

My Life My Love: Boku no Yume Watashi no Negai FAQ/Walkthrough

by LastBossKiller

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My Love My Love: Boku no Yume Watashi no Negai (Famicom Disk System) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

Game Data: Developer: WinkySoft
Publisher: Banpresto
Release: Japan - 1991

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Introduction

My Life My Love: Boku no Yume Watashi no Negai (or "My Life My Love: My Dreams My Desires") is an NES/Famicom game done in the style of a board game. It is a single player board game (there are no human or computer opponents).

You begin as an angel in heaven. Your number is randomly drawn, which means you are the next angel to be taken to Earth to become a human. You will begin as a child and go through an entire lifetime (dying at 100 years of age). Throughout the course of the game, you will do your best to improve your stats in six categories: knowledge, health, friendship, love, popularity, and wealth. You will be ranked against the population of Japan to see how well you are doing in the six categories. The population of Japan is 130 million people. So you will start ranked in #130,000,000th place, and try to work your way up to be #1.

A full playthrough of the game is very long. You can expect to play it on the order of 50 hours, and that is assuming you win on your first try. On your own, you certainly will not. Achieving a #1 ranking is not easy. But with the strategies presented in this guide, you will be able to achieve success.

The game was only released in Japanese, and it is rather text-heavy. You will probably need at least a little experience with Japanese to be comfortable making your way through the game, even with this guide.

One thing I couldn't figure out is how to have kids. I'm sure you must be able to, but perhaps it requires a random event to occur that I was never lucky enough to observe. If you have any kids in this game, please tell me how it happened, and send pictures so we can adore them. My email is lastbosskiller[at]gmail[dot]com.

How To Play

Overview

Your ultimate goal (which will allow you to see the "true" ending of the game) is to become the #1 ranked person in Japan. This requires achieving a #1 rank in each of six categories: knowledge, health, friendship, love, popularity, and wealth. You need to achieve this goal before you die at the age of 100.

Your life is also subdivided into six phases. In the early phases, you will be a young child, competing against other kids of your age to achieve the #1 rank in your age group. Achieving a #1 rank during the early phases is not important for viewing the ending of the game, but it will earn you one or two medals per successful #1 rank, which might make you feel good. The time limit to achieve the #1 rank in each early phases is 3 years of game time.

The majority of game play is composed of rolling dice and moving on a game board. The board has several different kinds of squares that you can land on (more kinds appear as the game progresses). You want to try to land on spaces that give good results ("Lucky" tiles), and avoid the bad ones ("Bad" tiles). There are other special kinds of tiles that will allow you to go shopping or gambling, among other possibilities.

Aside from moving on the game board, you can open a menu screen and take certain actions at any time, such as quitting your job, getting a new job, getting married, and several other options.

Table of Contents

1. Disclaimer
2. Introduction
3. How To Play
 1. Overview
 2. Movement on the Game Board
 3. Tiles
 4. Stats
 5. Flow of Time and Death
 6. Saving the Game
 7. Items
 8. Salary and Taxes
 9. Goals
 10. Sweethearts
 11. Holidays
 12. News
 13. Doctor Visit
 14. Clubs
 15. Jobs
 16. Vacations
4. Menus
 1. Parameters Menu
 2. Command Menu
5. Getting Started
6. Walkthrough
 1. Phase 1: Kindergarten
 2. Interlude 1
 3. Phase 2: Elementary School
 4. Phase 3: Preteens
 5. Phase 4: Adolescence
 6. Phase 5: Job Seeking
 7. Phase 6: Adulthood
 8. Endings
7. Conclusion

The game keeps track of numerous stats, which you can view at any time from the menu screen. Although the number of stats may seem overwhelming, their purposes are fairly straightforward and you will probably be able to understand the game mechanics in a short time.

Movement on the Game Board

At the start of each turn, you can press B to open a menu, or you can press A to roll dice. When you roll the dice, you will be able to move the number of spaces that is shown on the dice.

When moving, you can move left, right, or up (not down). If you backtrack, you will undo your move. So for example, you roll a 3 and move 2 spaces left, so you have one space left to move. If you go back right two spaces, you will have three spaces to move again.

You *must* move all of the spaces that you roll. You cannot move less and stop.

For each space you move, two days will go by during the first five phases of the game. During the sixth phase, 5 days will go by per space moved.

Tiles

The game board is full of tiles that can have various effects. In the table below, I show all of the possible tiles you can land on, the potential effects you might experience on them (there is randomness), and which phase of the game they first appear in.



Blank

First phase appearing: 1

Description: When you land on a blank tile, you will have a series of options of actions to choose from. The possible actions will change slightly as you age. A description of each is given below.

- **ともだちとあそぶ** - "Play with a friend". Choose a friend and attempt to play. Depending on random chance, the friend might be able to play or they might be busy. If they are able to play, you will likely receive an increase in the friendship stat with this friend, but there is a chance it will decrease. This option is replaced by the option **ともだちとあう** ("Meet with a friend") as you age.
- **こいびととあそぶ** - "Play with a sweetheart". Same as the friendship option, but applied to your sweethearts instead. This option is replaced by the option **こいびととあう** ("Meet with a sweetheart") as you age.
- **べんきょうする** - "Study". Choose one of three categories of knowledge, then choose a subject to study. Finally, choose how long you will study for. You will gain an increase in the knowledge category stat that you chose. It doesn't matter what category or subject you choose, it will all have the same effect and will increase your rank in the Knowledge category goal. Your Health is drained by 1 point for each hour (**じかん**) that you spend studying.
- **うんどうする** - "Work out". Choose for how long you will work out. Your Strength stat will increase due to this action. Your Health will be drained by 1 point for each hour spent working out.
- **おやにねだる** - "Beg your parents". Ask your parents for money. There are two possible outcomes: (1) Your parents are not home, resulting in a decrease in your Cheerfulness and Pride, and an increase in your Stress and Willpower, or (2) one of your parents gives you some money, resulting in an increase in your Cheerfulness, and a decrease in your Pride, Stress, and Willpower.
- **かぞくサービスする** - "Family service". Choose one of your family members to spend time with. Your friendship stat with that family member will increase.
- **こずかいをあたえる** - "Give allowance". I never had any kids in this game. I don't know how you do it, but it must be possible, and this option must allow you to give them money.
- **やすむ** - "Rest". Your Health stat will increase by 20.



Little Lucky

First phase appearing: 1

Description: Generally, landing on Little Lucky will result in a small stat increase (for almost any possible stat), finding some money, the acquisition of a new friend or sweetheart, or possibly a level up of a club skill. However, occasionally your stats might decrease a little when landing on this icon.



Exclamation Mark

First phase appearing: 1

Description: Landing on the exclamation mark can have a positive or negative effect depending on randomness. Just like with the Little Lucky icon, you might get an increase in some stats (for almost any possible stat), you might gain a new friend or sweetheart, you might get money, and you might get a level up of a club skill. However, the likelihood of negative events occurring is high. You might lose points in many different stats, and probably the worst event that can happen is you become sick or injured, which requires you to visit the doctor and get a massive doctor bill (see the "Doctor Visit" section of this FAQ).



Money

First phase appearing: 1

Description: Landing on the money icon will often gain you a free item. Items have no real purpose, but you can sell them for money. Landing on this icon will also often require you to make a decision. For example, you find something, should you keep it or give it to a friend? I have always found it works fine to just pick the top option each time, which seems to be the least selfish, and thus gives the best benefits, but the stat increase is small in any case, so don't fret too much about your answers.

Another interesting thing that might happen is you could find a cat or a dog that will become your pet. They will be shown along with your other family members on the menu screen.



Card

First phase appearing: 1

Description: Landing on the Card icon will give you the option to go shopping. When you see the clerk lady, press A to start shopping, or press B to decline. You will see a list of stores. Select one and you will see a list of the items sold in the store (press left/right to cycle through more), and the price for the item. You can only buy one item per store visit. After purchasing an item, you can choose to give (あげる) it to someone, or keep it (あげない) for yourself. See the "Items" section of this FAQ for more details.



Little Bad

First phase appearing: 2

Description: Landing on Little Bad will generally cause some of your stats to decrease by a little bit, although occasionally you will get a small stat increase instead.



Lucky

First phase appearing: 3

Positive: Lucky is the same as Little Lucky, except good things always happen (there is never a bad result for landing on Lucky), and the potential stat increases are higher.



Club

First phase appearing: 3

Description: Landing on the Club icon will potentially give you a level up in one of the clubs that you're in (see the "Clubs" section of this FAQ for details). It might also result in you getting a stat increase or decrease for a narrow range of stats, usually affecting your Willpower, Cheerfulness, and Stress, but sometimes your Leadership and Fame.



Sweetheart

First phase appearing: 4

Description: If you don't have a sweetheart, nothing will happen when you land on this tile. If you have a sweetheart (or many), you must take one on a date. If the date goes well, your Cheerfulness and relationship stat will increase, but if it goes poorly, your stats will decrease.



