHEERS

よくやったね！ おめでとう。

能く遣ったね！ お目出度う。

You've done well! Congratulations.

◆ENDING

かわのぬしを いもうとにたべさせた。すると すぐ げんきになり
たちあがることが できました。バンザーイ。バンザーイ。バンザーイ。むらびとの
あいだから よろこびの かんせいが わきあがりました。

川の主を 妹に食べさせた。すると 直ぐ 元気になり 立ち上がる事が
出来ました。バンザーイ。バンザーイ。バンザーイ。村人の 間から 喜びの 歓声が
湧き上がりました。

You had your younger sister eat the River Master. Thereupon immediately she became healthy and was able to stand up. Hooray! Hooray! Hooray! From the area of the villagers shouts of joy broke out.

おわり

終

The End

6. Items (ITE)

This list describes the various Items that will help you along your journey, split by category.

Bait

カワムシ	川虫	River Bug
ねりえ	?	Fish Egg [No_Carrier]
アカムシ	赤虫	Reg Bug
サシ	さし	Maggot
ミミズ	地虫	Earthworm

Tackle

はり	針	Fishhook	10 Yen/5	Use to attach Bait
よせえ	?	Fishing Line [No_Carrier]	20 Yen/5	Use to attach Hook
ぬしぱり	主針	Master Hook	50 Yen/5	Use to attach Bait
ぬしえさ	主餌	Master Bait	-	Food that the River Master loves
びく10	魚籠10	Creel 10	200 Yen	Holds 10 fish
びく20	魚籠20	Creel 20	250 Yen	Holds 20 fish
びく30	魚籠30	Creel 30	300 Yen	Holds 30 fish
びく60	魚籠60	Creel 60	600 Yen	Holds 60 fish

Rods

たけざお	竹竿	Bamboo Rod	Casts 2 tiles from shore	
グラスざお	グラス竿	Glass Rod	Casts 2-3 tiles from shore	
カーボンざお	カーボン竿	Carbon Rod	Casts 2-5 tiles from shore	
ぬしざお	主竿	Master Rod	Casts as far as the eye can see	

Floats

たまうき	玉浮き	Ball Float
ぼううき	棒浮き	Stick Float
とうがらしうき	唐辛子浮き	Pepper Float (?)

Food

ぱん	パン	Bread	20 Yen	Recovers 5 Strength
にくまん	肉饅	Meat Bun	40 Yen	Recovers 20 Strength
うどん	饅饨	Noodles	50 Yen	Recovers 25 Strength
やきいも	焼き芋	Baked Potato	70 Yen	Recovers 40 Strength
おにぎり	お握り	Rice Ball	100 Yen	Recovers 50 Strength

Tools

かぎ	鍵	Key	400 Yen	Use to open treasures
めがね	眼鏡	Glasses	-	Use to search for Bait
じしゃく	磁石	Magnet	500 Yen	Acts as a compass, showing the way to the hidden switch to open the next area
ちず	地図	Map	-	Shows the location of the hidden cave to the next area
タライ	?	?	-	Allows passage over water; each step reduces HP by 1
はなび	花火	Fireworks	350 Yen	Scares a raccoon out of your path
ハンマー		Hammer	700 Yen	Breaks down an old door
りんご	林檎	Apple	-	Give to a brown pig for a clue

7. Enemies (ENE)

This is a list of all the enemies that try to get in the way of your journey. The kanji representations and English translations are my best guess; sometimes, there was more than one possible translation. The HP values are only what I have observed; some of them are ranges rather than a specific number because I could not narrow down the exact amount any further.

Name	Kanji	English	HP	EXP	Weak Point
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Keiryuu:

あかねずみ	赤鼠	Red Mouse	3	1	Head
のうさぎ	野兔	Field Rabbit	10	2	Ears
やまこうもり	山蝙蝠	Mountain Bat	6	3	Ears
もぐら	土竜	Mole	5	6	Foot
ふくろう	梟	Owl	16	8	Head

Jouryuu:

てん	?	?	10	4	Head
カラス	烏	Crow	15	8	Head
たぬき	狸	Raccoon	40	10	Tail
きつね	狐	Fox	30	12	Ears

ももんが		Flying Squirrel	25	16	Belly
Chuuryuu:					
いたち	鼬	Weasel	15	10	Neck
しまへび	縞蛇	Striped Snake	25	12	Head
わし	鷲	Eagle	40	17	Head
あおだいしょう	青大将	Green Snake	45	26	Head
かもしか	羚羊	Wild Goat	55	35	Neck
Karyuu:					
まむし	蝮	Viper	25	20	Head
やまねこ	山猫	Mountain Cat	40	25	Head
おおじか	大鹿	Big Deer	55	35	Antlers
やまざる	山猿	Mountain Monkey	70	40	Head
Kakou:					
あなぐま	穴熊	Badger	40	30	Ears/Back?
つきのわぐま	月の輪熊	Asian Black Bear	110?	70	Head
いのしし	猪	Wild Boar	80-85	50	Snout

8. Fish (FIS)

This is a list of all the fish you can catch, along with other possible catches, and their possible lengths (or EXP gained). The kanji representations and English translations are my best guess; sometimes, there was more than one possible translation. The lengths listed are only those that I have seen; other lengths may be possible.

