

# Otaku no Seiza: An Adventure in the Otaku Galaxy FAQ/Walkthrough (JIS)

by LastBossKiller

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Otaku no Seiza: An Adventure in the Otaku Galaxy (Famicom)  
Guide by E. Phelps, ver. 1.0  
(aka LastBossKiller)

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---Viewing This Document---

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- - - = = = ===== Intro ===== = = = - - -  
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Otaku no Seiza, translated as "Constellation of the Nerd", is an RPG released only in Japan for the NES/Famicom. At its core, it is a Dragon Quest clone as far as gameplay style goes. However, the charm of the game comes from the storyline and the dialogue, which are both somewhat humorous and have caused some to compare this game to Earthbound. The characters and townspeople are all a little strange. I guess you'd say they're supposed to be nerdy. So there's a lot of dialogue that sounds a bit funny for an RPG, but of course you won't be able to enjoy this aspect if you cannot understand Japanese very well.

Ignoring the charming character of the plot, the game is very unpolished. The level building mechanics and difficulty are completely unbalanced. It's very difficult to win even a simple battle at the beginning of the game, but after a good amount of level building time, the game will suddenly become ridiculously easy. The worst part of the game is that it is often very unclear what you are supposed to do. You would likely be stuck several times during a playthrough if you didn't have this walkthrough for reference. But if you're anything like me, it's an NES game, so you must beat it!

There was also a remake of the game released for the Turbo CD which features updated graphics and perhaps it is more polished, although I have never played that version so I don't know. If you're not married to the NES

like I am, then you might find that version more enjoyable.

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- - - = = = ===== Contents ===== = = = - - -  
- - - = = = ===== = = = - - -

Search words are given in square brackets [].

- 1. Story [sec1]
- 2. Getting Started [sec2]
- 3. Game Mechanics [sec3]
  - a. Basics [sec3a]
  - b. Death In the Party [sec3b]
  - c. Force Powers [sec3c]
  - d. Status Ailments [sec3d]
- 4. Menus [sec4]
  - a. Walking Menu [sec4a]
  - b. Battle Menu [sec4b]
  - c. Equipment/Status Menu
  - d. Force Shop Menu
- 5. Walkthrough [sec5]
  - a. Chapter 1: Yan [sec5a]
  - b. Chapter 2: Lin [sec5b]
  - c. Chapter 3: Yun [sec5c]
  - d. Chapter 4: Lun [sec5d]
  - e. Chapter 5: Min [sec5e]
- 6. Items [sec6]
- 7. Equipment [sec7]
- 8. Force Powers [sec8]
- 9. Enemies [sec9]

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- - - = = = ===== Story ===== = = = - - -  
- - - = = = ===== = = = - - - [sec1]

Originally, men and women lived together in harmony. But then Indra awoke from a 7000 year deep sleep. Indra destroyed many men and forced all women to be his girlfriends.

The world has become a place where women, who are all Indra's girlfriends, are superior in rank. Men are considered lowly nerds.

You are a young boy, and within you lies all the charms of a man. You must fulfill your potential to become a true man and convince women that men are more than just nerds. You will need the help of women to overthrow Indra and make the world the peaceful place it once was.

The most powerful rulers on the planet are five women called the Aurora women. You must convince them that men are wonderful and enlist their help to overthrow Indra.

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- - - = = = == Getting Started == = = = - - -  
- - - = = = ===== = = = - - - [sec2]

When you begin the game, you will be presented with the following menu options:

ファイル1さいせいする - "File 1 regeneration"  
ファイル2さいせいする - "File 2 regeneration"  
ファイル1をファイル2へうつす - "Duplicate file 1 on file 2"  
ファイル2をファイル1へうつす - "Duplicate file 2 on file 1"  
ファイル1をけす - "Delete file 1"  
ファイル2をけす - "Delete file 2"

The top two options will either start a new game or continue a previously started game. If you start a new game, you will be prompted to enter your character's name. you will see the Japanese "alphabet", and you will also have the command おわり ("End"), which you should select when you are happy with your Japanese name.