Bad

First phase appearing: 4

Description: Same as the Little Bad icon, except the stat decreases will be greater, and there is no chance that anything good will happen.



Super Bad

First phase appearing: 6

Description: Same as the Bad or Little Bad icons, except much higher stat decreases will be obtained.



Super Lucky

First phase appearing: 6

Description: Same as the Lucky or Little Lucky icons, except much higher stat increases will be obtained.



Slots

First phase appearing: 6

Description: You will be able to play a slot machine and try to win some money. The options are:

- つづける - "Continue". Play slots. Press A multiple times to play up to 5 lines of a slot machine. Press down to spin the slots.
- やめる - "Quit". Exit the slot machine mini-game.
- レートひょう - "Rate chart". See the amount of money you will win for each different combination of slot spin outcomes.



Memory Bank

First phase appearing: 6

Description: You will have the ability to sell items and your memories. Yes, you can sell your memories. The three categories of things you can sell are: アイテム (Item), りょこう (Travel), and アルバム (Album). "Travel" memories are acquired by going on vacation, and "Album" memories are acquired through various life experiences, such as graduating from middle school or getting married. The game won't tell you when you get a new memory, but you should check every once in awhile because you can sell some of them for a lot of money.



Career

First phase appearing: 6

Description: Landing on this icon will increase or decrease your Willpower and Cheerfulness stats. It's quite useless.

Stats

The game keeps track of several stats. The only stat that you don't want to increase is your Stress (you want this to stay at zero, although I haven't noticed any negative effect of having a high Stress level, so it might not actually matter). All other stats should be increased. Stats will often effect your ranking in one of the categories you're trying to attain a #1 rank in. An explanation of each stat, its purpose, and its maximum value are shown below. For strategies on maximizing these stats, see the walkthrough section of this FAQ. I don't know what the purpose is for some stats. You might suspect that all stats have a purpose, but in this game I am not so sure that is the case. It seems likely that some only exist for giving more of a role playing feel to the game, and don't contribute to your ability to beat the game.

Statistic Name	Purpose	Maximum Value
Cheerfulness (あかるさ)	Increases your ranking in the Popularity category.	100
Looks (ルックス)	Increases your ranking in the Popularity category.	255
Leadership (リーダーシップ)	Increases your ranking in the Popularity category.	--
Popularity (ちめいど)	Increases your ranking in the Popularity category.	255
Stress (ストレス)	As far as I can tell, this has no effect. In theory, you want to keep it at zero.	--
Fame (ひょうばん)	Increases your ranking in the Popularity category.	255

Luck (うん)	As far as I can tell, this has no effect.	100
Health (けんこうど)	If this is negative, you will only get half as much stat increase when studying or working out.	100
Sense of Justice (せいぎかん)	As far as I can tell, this has no effect.	100
Willpower (こんじょう)	As far as I can tell, this has no effect.	100
Kindness (やさしさ)	Increases your ranking in the Popularity category.	100
Spirit (せいしんのせいべつ)	As far as I can tell, this has no effect.	100
Pride (プライド)	As far as I can tell, this has no effect.	100
Strength (うんどう)	Increases your rank in the Strength category.	Over 30000
Art (げいしゅつ)	Increases your rank in the Knowledge category.	Over 30000
Science (りけい)	Increases your rank in the Knowledge category.	Over 30000
Humanities (ぶんけい)	Increases your rank in the Knowledge category.	Over 30000
Friendship (ゆうこうど)	You have one of these stats for every relationship you have in the game (friends, family, and lovers). Increasing this stat with a friend will increase your rank in the Friendship category, while increasing it with a lover will increase your rank in the Sweetheart category. Increasing it with a family member will have no important effect.	255

Flow of Time and Death

The current year and date is shown in the upper-left corner of the main screen. During the first five phases of the game, two days will pass for each space that you move on the game board. During the sixth phase, five days will pass per space moved. So it is preferable to roll smaller numbers on the dice so that you can take more actions within the same time (although this is out of your control unless you're cheating).

Near the end of each month, you will get your allowance if you're a kid, or get paid if you have a job (see the "Salary and Taxes" section of this FAQ).

You will age as the game progresses. You will die when you reach 100 years of age, and any other character that reaches 100 will also die, although they might also die earlier due to randomness. This is something to worry about. Two of your goals are to reach the #1 rank in the "Sweetheart" category and in the "Friendship" category. If your lover dies, your ranking will drop and you'll have to find a new lover. If your friends die, you'll have to get new friends. Dead people don't contribute to your ranking. It is hard to find new friends and a new lover, so if you are near the end of the game, you're probably not going to be able to replace them fast enough to attain a #1 rank. Therefore, it is better to aim to reach the #1 rank well before you or your friends near the age of 100. Also, keep an eye on your friends and make sure none of them die sooner. Before saving your game, always check to make sure that you have the same number of friends, and your spouse is still alive.

Saving the Game

In order to be allowed to save your game, you must first roll the dice at least 30 times. If you try to save before that, the game will tell you that you still haven't rolled 30 times. After rolling 30 times, you can save as often as you want. But if you reset the game and reload your save file, you will have to roll 30 times again before you can save your game. This is the way that the programmers made sure that people don't just keep resetting and reloading every time something bad happens.

To save your game, press B to open the menu screen. Then select the セーブ ("Save") option and choose はい ("Yes") to confirm that you want to save.

Items

Occasionally, you will receive items from people (usually if you land on a \$ square). Items in your inventory have no purpose. The only thing you can do with them is sell them for some money. You can hold up to 300 items at one time.

You can buy items when you land on a "Card" square. Item prices increase as time goes on, I suppose to reflect inflation. If you buy an item, you can choose to give it to someone (あげる - "Give") or keep it (あげない - "Don't give"). If you give away the item, it might increase your friendship stat with that particular person, or it might do nothing. The gift has to be appropriate for the person you are giving it to, which is based entirely on their age.

Here is a list of the best items to buy (in terms of impact for cost) for each age range:

- 18 years or younger: Buy the Candy (こんべいとう) from the Candy Shop (おかしや) to increase friendship by 4. During phase 4, you will be able to visit the Sports Shop (スポーツ・ショップ), where you can buy a Float (うきわ) that will increase friendship by 10.
- 19-35 years: Buy the Hong Kong T-Shirt (ホンコンTシャツ) from the Western Clothing Store (ようふくや) to increase friendship by 14.
- 36 and older: The best items to buy are in the Antique Shop (アンティーク・ショップ). Below I list the cheapest item you can buy that results in a particular friendship increase.
 - Friendship +14: ケロちゃんにんぎょう (Kero Doll).
 - Friendship +20: Buy the item へんしんサイボーグ (Transforming Cybord).
 - Friendship +30: Buy the item ミゼットDKA (Midget DKA).

If you keep the item for yourself, some of your stats will increase, such as your Cheerfulness, Looks, and Pride. Some items will have a larger effect than others. The item will then be in your inventory, and you can sell it later to get all of your money back (the selling price is the same as the buying price).

Salary and Taxes

Near the end of each month, you will get money. If you are a kid, it will be your allowance. If you are an adult, it will be your salary from your job. If you want to know what your allowance/salary is, you can check it in the menu. Press B to open the menu, then choose パラメータ ("Parameters") and かんきょう ("Environment"). A number of yen (円) will be indicated on the right side of the screen, indicating your monthly income.

If you are married, your spouse might also have an income. You can check this from the menu by selecting パラメータ ("Parameters"), then かぞく ("Family"), and selecting your spouse. His or her monthly income is shown on the right side of the screen, next to the yen symbol.

Aside from income, you will also have monthly expenses. These are living expenses and rent (unless you own a home, in which case you will have no rent).

Each month, you will get a full rundown of your income and expenses. An example of this text is shown below:

こんげつの しゅうにゅう！
 1. 円をもらった！！

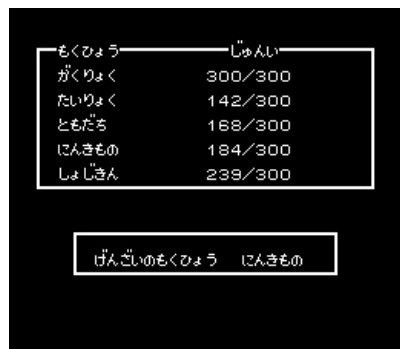
"This month's income! Received #### yen!!". This is your salary from your job. It will be your allowance if you're still a kid.
 (Spouse name)の きゅうりょうび！！
 1. 円を もらった！！

"(Spouse name)'s payday!! Received #### yen!!". This is your spouse's salary.
 こんげつのせいかつひ！！
 1. 円 かかった！！

"This month's living expenses!! Costs #### yen!!". This is an amount you pay for living expenses, which is 16.67% of your income + your spouse's income.
 やちん ####円を はらった！！ (Rent) "Paid #### yen for rent!!". An amount paid for rent, which depends on what kind of apartment or house you are renting.