Name	Kanji	English	Length/EXP	Bait Used
Keiryuu:				
カジカ	鰯	Yellowtail Tuna	7-14cm	River Bug
イワナ	岩魚	Char	20-38cm	River Bug
ヤマメ	山女	Trout	22-39cm	River Bug
アマゴ	甘子	Red-spotted Trout	15-29cm	River Bug
ニジマス	虹鱒	Rainbow Trout	25-49cm	Fish Egg
イモリ	井守	Newt	8 EXP	Fish Egg
ブラウントラウト		Brown Trout	26-48cm	Fish Egg
ワカサギ	公魚	Pond Smelt	10-14cm	Maggot
ウグイ	石斑魚	Chub	14-33cm	Maggot
ヒメマス	姫鱒	Red Salmon	24-46cm	Earthworm
カワマス	河鱒	Brook Trout	29-49cm	Earthworm
ブラックバス		Black Bass	26-49cm	Earthworm
Jouryuu:				
ギギ	?	?	20-29cm	River Bug
オイカワ	おい川?	?	8-15cm	River Bug
サクラマス	桜鱒	Cherry Blossom Trout		
		(English species unknown)	45cm	River Bug
コクレン	?	?	50-99cm	Fish Egg
ハクレン	?	?	86cm	Fish Egg
モロコ	?	?	4-7cm	Red Bug
モツゴ	?	?	5-6cm	Red Bug
ホンモロコ	?	?	5-8cm	Red Bug
カエル	蛙	Frog	2 EXP/	
			Master Bait	Earthworm
ドンコ	?	?	7-13cm	Earthworm
コイ	鯉	Carp	75cm	Earthworm

ムギツク	?	?	7-14cm	Earthworm
Chuuryuu: カワノカミ	川の神	River God (English species unknown)	7-14cm	River Bug
カワムツ	川むつ?	?	8-15cm	River Bug
アカザ	赤ざ?	?	6-9cm	River Bug
オヤニラミ	親睨み	Parents' Glare (English species unknown)	7-11cm	River Bug
ハリヨ	針魚	Stickleback	2-4cm	River Bug
キンブナ	金鮒	Golden Carp	12-15cm	Red Bug
タモロコ	?	?	4-7cm	Red Bug
カナヘビ	?	?	20 EXP	Red Bug
メダカ	目高	Medaka Ricefish	2-3cm	Red Bug
ドジョウ	泥鰌	Loach	9-17cm	Earthworm
フナ	鮒	Crucian Carp	16-29cm	Earthworm
ブルーギル		Bluegill	13-24cm	Earthworm
Karyuu: ヘラブナ	ヘラ鮒	?	35-46cm	Fish Egg
トミヨ	?	?	2-4cm	Maggot
カメ	亀	Turtle	30 EXP	Maggot
サヨリ	針魚	Halfbeak		
(this is another reading for the same kanji as the ハリヨ, or "Stickleback," from the Chuuryuu region)			7-14cm	Maggot
ナマズ	鯰	Catfish	38-41cm	Earthworm
テナガエビ	手長蝦	Long-armed Shrimp	10-19cm	Earthworm
タイフンドジョウ	タイフン泥鰌	Typhoon Loach	30-53cm	Earthworm
ハス	蓮?	Lotus?	16-29cm	Earthworm
カマツカ	?	?	10-19cm	Earthworm
ワタカ	?	?	25cm	Earthworm
ツチフキ	?	?	5-9cm	Earthworm
シマドジョウ	島泥鰌	Island Loach	5-9cm	Earthworm
Kakou: メゴチ	?	?	11cm	Maggot
ヘビ	蛇	Serpent	50EXP	Maggot
ハゼ	沙魚	Goby	16-26cm	Maggot
マルタ	?	?	29cm	Maggot
ヒガイ	鯉	Sturgeon	14cm	Earthworm
カムルチー	?	?	75cm	Earthworm
ソウギョ	草魚	Grass Carp	74cm	Earthworm
ニゴイ	に鯉?	?	27-33cm	Earthworm
ボラ	鰻	Mullet	45-62cm	Earthworm
スズキ	鱸	Sea Bass	62cm	Earthworm
カワノヌシ	川の主	River Master	-	Master Bait

9. Experience Level Chart (EXP)

This section gives approximate numbers of points needed to reach higher levels of experience. Of course, since the game does not allow you to see how many points remain until the next level, or even what level you are currently at, these are not exact, and the actual EXP needed may be somewhat less than what I show here. These numbers only represent what happened when I played the game. Please email me with corrections, if you are so inclined. :-)

EXP HP

0	5
6	6
13	7
33	8
49	9
72	10
96	11
125	12
159	13
189	14
227	15
272	16
312	17
356	18
404	19
456	20
510	21
570	22
640	23
700	24
768	25
836	26
906	27
979	28
1063	29
1145	30
1227	31
1318	32
1414	33
1502	34
1596	35
1696	36
1810	37
1916	38
2026	39
2132	40
2240	41
2371	42
2488	43
2620	44
2738	45
2880	46
3012	47
3131	48
3273	49
3438	50
3579	51
3707	52
3854	53
4011	54
4196	55
4356	56
4396	57

Apparently, 57 is the highest that the game will go. At the end of the game, I had 6120 EXP, and still only 57 HP.

Credits:

Layout, Walkthrough, and Translation written by Jason Kuntz (x_loto)

Thanks to:

Glenn Rosenthal--for programming JWPce, which I used to type this up

Jim Breen--for creating the EDICT electronic Japanese dictionary

Jack Halpern--for inventing the SKIP look-up system, so I didn't have to know all the radicals to find kanji :-)

AltaVista Babel Fish Translation--for the little bit of help that I was actually able to get from it when I was completely stuck on a word

No_Carrier--for the English translation ROM that I occasionally used for hints towards item names when all else failed

Pack In Video--for creating this game

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An up-to-date version may always be found at GameFAQs (www.gamefaqs.com).

And don't forget: JUST SAY NO TO PLAGIARIZATION!