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---Basics-----[sec3a]---

Anyone familiar with the Dragon Quest style of RPG will feel right at home with the mechanics of this game. However, there are a few special points worth noting in this section:

- (1) Only the party member who kills an enemy will gain experience from that enemy.
- (2) If you command two of your characters to attack the same enemy, but the first to act kills that enemy, the second character will not attack a different enemy, they just lose their chance to act for that turn.
- (3) Save your game by visiting guys that are standing next to recorders that look like an old time radio. They are usually located in a Live House.
- (4) Heal by resting at an inn, using specific force powers, or using items.

---Death in the Party-----[sec3b]---

If your main character dies, you will get a game over. You will be forced to reload your game from the last save point.

If one of your other party members dies, you can revive them by visiting a spirit medium, located in some villages. There is a fee for the revival.

Very late in the game, you can learn a force power that will revive dead party members.

---Force Powers-----[sec3c]---

Force powers are the magic spells of this game.

To learn force powers, you can buy some at force power shops, located in many villages. You will also learn some force powers by completing certain missions.

Some force powers are automatically upgraded when you level up.

---Status Ailments -----[sec3d]---

Here are the status ailments in this game:

Poison (ドク) - Your defense is decreased. This ailment can rarely go away on its own during battle. To cure it, use a Dokudami.

Dizzy (メマイ) - This ailment has no obvious effect. It can rarely go away on its own during battle.

Paralyzed (マヒ) - A paralyzed character can take no actions. This effect will go away after a few turns, and it automatically goes away when

the battle ends.

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[sec4]

---Walking Menu-----[sec4a]---

When walking around, press "A" to access the following menu commands:

はなす - "Talk"  
しらべる - "Search"  
ふぉーす - "Force". Select this option to use force powers.  
もちもの - "Inventory"  
そうび - "Equipment". Equip equipment. It also shows the stat menu.  
Mスピード - "Message Speed". Has the following options:  
はやい ("Fast"), ふつう ("Normal"), おそい ("Slow").

---Battle Menu-----[sec4b]---

When engaged in battle, you will have the following menu options:

たたかう にげる  
ふぉーす まもる  
もちもの そうび

These commands have the following meanings:

たたかう - "Fight". Regular physical attack.  
ふぉーす - "Force". Use force powers, which are like spells.  
もちもの - "Inventory"  
にげる - "Run". Escape a battle. If you fail, all enemies get a free attack.  
まもる - "Defend"  
そうび - "Equipment". Allows you to change your equipment mid-battle.

---Equipment/Status Menu-----[sec4c]---

When you open the equipment/status menu, the top window shows the following stats:

HP - "Hit points"  
FP - "Force points"  
EX - "Experience"  
LV - "Level"  
こうげき - "Attack"  
ぼうぎょ - "Defense"  
でふぉーす - "Deforce"  
すばやさ - "Speed"

The middle window shows the items equipped:

ぶき - "Weapon"  
ふく - "Clothes"  
ぼうし - "Hat"  
くつ - "Shoes"

The bottom-right window shows how much money you are carrying.

The bottom-left window shows your party members. Select one to have their stats and equipment shown and you will be able to change a piece of equipment. Select an equipment slot and you'll see a list of items equippable on this slot, and the additional commandはずす ("Remove").

If you change a piece of equipment, you will see the following menu options:

つづける - "Continue". Continue to change equipment for this character.  
ひとをかえる - "Change people." Adjust the equipment and see the stats of another character.

しゅうりょう - "Finished". Exit the menu screen.

---Force Shop Menu-----[sec4d]---

おぼえる - "Learn". Teach your main character a force power.

もちかえ - "Change holder". Give a force power that your main character has already learned to another one of your party members.