If you have a full time job, you will periodically get a raise. It is generally an 8% wage increase, occurring around the time of your birthday. However, some jobs might give you a raise more often.

Goals



The main goal of the game is to achieve a #1 ranking in the six categories described below. For each category, I briefly explain how to improve your ranking. For more detailed strategies, see the walkthrough section of this FAQ.

At the beginning of each phase, your angel will ask you to choose a goal to focus on. The screen will look similar to that shown in the screenshot to the left. In this example, five categories are shown, although there will be 3 categories at the beginning of the game and increase to 6 when you become an adult. The numbers are what rank you are out the total number you are competing against.

Although your angel asks you to choose a goal, you should be focusing on all of them at the same time. You can see this screen again at any time to check your progress by pressing B to open the menu screen, then

selecting パラメータ ("Parameters") and かんきょう ("Environment") and press A again to go to a subscreen that shows this summary.



When you reach #1 in a given category (even if it's not the one you told the angel you were focusing on), the angel will have you choose which goal you want to focus on again.

During phase 6, you can see how high you rank out of the total population of Japan (130 million). To do so, open the menu and select パラメータ ("Parameters"), then もくひょう ("Goal"). You'll see an image of someone climbing a mountain (as shown in the screenshot to the right), with your rank on the right side of the screen, and the total population of Japan on the left.

Goal	Ways to increase your rank
Friends (ともだち)	(1) Meet a new friend via random events when landing on "Lucky" spaces or exclamation marks. (2) When you land on a blank square, you can choose the ともだちとあう ("meet with a friend") option to attempt to increase this stat. But there is a chance your friend will be too busy to play, which will cause your turn to be wasted. (3) Stop on a Card square and buy a gift, then give (あげる) it to a friend. The gift will only improve your friendship stat with this friend if it is age appropriate. (4) This stat might randomly increase or decrease when landing on "Lucky" or "Bad" tiles. (5) If you go on vacation, you can buy gifts and give them to your friends to improve this stat. Such gifts are appropriate for all ages.
Popularity (にんきもの)	Increase any of the following stats: Cheerfulness (あかるさ), Kindness (やさしさ), Looks (ルックス), Leadership (リーダーシップ), Popularity (ちめいど), Fame (ひょうばん). These stats are generally increased through random events, which are too numerous to list.
Money (しよじきん)	Earn more money. This can be done through random events, but the most effective way to increase your money is to get a high paying job.

Knowledge (がくりょく)	This is increased by increasing the following three stats: Art (げいしゅつ), Science (りけい), and Humanities (ぶんげい). Land on a blank space and choose the べんきょうする ("Study") option to increase these stats. It can also be increased by random events, but not very effectively.
Strength (たいりょく)	Land on a blank space and choose the うんどうする ("Exercise") option. It can also be increased by random events, but not very effectively.
Sweetheart (こいびと)	(1) Meet a new sweetheart. Starting in phase 4, during random events you might be able to gain a new sweetheart. These are triggered by landing on "Lucky" spaces or exclamation marks. However, even if the event is triggered, there is a random chance that the person you are pursuing will reject you. If you are rejected, your Pride will decrease. If you are accepted, you will gain a new sweetheart, and some of your stats will increase, such as your Cheerfulness and your Looks. (2) Land on a Heart square and take your sweetheart out on a date. There is a random chance the date will be a failure, causing your relationship stat to decrease, but it will most likely be a success, leading to a relationship increase. (3) Increase the relationship stat of your sweetheart by giving him/her gifts in the same way you would your friends. The gift needs to be age appropriate. (4) Move in together or get married to improve your relationship stat. (5) If you are married, separate with all of your other sweethearts and just keep your spouse. Then if you boost the relationship stat with your spouse to around 227 or higher, you will have achieved the #1 rank in this category.

Sweethearts



Starting in phase 4 of the game, you will have the ability to gain boyfriends/girlfriends. This happens randomly when you land on one of the "Lucky" icons, or when you land on an exclamation mark. If such an event occurs, you will see the image of someone of the opposite sex, and you will attempt to ask them on a date. A percentage will be shown in the text that depicts the likelihood that this person will agree to date you, as shown in the screenshot to the left (in this case, there is a 60% chance that the girl will agree to date you, as you can see in the text). There is nothing you can do but just hope that you succeed by random chance.

If you succeed, you will gain a new sweetheart as well as an increase in some of your stats, such as your Cheerfulness and Looks. If you fail, you will get a decrease in your Pride.

If you break up with a sweetheart, your Kindness, Cheerfulness, and Looks stats will decrease. Sometimes this is necessary because the game will keep giving you new lovers even after you're married, and it is better for your ranking in the Sweetheart category to have only your spouse and no one else.

Holidays

If you end your turn on a holiday (after rolling and moving), then you will usually get a stat bonus. For example, if it is Christmas or Valentine's Day, you will get an increase in your Looks stat. Some holidays (traditional Japanese) will result in the image of a parade on screen. These will usually give an increase to your Cheerfulness stat, but this type of holiday will also take up your turn, so you won't get to experience the effect of the square that you ended your turn on.

News

Periodically, the image of some news anchors will appear on screen. This has no relevance to your game, but just adds more role-playing type atmosphere to the game experience.

Doctor Visit

When you land on the exclamation mark icon, there is a random chance that you will become sick or injured. You will see the image of a doctor, as depicted in the screenshot to the right. Your Cheerfulness, Luck, and Health stats will all decrease.

For a limited time, the game board will change into a straight path with no turns or branches to choose from. You will just keep going straight forward. This period is supposed to represent your stay in the hospital. When you land on a blank square, your only option will be to study (no meeting with friends, workouts, or anything else). After a short time, you should be released from the hospital and you will reappear back on whatever game board you were on previously.

After returning to the previous game board, and after a few days have passed, you will received a bill for your hospital stay. It will likely be around 40000 yen, which is a lot of money early in the game (why is a 6 year old getting stuck with a doctor bill anyway!?) and will make it impossible for you to gain the #1 rank in the Money category during the early phases. If it happens during a later phase, the bill will be so small compared to your total money that you won't even notice the decrease.



Clubs

Starting in phase 3, you will be able to join clubs. When you join a club, you will gain a level 1 skill in a particular craft, such as photography, judo, or volley ball. You can level up these skills randomly by landing on the Club icon (that looks like a baseball player) or the various "Lucky" icons.

A level 5 club level is needed to get certain jobs. For example, you need a level 5 ぶんびつ ("literary writing") skill to become a しんぶんきしゃ ("newspaper reporter"), you need a level 5 かいが ("picture") skill to become a イラストレーター ("illustrator"), and you need a level 5 うた ("song") skill to become a ながし (I don't know the translation, but I guess it means you're a drifter?). When you try to take a job, you will be told if you need a particular skill first, but most jobs don't require a skill. You can ignore this aspect of the game and get other equally good jobs and save yourself some effort.

To join a club, press B to enter the menu screen, then select コマンド ("Command") and クラブにはいる ("Enter club"). You can only join 3 clubs at one time, and you will get a pretty hefty decrease in your stats if you quit one. When entering a club, you will get a level up in a particular skill (to level 1).

Although I say it's a waste of effort, it is good to join 3 clubs anyway just because the joining part takes no effort, and when you happen to get a level up, it will sometimes give you a boost in your Leadership stat. You will have to re-enter the clubs (or join new ones) every time you go to a new phase of the game since you will no longer be part of any clubs when you make these transitions.

There are two special clubs worthy of note: ボランティアどうこうかい (volunteer organization) and てつどうけんきゅうかい (railroad research). If you join either of these clubs, you won't gain any levels. But it seems to me that you will gain stat boosts a little more often when you stop on a Club space if you are involved in one of these organizations.

Jobs

When you start phase 5, you will be actively seeking a job. You will be around 16 years of age, but most jobs will require you to be 22 years old. Some will only require you to be 19, and a few don't have an age minimum. Beyond the age minimum, most jobs will require that you have a certificate that proves you have passed a test that allows you to qualify for the job. You have to be 16 years old or older to be allowed to take a test, and it costs 5000 yen to take the test (which is small and worth the cost, even if you fail the test dozens of times). Some jobs are gender specific, so you can't take a female oriented job if you're a male. Finally, some jobs will require you to have a level 5 skill (which would be acquired by joining a specific club and going to the Club icons until you level up enough, which is a massive pain and not worth it).

The number of jobs in the game is crazy. There are literally hundreds (possible nearly a thousand), and the options change depending on where you live. In reality, one job is not much different than any other. Being a priest won't make the game any different than being a business owner. The only difference between jobs are how much money you get per month (and the requirement to take the job in the first place). It would be insane to try to make a list of all the jobs, their requirements, and their salaries, so instead I will just offer a few ideas and you can copy those or deviate whenever you like.

Jobs With No Requirements:

Depending on where you live, you might have some easy options to get a job at any age with a high salary and no test required. For example, you could become a thief, a Yakuza member, or a founder of a religious sect. You'll have a "real" job as far as the game is concerned, a decent salary, and there's never any punishment (you won't get arrested or anything). So heck, if you don't feel guilty about being a thief in a video game, then do one of these. The Yakuza job and the religious sect founder give you a 300000 yen salary per month, while the thief job gives you 200000 yen per month. Or even better, be a hitman for 800000 yen/month! Although, again, one or possibly all of these might not be available to you depending on what region you live in. To take one of these jobs, open the menu and select コマンド (Command), then select しゅうしょくする (Find employment). You'll see a list of job categories. Choose そのた (Other), then press left or right and look for the jobs. Some jobs you might see (depending on where you live) that can be done at any age and require no test are:

- うらないし - Fortune Teller. Salary = 100000 yen.
- たんてい - Private Investigator. Salary = 150000 yen.
- どろぼう - Thief. Salary = 200000 yen.
- きょうそ - Religious Sect Founder. Salary = 300000 yen.
- にんきょう - Hero. 300000 yen.
- ころしや - Hitman. Salary = 800000 yen.

Part Time Job:

If you don't want to take one of the funny jobs mentioned above (or maybe none are available to you), then you'll have to wait until you're at least 19 to get a full time job. But in the meantime, you can get a part time job. To do so, go to the menu and select コマンド (Command), then アルバイトをする (Do a part time job). You'll be shown a list of jobs to choose from. Pressing left or right will make more jobs appear. No matter what one you choose, you will get a 120000 yen per month salary, with no ability to get a raise at a later time. So just choose one so you can get some money while you're waiting to get old enough for a real career.

Qualifications:

When you're old enough to get a job, you will usually have to have qualifications to hold that job. To get qualified, you need to take a test. In order to know what test you should take, open the menu and select コマンド (Command), then しゅうしょくする (Find employment) and choose the job you are interested in. The game will tell you the name of the test you need to take in the following text:

この しよくぎょうには (test name) がひつようなのか。。。がんばって しげんに ごうかくしなげゃ！！

To take the test, open the menu and select コマンド (Command) and then しかくをとる (Take qualifier). Cycle through the tests by pressing left/right and find the test you need. By the way, most tests will allow you to qualify for several jobs. You will be told that you need to pay 5000 yen, so say はい to accept the fee. You will take the test, but you won't know the result until after a few days have passed. So roll the dice, and after a turn or two, the result will be announced. As the results are about to be announced, some text will be displayed, then some periods slowly, one at a time, to build up the suspense. Then, if you failed, some text will say:

。。。げっ！？ おちてる。。。 しよくがない まとうけよう "...Eh!? Failed.... Oh well, let's keep trying".

If you succeeded, the text will say: あっ！！ ごうかく してる！！ ラッキー！！ "Ah!! I passed!! Lucky!!"

Most likely, it will take dozens of tries to pass a test. When you successfully pass the qualifying test, you can see your certificate by opening the menu and selecting パラメータ (Parameters), then しかく (Qualifications). All of your qualifications are shown in this list.

Salary Man:

I don't recommend that you become a salary man because there are other easier jobs to get, and this one is fairly low pay. But you can start this job at the age of 19, so you don't have to wait as long as most jobs. A salary man is someone who works for a big company, usually wearing a suit and tie. To get such a job, you will have to pass a test (the test called こうとうがっこうそつぎょうしかく).

The main reason I don't recommend this job is that you will have to take an extra test to get this job, and you can't have a part-time job while you're trying to take those tests. But if you want to be a salary man, then open the menu and select コマンド (Command), then しゅうしょくする (Find employment) and choose the salary man job you want (there are a huge number to choose from. You might want to examine the salaries, and the rate of pay increase is also indicated). You will then be asked to take the test. After taking it, you have to wait a few days to hear the result, just like with the previous tests. When you fail this test, your stress stat will go up.

Hotel Man:

Rather than being a salary man, wait until you are 22 and choose a job you would like, then see what test you need to pass to qualify. Even better, I found that the Hotel Man (ホテルマン) doesn't require a test, but gives a decent wage of 180000 yen per month. It is found in the category じゅうぎょう (Self-employed), but it might be absent depending on what region you are living in. You will also get large bonuses fairly often, so it is a good job to start with, although you will want to upgrade jobs eventually.

Business Owner:

When you have enough money, you may want to start a business. It costs money to start a business (but you can get that money back by selling a memory of it at the memory bank, so it's actually free to start a business. This only seems to work for the first business you start). To start a business, open the menu and choose コマンド (Command), then しゅうしょくする (Find employment), and choose the じえいぎょう (Independent business) category. Select a business and the cost to start the business will be shown. Choose はい (yes) to accept the expense if you are willing and able.

To give you a couple ideas, I started a Game Center (ゲームセンター) business, which cost 3000 万円 to start. It gave me a salary of 400000 yen, and I was able to get back the 3000 万円 from the memory bank. I held this business for quite awhile until I could afford to start the Love Hotel (ラブホテル) business for 100000000 yen. This one gave a whopping 2000000 yen salary. I also got back 3000 万円 when quitting the Game Center job since I guess I automatically sold the business.

With an 8% increase in salary every year, the 2000000 yen salary quickly became monstrous.

Pension:

I'm not sure at what point you can choose this option, but you can start receiving a massive pension when you get older. To do so, open the menu and choose コマンド (Command), then しゅうしょくする (Find employment), and choose the じえいぎょう (Independent business) category. Select the option ペンション (Pension), which will give you a monthly income of 50000000 yen.

Business Upgrades:

If you own your own business, you can level it up, which will increase your salary. The cost doesn't seem worth the modest salary bump to me, but it is something you might like to try. To do so, go to the menu and select コマンド (Command), then してんをつくる - (Business construction). The cost to upgrade the business is the same as the cost to start it. You can upgrade it up to four times.

Vacations

During phase 6, you can take a vacation by purchasing one at a Card icon. It will increase your Cheerfulness, decrease your Stress, and increase your friendship stat with someone if you bring a friend or your spouse. These increases are small and not worth the effort. What's really great about vacations is you can buy souvenirs to give to your friends. The souvenirs only give a +5 increase to the friend you give one to, but you can buy up to 300 at one time and give them to a bunch of your friends. It's extremely time consuming (takes almost two hours of your real time to buy so many and give them away), but it's the only way you can hope to reach the #1 rank in the friendship category.

To go on vacation, land on a Card icon. Then press A to shop and select the りょこうだいりてん (Travel agent) option. Select a location to visit and a woman will tell you the cost for the trip. Select はい to pay. Next, choose the number of days you want to stay on vacation (2, 4, or 8 days). 2 days is good for our purpose (just to buy gifts, that is). Select はい again to confirm the number of days. Next, she will ask if you want to go alone (ひとりでいく) or bring someone with you (だれかといく). If you choose to bring someone, it will cost more, but your friendship stat with that person will increase somewhat. You can choose to bring your family (かぞく), a friend (ともだち), or a sweetheart (こいびと). However, note that you cannot give souvenirs to the person that you take with you. Select はい one last time to confirm your decision (and agree to pay more if you're bringing someone).

The vacation will then commence. For each day that passes, you will get some stat increases. After all the days have passed, the game will ask if you want to buy souvenirs. Select はい to buy. Five items will be shown. All of them will result in a +5 increase to your friendship stat for whoever you give them to, so choose the cheapest one. Then say はい to say that you want to buy another item. Repeat this until the game won't let you buy anymore. At that time, it says:

もちものが いっぱいで もうもてないよ "Your inventory is full, can't hold anymore."

It will be a huge relief since you've probably been buying items for over half an hour of your real time. Select かわない ("Don't buy") to exit the buying screen. It will then ask if you want to give away the souvenir. Select あげる ("Give") to give one away, or あげない ("Don't give") to keep it. Keeping items does nothing, so don't waste the effort. Select the family member, friend, or lover you want to give it to, and repeat 300 times. Over half an hour later, you will have given all of them away. Then you have to watch as each person receives their item, which takes another over half hour. So it is a slow painful process, but necessary to reach a #1 rank and get the true ending. Oh, but don't be too happy when you finish, because you'll have to do this probably five or six times to max out the friendship stat of all your friends.

Menus

During gameplay, press B to open the menu screen. You will see the following options:

- パラメータ - "Parameters". This option will take you to a larger menu screen where you can investigate all of your stats. See the "Parameters Menu" section below for a details.
- コマンド - "Command". This option takes you to a larger menu screen where you can take certain actions that will affect your life, such as getting married, getting a job, quitting a job, and many more. See the "Command Menu" section below for details.
- セーブ - "Save". Save your game. You can only save your game if you have rolled the dice 30 or more times since the last time you loaded the game. If you meet this requirement, then select はい ("yes") to save, or いいえ ("no") to decline.
- もどる - "Return". Exit the menu screen.

Parameters Menu

There are several options to select in this menu. Full details of each option are given below.

じょうたい - "Status". Opens a menu that shows several stats, divided into three windows (also, press A to see more).