やめる - "Quit"

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[sec5]

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-----= Chapter 1: Yan -----[sec5a]---

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---Jipang (ジパング)-----

            
/Amenities]

-----  
| Item Shop:          | Boutique:              | Shoe Shop:              |  
| Spinach - 30      | Iron Suit - 100      | Slippers - 40          |  
| Dokudami - 70   | Thunder Suit - 500   | Armored Boots - 350   |  
|-----|  
| Game Save Room  | Free HP/FP Restore   |  
-----

You begin the game in Jipang City as a man with amnesia. It would be a bad idea to go outside without preparation, so stay within the city for now. Enter the building with the sign that says "Live" on it. These buildings are referred to as Live Houses, which are like jazz bars where people can come to listen to jazz music. They are important locations in this game. The managers of the Live Houses will help you out along your journey. Go down the stairs and speak to the guy on the stage, who is the manager of this Live House. He says that they have been waiting a long time for a strong man to appear and he needs to test your abilities by asking you to bring him the Man Tickets from each of the other Live House managers on this continent. There are 3 other Live Houses who you need to get the Man Tickets from. He says he will give you a nice reward if you are able to do this. Say "yes" (はい) to agree to this. He will give you a Letter of Introduction (しょうかいじょう) and 100 Gold. He says to try visiting Metro City to the North.

You can save your game upstairs in the Live House by talking to the guy there and saying "yes" (はい). The game saving guy always looks the same and is always next to what looks like a juke box, so remember what he looks like for future reference. You can also restore your HP and FP by visiting the lower-right building here, but going in through a somewhat hidden entrance in the lower-right end of the building.

You can find a Fire Gun (ファイヤーガン) in a treasure chest downstairs in a building on the left side of the screen. So get that and equip it. You will also want to buy an Iron Suit (アイアンスーツ) and equip it.

You are now prepared to wander outside. But be prepared, you will die very easily. There are only two enemies that you can contend with at this point. They are: スライヌ ("Slainu") and エテゾー ("Etezor"). Run away from any other enemies. As you gain levels, you can try taking on some of the other enemies, but you'll probably need to get to level 6 or higher before you can handle all of the enemies in this area. Don't wander into the trees or any

other terrain other than the plains or the brick path or else even harder enemies will appear! When you can afford it, buy the Thunder Suit (サンダースーツ) to improve your defense.

During this level building period, you can probably reach the nearby Metro City by following the brick path to the North.

---Metro (メトロ) City-----

-----  
/Amenities]

-----  
| Hat Shop:           | Weapon Shop:       |  
| Atom Cap - 200 | Fire Gun - 150 |  
| Jet Cap - 400 | Flash Gun - 400 |  
|-----|  
| Game Save Room | Inn - 50 |  
-----

Buy the Flash Gun when you can afford it. You can put getting the Jet Cap off until you learn some force powers since it just boosts your force power.

Enter the Live House and talk to the manager. You automatically show him the Letter of Introduction you have and he says he won't give you his ticket until you can defeat the monster Yuuji (ユージ) that's been causing trouble. He says you will learn the force power Acha (アチャ) when you defeat Yuuji as proof that you have defeated it.

When your level is at least level 6 (you might want to go even higher though), go North from Metro City to find another town (it's past some bushes). There's nothing to do in this town for now, so travel West from it along the path through the bushes to find the Coastal Village.

---Coastal Village-----

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/Amenities]

-----  
Item Shop:	Inn - 50
Dokudami - 90	
Onigiri - 60	
-----

Talk to the villagers here to learn that a God Statue was stolen by Shigesato (シゲサト). You're directed toward the cave a little to the Southeast as a place to search, so buy some Onigiri (at least 3, but maybe more) and head there.

---Shigesato Cave-----

Treasures: Dokudami, Onigiri, 150 Gold.

The enemies in this cave should be pretty easy for you if you've been level building as I suggested. There are a few unnecessary treasures you can get here, and it's a small area so you might as well walk through it to get them, but the main event is triggered by heading to the Northeast part of the cave and approaching the treasure there. You will get attacked by Shigesato (シゲサト).

Boss: Shigesato (シゲサト) 50 Exp/200 Gold

Use regular attacks (that's your only option after all) and use Onigiri to restore your HP when necessary. I used 3 Onigiri and won at level 9. When you win, you get the Shigesato Fang (シゲサトのキバ).

Open the chest to get the Laugh Bag (わらいぶくろ), then return to the Coastal Village. Talk to the elder in the upper-most building. Use the Shigesato Fang and he'll praise your heroics. You ask for the village's treasure and a battle begins for some reason. Attack the elder and you get the God Statue (かみさまのぞう).