- Top window
 - Top line shows your name, gender, and age.
 - Second line shows your birthday and blood type.
 - At the bottom is shown your current money in hand.
- Middle window - Shows the value of six of your stats: Looks (ルックス), Leadership (リーダーシップ), Popularity (ちめいど), Stress (ストレス), Fame (ひょうばん), Luck (うん).
- Bottom window
 - The top line shows your Health (けんこうど) stat and your condition, which will be りょうこう ("Favorable") normally, but will say にゅういんちゅう ("Staying in hospital") if you become sick or injured.
 - Bottom line shows your height (しんちょう) and weight (たいじゅう), two parameters that don't have any impact on the game.
- Press A to see more windows.
 - Top window - Shows what clubs you are currently enrolled in.
 - Bottom window - Shows what part time job (アルバイト) you are doing if applicable.

せいかく - "Personality". Shows more stats. They are shown numerically on the left side of the screen, and graphically on the right side of the screen. The stats shown are: Sense of Justice (せいぎかん), Willpower (こんじょう), Kindness (やさしさ), Cheerfulness (あかるさ), Spirit (せいしんのせいべつ), Pride (プライド).

のうりょくち - "Ability". Shows the values of your strength and knowledge stats. The options are:

- そうごう - "Combined". Shows all of the strength and knowledge stats at once.
- The commands うんどう ("Strength"), げいじゅつ ("The Arts"), りけい ("Science"), and ぶんけい ("Humanities") will show what club levels you have achieved if you have any that belong to the relevant category.
- もどる - "Return". Go back to the previous menu.

かぞく - "Family". Shows all of your family members. The three columns are name (なまえ), relation (ぞくがら), and friendship (ゆうこうど). Your wife and any pets will be included on this screen, but family members that don't live in the same city as you won't be shown for some reason. Select a person to see a summary of their stats. Important parts of this summary menu for a family member are described below:

- Their age is indicated in the upper-right corner of the window.
- Below the word じゅうしょ ("Residence") is shown the city that the person lives in. To the right of the city is shown the type of locale that the person lives in (i.e. rural, metropolis, etc.).

ともだち - "Friends". Shows all of your friends (press left/right to see more if you have more than 10). The two columns represent name (なまえ) and friendship (ゆうこうど). Select a friend to see a short summary of them. The important part of this summary screen is shown in the upper-right window, which is their age. They will be likely to die as this number approaches 100, although possibly sooner.

こいびと - "Sweethearts". Behaves the same as the "Friends" submenu, but your sweethearts are shown.

かんきょう - "Environment". Shows stats related to your job and residence. Press A to see your rank in all of the goal categories.

- Top window
 - The top line shows your job, and the one below shows your position within that job.
 - Below the word げっしゅう ("monthly income") will be shown your income per month, in units of yen (円).
 - Below the word じゅうしょ ("residence") is shown the name of the city you live in. To the right of the city name is shown the kind of locale you live in (i.e. rural, metropolis, etc.).
 - To the right of the word いえ ("house") is shown the kind of house you live in (apartment, house, etc.), with a descriptive word about how nice it is (shabby, expensive, etc.).
 - At the bottom is shown your marriage status (みこん - Single, きこん - Married).
- Bottom window - I'm not sure about this window. I think it shows the school you attended and the number of years since you last attended. It's not important for the game.
- Press A to see your current progress in each of the goal categories that you are trying to get a #1 rank in.

もくひょう - "Goal". Shows your current rank in the category that you told the angel you wanted to focus on. In the window labeled じゅんい ("Rank"), your current rank is the number on the right side of the window, and the total number of people you are competing against is the number shown on the left.

おもいで - "Memories". See the items and memories that you currently have. These can all be sold at the memory bank (and have no other purpose). The sub categories are:

- アイテム - "Items". Received from people when you land on the \$ icon, or when you buy items at the Card icon and choose to keep them for yourself.
- りょこう - "Travel". Receive a travel memory for each vacation you take.
- アルバム - "Album". Memories from significant events in your life, such as getting married or graduating from middle school.

しかく - "Qualifications". Shows a list of all the tests you have passed that will allow you to get certain jobs.

くんしょう - "Medals". Shows medals that you have received for achieving a #1 rank in a category during phases 1 through 4. The category name is shown on the left, and the number of medals earned is shown on the right. Select a category and press A to see an image of the medals earned.

もどる - "Return". Return to previous menu screen.

Command Menu

The command menu has a long list of options, each of which is explained in detail below.

アイテムをすてる - "Drop an item". Select an item, then select はい ("yes") to discard it. There's no reason to ever use this option.

<p>ともだちとわかれる - "Separate from a friend". Select a friend and select はい ("yes") to quit being friends with this person. There's no reason to ever use this option.</p>
<p>こいびつとわかれる - "Separate from a sweetheart". Select a sweetheart and select はい ("yes") to break up with him/her. This is useful for after you get married since the game will keep giving you new lovers periodically, and you want to break up with them since it's better to have your spouse and no one else for maintaining a high rank in the "Sweetheart" category. Unfortunately, it will cause a decrease in some of your stats.</p>
<p>もくひょうをかえる - "Change your goal". During phases 1 through 4, this will cause you to revisit the angel and allow you to change what goal you want to focus on. But in reality, there's no need to change your goal since you are already doing all of them at the same time, so this option is useless.</p>
<p>クラブにはいる - "Join a club". Press left/right to cycle through the club options.</p>
<p>クラブをやめる - "Quit a club". Quitting a club will cause your Sense of Justice, Leadership, and Fame stats to decrease.</p>
<p>引っ越しをする - "Move residence". Change the city and/or type of dwelling you want to live in. The options are:</p> <ul style="list-style-type: none"> 引っ越しをする - "Move residence". Move to another city/dwelling. Choose a region of Japan to live in, then a prefecture, then the type of locale you want to live in (i.e. rural, metropolis, etc.). Choose はい ("yes") to confirm your choice. Next, choose what kind of dwelling you want to live in. The options are: <ul style="list-style-type: none"> いえをかりる - "Rent a house". You will have to pay monthly rent. You can choose between the categories: アパート (apartment), マンション (large apartment), and house (いっこだて). For each category, you can choose how nice you want the living space (shabby, normal, or expensive), with the price varying accordingly. いえをかう - "Buy a house". You don't have to pay rent, but the cost to get one is high. The options are the same as when renting a house. とりやめる - "Cancel". Decide not to move after all. じっかにもどる - "Return to parents' home". Move back in with your parents, which saves you from paying rent. This works even if your parents are dead. Your friendship stat for each family member will increase by a small amount as a result. もどる - "Return". Go back to the previous menu.
<p>しかくをとる - "Take qualifying test". Take a test so that you can get related jobs. A long list of tests is shown (press left/right to cycle through them). After choosing one, select はい ("yes") to agree to pay the 5000 yen fee. The result of the test will be shown a few days later after you roll the dice one or two times.</p>
<p>じゅけんする - "Take examination". Usually, this command cannot be used. However, toward the end of phase 3, an image of a test will appear. At that time, you can select this command and you will be able to take an examination to try to get into a school of your choice (a list of schools will be presented to choose from). After taking the test, a few days need to pass before you hear the result. If you succeed, you will get an increase in some of your stats. This does not change anything significant about the game and is completely optional.</p>
<p>しゅうしょくする - "Find employment". This option is only available if you don't have a full time job. Select it to choose a job (there are many options to choose from), although you will have to meet the requirements for the job you want. See the "Jobs" section of this FAQ for details.</p>
<p>たいしょくする - "Retire". This option is only available if you have a full time job. You will quit your job, perhaps gaining a lump sum of money as a result (due to having a retirement package or from selling your business).</p>
<p>アルバイトをする - "Take a part time job". This option is only available if you don't own your own business. Also, you can only select it if you don't have a full time job. You will be able to take a part time job, which requires no qualifications.</p>
<p>アルバイトをやめる - "Quit part time job". Only available if you have a part time job. Select this to quit. If you quit, your Cheerfulness will go down, and your Stress will go up.</p>
<p>してんをつくる - "Business construction". Only available if you own a business. You will be able to upgrade your business (up to a maximum of four times). The cost is the same cost as it was to start the business. You will get an increased salary as a result.</p>
<p>どうせいする - "Live together". Invite one of your sweethearts to live with you (you must be at least 18 years of age). It will cost you a fee to make this transition, but it will increase the friendship rating of this sweetheart, and you will gain that sweetheart's monthly income if he/she has a job. You must select はい (yes) to confirm this decision. You will then be asked if you want to break up with your other sweethearts. Choose はい to break up with them, or いいえ (no) to keep them.</p>
<p>けっこんする - "Get married". This option is only available if you are single. Choose one of your sweethearts to marry (you must be at least 18 years of age). Select はい (yes) to confirm your decision. Your Kindness and Fame stats will increase, and your Stress will decrease. After the wedding, you will be asked if you want to break up with your other sweethearts. Choose はい to break up with them, or いいえ (no) to keep them. Next, you will be asked to choose a destination to go on a honeymoon.</p> <p>Select a region and a prefecture. You will be shown a cost for this trip. Select はい to agree to the cost, or いいえ to change your destination. Now choose how many days you will be on your honeymoon (the options are 2, 4, or 8 days). Select はい to confirm your decision. Your Kindness, Cheerfulness, and Health will increase during the trip, and your Stress will decrease. After the set number of days have passed, you will be asked if you want to buy souvenirs. Choose はい to buy some. You can buy as many items as you want until you reach the maximum you can hold at one time (which is 300). When you are done shopping, choose かわない ("Don't buy"). Then, for each item you bought, you have to choose if you will give it to someone (あげる) or keep it for yourself (あげない).</p> <p>If you choose to give away an item, you can choose to give it to a family member (かぞく), a friend (ともだち), or a sweetheart (こいびと). Your friendship stat will increase by 5 points with the person you chose. If you choose to keep the item, there will be no benefit.</p> <p>After the honeymoon, your friendship stat with your spouse will increase, and you'll get a few other stat upgrades. Then you'll be asked where you want to live. Choose a region, prefecture, and type of locale and you will now live in a new place. Choose はい to confirm your choice. You will be asked to buy or rent a place (see the "Move residence" command above in this table for an overview).</p>
<p>りこんする - "Divorce". Get divorced. This option is only available if you are married. Choose はい to confirm your choice. You will lose half of your money, your Kindness and Fame stats will decrease, and your Stress will increase.</p>

Getting Started

When you start the game, you will have two options:

- コンティニュー - "Continue". Load a saved game.
- さいしょから - "From beginning". Start a new game.

You will then be required to draw a random four digit number (press A for each digit). It doesn't matter what number you draw. After the number is drawn, an angel declares that your number has been drawn and wakes you up (you're a little cherub guy in heaven). It is time for you to go to Earth and become a human. You're required to enter your birthday. Enter the date as year (年), month (月), and day (日) using the direction arrows, and press A when you're done. Note, the latest year you can enter is 1980 since this game is pretty old. The game will then ask you to confirm the date. Press A to confirm or B to redo your birthday.

Next, you need to enter what region of Japan you will be born in. You need to choose a region, and then a prefecture (unless you choose Hokkaido, in which case you don't choose a prefecture). After choosing a region and a prefecture, you need to choose what kind of locale you live in, such as an urban or rural area, etc. The options will be different depending on what region you chose to live in. Some of the options you might see are: だいとし (Metropolis), のうそん (Rural area), ぎょこう (Fishing harbor), まち (City), ぼくじょう (Farm), おんせん (Hot spring), ちゃばたけ (Tea plantation), こうぎょうちたい (Industrial area), やまおく (Mountain recesses).

It doesn't matter where you choose to live or what kind of locale you live in. But some jobs will only be available in specific areas, so you may want to choose a city or rural area depending on what kind of job you might like to have. I recommend a city/metropolis since there will be more job opportunities later, but you'll be find no matter what you choose. You will also be asked to decide what your father's occupation is, from the options: サラリーマン (Salary man), じえいぎょう (Independent business), じゅうぎょう (Self-employed), そのた. Again, it doesn't matter what you choose.

Next, choose your blood type (and again it doesn't matter). Then choose whether you want to be a man (おとこ) or a woman (おんな).

You will then be asked to enter your surname. You will be presented with the Japanese "alphabet". Press A to enter symbols, or B to erase symbols. Select おわり (End) when you're done. You will then be asked to enter your given name using the same menu.

A summary screen will be shown with all of the info you entered. Press A to proceed or B to start over.

The angel will ask you if you are prepared to enter the human world. Press B to proceed.

Finally, you are asked to choose a stork. Can you guess what I'm about to say.....? Yep, it doesn't matter what one you choose. The stork takes you to your house and you're presented with the title screen (press START).

The angel will give you a pretty long description of the life you are about to enter and a pep talk about becoming the best person you can. You're told that you're about to start kindergarten, and you will eventually see yourself at a school assembly. Then the game finally starts.

Walkthrough

To get the best ending, you will need to achieve a #1 ranking during "phase 6" of the game. This will make you the #1 ranked person in Japan out of all 130 million people. In earlier phases, you will be competing with a much smaller group of people. By becoming #1 in these earlier phases, you will earn a medal. The medals don't have any impact on your ability to view the good ending, so you can strive for them or ignore them. But for the sake of this walkthrough, I will describe the best possible strategies for reaching a #1 rank during every phase of the game so that you can attempt to get the medals.

Phase 1: Kindergarten

Checking Your Starting Stats:

Once the game has started, check to see how many friends you have. Press B to open the menu screen, then select パラメータ ("Parameters"). Next, select ともだち ("Friends"). If you do not go to a new menu at this point, it means you have zero friends. If you go to a new menu, you'll see all of your friends, and a number indicating how strong your relationship is. Ideally, you would like to have four or five friends when you start the game in order to reach the #1 rank in the friends category during the first phase. If this is one of your goals, then reset the game and start over if your friend count is lower. I would settle for three friends at the absolute minimum, and only if I've been trying to get more for a really long time and am tired of trying. If you simply want to get the #1 ranking by the end of the game, then feel free to continue playing with any number of starting friends (although more is still better, of course).

If you have a good amount of friends, you might still want to restart the game if your allowance is low. But we don't know what your allowance will be yet. It takes a turn or two for your dad to decide to start giving you an allowance, so you need to roll the dice and move a few times until he appears and you receive money. From that time forward, you can check your allowance by pressing B to open the menu, then selecting パラメータ ("Parameters") and かんきょう ("Environment"). A number on the right side of the screen indicates how much money you get per month for your allowance, with the symbol 円 ("Yen") next to it. If this number is around 300 yen, then it is a very high allowance at this point in the game.

It is unlikely to have both a good number of friends and a high allowance at the same time. If you have infinite patience, then keep resetting until you do. However, settling for a lower allowance will probably be fine since you can still get large sums of money by random events. You might decide to be happy with around 180 yen.

Goals:

After you have rolled the dice one time, your angel will appear and ask you to decide what your current goal will be. The options are:

- ともだち - "Friends"
- にんぎもの - "Popularity"
- しょじきん - "Money"

It doesn't matter which goal you choose, you can focus on any of them at any time, and you will want to do your best to accomplish all three eventually. Our goal is to attain the #1 ranking in each category. Depending on what city you live in, the lowest rank will be either 50, 100, or 150 (since the populations in the cities is different). I suppose you are competing with other kindergarten kids to be the best kid. Cities with a lower population are not easier to attain a #1 rank in. You still have to accomplish the same goal to reach #1 (for example, you have to get 10000 yen to have a #1 rank in the money category, regardless of how many kids you are competing against).

During this first portion of the game, getting the #1 ranking in all three categories is very possible assuming you start with a high number of friends and a decent allowance, although it will still take some luck. Methods for boosting your ranking in each category are explained below.

Friends:

Your ranking in the friends category can increase in two ways. The first is to get new friends, and the second is to improve your relationship with your existing friends. Both can be done by random events when stopping on the Little Lucky icon or by stopping on the exclamation mark icon. Bad events can also happen by stopping on the exclamation mark, so avoid using it unless you're feeling lucky. But stop on the Little Lucky icon at every possible chance you can get. Getting new friends is important for the future too, not just during this phase.

You can improve your relationship with existing friends in a couple more ways that you will want to take advantage of during this phase if you hope to reach the #1 rank. First of all, when you land on a blank square, you will be able to select the option *ともだちとあう* ("meet with a friend"). Then you can select a friend and attempt to arrange a play date. There is a random chance they will be too busy to play, or be out of the house, so your turn might be wasted. But hopefully they play with you, which will give a random boost to your friendship (*ゆうこうど*) stat with this friend. The boost can be anywhere between 1 and 20 in my experience, but will be closer to 4 on average.

The other way to boost your friendship is to stop on a Card tile. At that time, press A to choose to go shopping. You are going to buy a gift for a friend. There is no reason to buy an expensive gift, it will just have the same effect as a cheap one. And some gifts will have no effect since they may not be something a little kid wants. For this phase, I recommend visiting the candy shop (*おかしや*) and purchasing the Candy (*こんべいとう*). It will be cheap (17 yen at the start of the game). Then select *あげる* ("Give") and select a friend to give it to. It will increase the friendship stat of this friend by 4 points. It's not a lot, but it is a guaranteed increase, as opposed to the possible zero increase you might get from visiting a friend while on a blank square.

Popularity:

Your popularity ranking will improve when some of your stats increase. Those stats are Cheerfulness (*あかるさ*), Fame (*ひょうばん*), Popularity (*ちめいど*), Kindness (*やさしさ*), Looks (*ルックス*), and Leadership (*リーダーシップ*). All of these stats are best increased by stopping on the Little Lucky icon. It is possible that they might increase by stopping on the exclamation mark icon, but it is riskier. Even more rarely, they might increase when you stop on the \$ icon, but it is so rare that it's hardly worth trying.

Money:

Even if your allowance is high, you will probably need some more help to get enough money to reach the #1 ranking in the money category for this phase of the game. The best way to get money is to stop on the Little Lucky icon, although stopping on the exclamation mark icon could also give you money (although it's riskier). You might think that stopping on the \$ icon would help, but it is unlikely to result in an immediate benefit. Those icons usually just give you an item, which you won't be able to do anything with at this point, although you would ultimately be able to sell it during a later phase of the game (but probably not for very much). You need 10000 yen to gain the #1 rank during this phase.

After Reaching #1:

When you achieve a #1 rank in a category, the angel will appear after you roll the next time. He gives you a medal for reaching #1 in a category (you'll get two medals if you manage to do it during any other phase besides phase 1). Then he asks you to choose the next category that you will focus on to reach a #1 rank.

If you reach #1 in all three categories, the angel will offer you a chance to return to heaven. Press B to return to heaven, or A to continue playing. If you select B, you will go to heaven and see God (who looks like a bright light). But you will be required to be reborn as a new person, so you don't get to see the good ending, and rather you must restart from the beginning, so it's more like a punishment than a reward for doing well. Thus, you should press A and remain on Earth when the opportunity arises.

Phase 1 Summary:

Phase 1 is fairly simple. Land on the Little Lucky icon whenever possible, which could help boost your ranking in any of the three categories. If not possible, land on the Card icon and purchase a candy for a friend to boost your friend ranking. If neither a Little Lucky or a Card icon are available, then land on a blank space and select the *ともだちとあう* ("meet with a friend") option to boost your friendship stat. Beyond these strategies, there is not much more you can do. You can try to land on the exclamation mark to improve these stats, but you run the risk of terrible things happening, like going to the doctor and paying a huge doctor fee that will prevent you from reaching the #1 rank in the money category during the early phases.

Interlude 1

When three years have passed, toward the end of March phase 1 will end. You will appear on a new board segment, which is just a straight line. After moving a small number of squares, you will be taken to phase 2. However, there is an important thing to mention about this interlude phase. If you land on a blank space and use the *べんきょうする* ("Study") or *うんどうする* ("Exercise") options, you will get a +72 point upgrade to your Knowledge or Strength stats, respectively, instead of the measly 18 points you will get during phases 1 and 2. Getting a #1 rank in the Knowledge and Strength categories is a goal during phase 2, so it will be good to take advantage of this chance to get a head start on gaining some stats. I recommend focusing on the Strength stat since the Knowledge stat is almost impossible to get enough points on to get a #1 ranking during phase 2. If you roll a 6 or something, you probably will already move too many spaces to take advantage of this, it's just a small window of opportunity. You could save your game and reset if you don't like your rolls if you really want to boost these stats and aim for all the medals.

Phase 2: Elementary School

During phase 2, you will have five categories to try to reach the #1 rank in, and you will receive two medals for each category in which you reach this mark. They are:

- *がくりよく* - "Knowledge"
- *たいりよく* - "Strength"
- *ともだち* - "Friends"
- *にんきもの* - "Popularity"
- *しょじきん* - "Money"

It will be extremely difficult, maybe impossible, to get a #1 rank in all five categories during this phase (unless you are cheating =P). The hardest category to reach #1 in is the Knowledge category. So focus on the others a little more heavily if you want to get some medals during this round. Strategies for maximizing your rank in each category are explained below.

Knowledge:

As mentioned above, this category is the most difficult to get a high rank in. The only reliable way to reliably boost your rank in this category is to stop on a blank tile and choose the *べんきょうする* ("Study") option. It doesn't matter which sub-category you choose after that. The options will be *おえかき* ("Art"), *すうじ* ("Numbers"), and *ひらがな* ("Hiragana"). Then you will be asked to decide how many hours you will study for. Always choose the maximum 9 hours (*9じかん*) since this will increase your stats the fastest. Your Health (*けんこうど*) stat will decrease by 9 points to reflect the fact that you're a bit fatigued from the effort, but this is fine.

However, if your Health becomes negative, you need to select the やすむ ("Rest") option the next time you land on a blank space, which will gain you 20 Health points. If you try to study while your Health is negative, you will only get half as many points increased on your knowledge stat per study session. If your Health declines to around -80 points, the game will force you to rest. You need 1500 points combined from the three knowledge stat categories: Art (げいしゅつ), Science (りけい), and Humanities (ふんけい).

Strength:

Strength is very similar to Knowledge in that the best way to upgrade it is to stop on a blank tile. Then choose the うんどうする ("Exercise") option. Choose to exercise for 9 hours and you will gain an 18 point upgrade to your Strength stat, but a 9 point decrease in your Health stat. If your Health becomes negative, choose to rest (やすむ) the next time you stop on a blank space. Strength is much easier to increase your rank in compared to the Knowledge stat because it requires three times more study sessions to reach a number one rank in the Knowledge category than it does to reach a number one rank in the Strength category. It takes 500 points in your Strength (うんどう) stat to get a #1 rank.

Friends, Popularity, and Money:

Nothing has really changed for these three categories. Refer to the "Phase 1" section of the walkthrough for details about improving your rank in these categories. Note that you will get an increase in your allowance at the start of the phase.

Phase 3: Preteens

After three more years have passed, toward the end of March you will start phase 3. You will still have the same five categories to try to reach a #1 rank in, and you will gain two medals for each category you reach #1 in.

Starting in phase 3, you will be able to join clubs, and you can land on the Club icon on the board (that looks like a baseball player). This is not a very important aspect of the game, but if you want to know more about it, refer to the "Clubs" section of this FAQ for details.

Knowledge and Strength:

Nothing has changed with these categories. Continue to land on blank spaces and choose the study and workout options. You will now gain 72 points per study/workout session. You need 1000 Strength points to reach a #1 rank in the Strength category, and 3000 points combined from the three knowledge stats to get #1 in the Knowledge category.

Friendship, Popularity and Money:

A new space appears on this board, called "Lucky", which looks like a star. Landing on this space will always make good things happen, and is significantly better than the Little Lucky space. So start landing on Lucky every time possible. This will give boosts to stats that increase your Popularity rank, and you will occasionally get large sums of money too to increase your Money rank. Additionally, you will continue to make new friends and improve the relationship of your current friends. Overall, your strategy for these categories is not changed, but you are just landing on the Lucky square now instead of Little Lucky whenever you have the chance. Note that you also get a boost in your allowance at the start of this phase, and another boost after a couple years pass.

Phase 4: Adolescence

A new category appears during this phase that you need to try to reach a #1 rank in, which is the Sweetheart (こいびと) category. You will get 2 medals for achieving a #1 rank in a category during this phase. Strategies for achieving a #1 rank in each category are described below.

Sweetheart:

Your rank increases in this category in two ways. First of all, you need to meet someone to start dating. This requires landing on one of the Lucky icons and having a random event occur in which you try to ask out a member of the opposite sex. Even if this event occurs, you might fail, and there's nothing you can do about it but hope for good luck.

Once you have a sweetheart, you can boost your relationship with them to improve your Sweetheart rank. This can be done in a few ways. First of all, you can land on the new Heart icon that you will see on the game board. When you do this, you can choose a person to take on a date (if you have more than one sweetheart), and then choose a location to go on the date. Some date locations you can choose are:

- しょくじにいく - Go out to eat.
- ゆうえんちに行く - Go to an amusement park.
- どうぶつえんに行く - Go to the zoo.
- えいがにいく - Go to a movie

A few more options appear depending on the season, such as skiing, going to a pool, or going out for drinks. It doesn't matter what location you choose for your date. Depending on randomness, you might get an increase or a decrease in your relationship stat with the person you take out.

Other ways that you can boost your relationship stat with an individual are basically the same ways that you boost your relationship with your friends. So you can buy your sweetheart a gift when landing on the Card icon (make sure it's age appropriate as usual...we're still buying candy at this point). And if you land on a blank space, you can choose to meet with your sweetheart by selecting こいびととあう (meet with sweetheart). Choose someone to hang out with and you might randomly get a stat increase or decrease, or he/she might be too busy to meet with you right now in which case your turn is wasted.

Knowledge and Strength:

Nothing has changed. Continue to land on blank spaces and use the study and workout options.

Friendship:

During this phase,

Popularity and Money:

Again, nothing has really changed. Continue to land on the Lucky icons to get stat boosts, meet new friends, and get money. You will get an allowance increase when this phase starts again, and you will need to gain 20万円 = 200000円 to get a #1 rank in the money category.

Phase 5: Job Seeking

After three more years have passed, at the end of March you will start phase 5. Phase 5 is really intertwined with phase 6. When you do not have a job, you will be in phase 5, but when you have a job, you will be in phase 6. So you can switch back and forth between the two. A part time job does not count in this context. If you have a part time job, you remain in phase 5.

Rank Goals:

You won't be able to see what your goals are during phase 5 (there are no medals to earn), but you will now be wanting to focus on maximizing your stats in all the categories that will cause you to reach the #1 rank in Japan out of all 130 million people. You won't be able to see your progress unless you are in phase 6, but you don't want to waste any time before then. But since you will be moving on a straight line with no control of where you land, you don't have many options for what to do. So for now, just study or workout when you land on a blank square (and make sure you rest whenever your Health goes negative so these study/workout sessions give you the full 72 point increase to your stats). Other than this, there isn't anything you can do except for try to get a good job.

Get a Job:

For a detailed account of how to get a job, see the **Jobs section** of this FAQ. See if you can find a job with no requirements, like a thief or a hitman. If you can't (or you don't want to), then just wait until you turn 22 so you can get a regular job, but make sure to take a **part time job** in the meantime. Take the Hotel Man (ホテルマン) job if it is available in your location since it doesn't require you to pass a test. If this job isn't available, then pick a job you like and take the corresponding test (as explained in the Jobs section of this FAQ) to become **qualified** for the job. This will put you in phase 6.

Phase 6: Adulthood

Here it is, the big long final phase of the game. Five days will now pass with every space you move on the board. Your goal is to become the #1 ranked person in Japan. To see where you are overall, open the menu and select パラメータ (Parameters), then もくひょう ("Goal"). You'll see an image of a guy climbing a mountain, with your rank shown on the right side of the screen, and the total population of Japan is shown on the left (130 million).

To achieve a #1 rank, you need to have a #1 rank in the six categories that you are familiar with from the previous phases. You can still see the summary of your rank in these categories by opening the menu, selecting パラメータ (Parameters), then かんぎょう (Environment) and pressing A again to go to the summary screen. Strategies to reach the #1 rank in each category are discussed below.

Knowledge and Strength:

The Knowledge and Strength categories remain simple. The only effective way to increase your rank is to land on a blank square and study or work out. It is time consuming to reach a #1 rank in these categories (especially Knowledge, which requires 3 times as many stat points), and you will probably need to spend most of your turns focusing on these to make sure you reach the #1 mark before time runs out. You need 30,000 Strength points to reach the #1 ranking in the Strength category. You need a total of 90,000 stat points in the three Knowledge categories to achieve a #1 rank in the Knowledge category.

Friends:

Without a trick I devised, this category would be impossible to complete in time. To get the #1 rank, first of all you need to have around 32 friends, and you need them all to have a friendship value of 255 (the maximum). Hopefully you were diligent in getting friends up until this point, although you may still need to get some more, which will require landing on the three Lucky icons and hoping for random chance to give you a friend.

To start boosting the friendship rating of your existing friends, you will want to go on vacation and buy them a whole bunch of souvenirs. It is an extremely time consuming method for boosting your friendship, but it requires almost zero game time (2 days of game time will go by), and you maximize the friendship stat of six or so of your friends in one action. Unfortunately, it will take about 2 hours of your real time to pull it off, so it's not fun. See the detailed vacation souvenir strategy, explained in the **Vacations** section of this FAQ.

A word of warning. If you take too long to reach the #1 mark, some of your friends will start approaching age 100 before you do. If a friend dies, he/she does not count toward your friendship stat anymore, and you will have to replace that friend with a new one to hope for a #1 rank in the game. But it is extremely unlikely that you will be able to replace your friends fast enough if that starts happening. So just make sure you reach the #1 ranking in all the categories with plenty of time to spare. I finished the game at age 79, for the record.

Sweetheart:

This category is really easy to achieve a #1 rank in. First of all, you need to have a sweetheart. Then you need to marry him/her. You need to be at least 18 years old to get married. To get married, open the menu and select コマンド (Command), and then けっこんする (Get married). You will take her on a honeymoon and have the option to move to a new city and buy or rent a house. For details about this process, see the けっこんする - "Get married" entry in the table in the **Command Menu** section of this FAQ.

Once married, you will be asked if you want to separate from your other sweethearts (if you have any). Say yes.

To reach the #1 rank in the Sweetheart category, you need to be married and have your friendship stat with your spouse be at around 227 or higher. This stat is easily boosted in the same manner as your friends (i.e. give your spouse some souvenirs from a vacation). Over time, you will gain new lovers through random chance when landing on Lucky icons. This will immediately cause your Sweetheart ranking to plummet. So you need to get rid of new lovers as they appear by going to the menu, selecting コマンド (Command), and then こいびつとわかれる (Separate from a sweetheart). Annoyingly, it will decrease some of your stats, but it is necessary.

Popularity:

The Popularity category is the hardest to control yourself. You will need to land on the Lucky icons (there is a Super Lucky icon during phase 6 that gives the highest stat upgrades) and hope that you randomly get stat upgrades that will improve this ranking. I recommend worrying about this category last since you will probably get close to reaching the #1 ranking simply by random chance and the numerous events that can happen to improve this ranking without any effort on your part.

If you have all the other categories near a #1 rank and your Popularity is still trailing behind, then there is one thing you can do to help this ranking besides landing on the Super Lucky icon. And this is to stop on the Card icon and shop in the antique shop (アンティーク・ショップ). Buy the item ミゼットDKA (Midget DKA). I don't know what DKA stands for or why we have to use the word midget, but it's the best item to buy for our purpose. Choose to keep the item for yourself (あげない - "Don't give") and you will get a small boost for the stats Kindness, Cheerfulness, Pride, Looks, and Luck, and your Stress goes down. Of these stats, Kindness,

Cheerfulness, and Looks will improve your Popularity ranking. But Kindness and Cheerfulness are increased often by random events, so you are probably close to maximum on those already. It's the Looks stat that we are focusing on the most here. The upgrade is small, but hopefully repeated visits to the Card icon (and still landing on Super Lucky when possible) will eventually give you the stat levels you need to reach #1.

Money:

The Money category is pretty easy to reach #1 in. You will need to have at least 1,000,000,000 yen by the end of the game to reach the #1 rank. Almost any job will suffice to get you a #1 ranking over the long run since you get a 8% pay raise once per year, which becomes a large amount by the end of the game. To make sure you get enough money, you can start your own business. See the **Business Owner** section of this FAQ for details.

With a nice business, you don't have to worry about money, it will accumulate into much more than you need, trust me.

One way to save money in the long run is to buy a house (instead of rent one) when you get married, although you should have enough money so that it doesn't actually matter. If you really want to be miserly, you can move back in with your parents.

When you get married, you will also get your spouse's income. It's usually pretty small, and your spouse never gets a raise, but a good thing to have in any case, so get married ASAP to get a little extra dough.

When you start phase 6, you will be able to visit the Memory Bank icon that looks like a heart inside a building. At the memory bank, you can sell all of your items and memories, which will give you a nice lump sum of money. You can revisit the Memory Bank periodically to sell new items or memories you have accumulated, although new memories are pretty rare so you don't need to very often.

After Reaching #1:

When you reach the number one rank in all categories, the angel will appear before you after you roll the dice the next time. He will ask if you want to return to heaven (press B to do so) or remain on Earth (press A). Press B at this time to see the "real" ending. Congratulations if you made it this far! I'm sure it's a big relief!

Endings

Bad Ending:

This ending occurs if you die at the age of 100 without reaching the #1 rank.

The angel appears before you and says that your time on Earth has ended. He watched your pain and suffering and says that you worked hard. But you took too much time to play and have fun, and you didn't achieve all of your goals.

You meet the stork who brought you to Earth for a brief reunion, then you meet God, a brilliant ball of light, who says that you need to return to Earth and try harder. God commands the stork to take you back to Earth and start over again. You see the stork flying with you in its pouch, then the screen says THE END and the staff credits roll.

Good Ending:

****Warning****: You need to be prepared to press B on a particular screen in order to see the ending, or else you will return to Earth (see below).

If you manage to reach the #1 rank out of all 130 million people during phase 6, you will get the real ending. The angel appears before you and gives you two medals for each goal category, and announces your total number of medals for each category. You are then shown your ranking, which will be number one. **Warning**: On this screen, press B instead of A when prompted in order to decide to remain in heaven. Otherwise, you will return to Earth and continue playing and miss the ending.

After pressing B, the screen will return to the angel. He says he has watched your struggles and sadness, and that you worked very hard. He believes your true work is not finished. He wants you to become the new guardian angel to look after the new angels that will be sent to Earth to become human. He says that he needs a break and will go take a 5 billion year rest.

You see the stork that brought you to Earth for a brief reunion, and then you see God, who looks like a brilliant light. He says that he can get pretty lonely sometimes and will be glad to have your company.

The screen says THE END and the staff credits then roll.

Conclusion

I hope this guide was useful. If you have questions, suggestions, or something to contribute, please email me at lastbosskiller[at]gmail[dot]com.

Thanks to the NES FAQ Completion Project contributors and followers for a lot of inspiration and fun. And thanks to all the writers at GameFAQs for a fun environment to write about games.

Special thanks to odino for suggesting this game. It was fun, but challenging to complete, and I needed a little extra motivation to push through it.

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