Head East from this village and follow the path through the bushes to enter the nearby village.

---Town East of Coastal Village-----

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/Amenities]  
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Item Shop:	Bar:	Bun Burger - 50
Onigiri - 50	Sonoko - 100	
Dokudami - 80		
-----		
Hospital - 100		

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Enter the door in the Northwest corner of town. Search the blue square in the upper-right room to receive the Sickroom Key (びょうしつのカギ). Go down the stairs to find a Slainu (cat looking creature) behind bars. With the Sickroom Key in tow, you can walk through the locked door. Use the God Statue on the Slainu and it will revert to its true form, some ugly looking person named Goro who you will see often throughout the game. He gives you the Truth Stone (しんじつのいし), saying to raise it above your head while standing in front of a crack in a wall in the Metro City Live House to make a secret entrance appear.

Go to Metro City and talk to the guy in the upper-left building (enter via the bottom door). He says he built the Live House and says there's a crack on the back wall of the Live House, located 3 tiles from the left side. Go around to the back of the Live House, then use the Truth Stone on the third tile of the back wall to make a hidden staircase appear which you automatically go down. It is a cavern with enemies.

---Metro City Cave-----

Treasure: Pincers, 200 Gold, 100 Gold, Onigiri.

Go to the treasure chests in a room to the right of the entrance and you will be attacked by a boss, Yuuji.

Boss: Yuuji (ユージ) 80 Exp/300 Gold

I was at level 15 when I challenged it and it was easy, although I had to heal once using an Onigiri.

When you win, you get the Diamond Ring (ダイヤモンドのゆびわ) and learn the Force power Acha (アチャ).

Return to the Metro City Live House and speak to the manager. He says he wants you to show him you've learned the force power Acha (アチャ). Use Acha while standing in front of him and he'll be impressed and give you the Man Ticket (おとこのチケット). Yay! Now we need two more.

There are more towns that you can visit by traveling East from Metro City and walking over some risen green terrain. Avoid the desert since the enemies are harder there, but the enemies on the green plateaus are not too bad. East beyond that terrain is another town called Jioido.

---Jioido (ジオイド)-----

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/Amenities]  
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Force Shop:	Weapon Shop:	Boutique:	
Supon - 1000	Flash Gun - 450	Thunder Suit - 550	
Piripa - 1000	Dyna Gun - 600	Fire Suit - 3000	
-----			
Hat Shop:	Bar:		
Gekko Cap - 700	Junko - 250		
Harimao Cap - 1000			
-----			
Game Save Room	Warp Room		

There's a crazy looking guy (everyone in this game is crazy looking though I guess) that you can talk to in this town who can warp you to other cities, but he won't do it yet, I just thought I should mention it. Upgrade your equipment and buy a Junko (じゅんこ) if you don't have one.

Enter the lower-left building of town. Stand across the counter from the old man there and use the Junko. He will appreciate your gift and give you a Beautiful Woman (びしょうじょ) as thanks. Is it a whole woman or a doll or what? I don't know. This game is weird enough it could be he actually gave you a woman.

Go North to find another town.

---Village North of Jioido-----

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/Amenities]  
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Inn - 70

There's not much to do in this town but talk to villagers and rest. From this town, head Northeast on the world map to find a strange looking boulder. Stand in front of it and use the Truth Stone to reveal a cave entrance. Inside, talk to the old man twice, then use the Beautiful Woman. He'll tell you about a fairy located on an island to the South in a forest.

Go back outside and head South. Travel over some mountains to find a cave.

---Cave to Fairy Island-----

Treasures: 100 Gold, Denji Gun

Head right to pass through this short cave. Be sure to get the Denji Gun in the upper-right chest, then exit through the opening in the lower-right corner. Back on the world map, on the little island, a fairy says she wants to help you but she can't remember how. Use the Pincers (くぎぬき) and she'll give you the Fairy Essence (ようせいのおキス), saying it should help restore humans to their normal form when they've been turned into monsters.

The cave on the South end of this island contains the following treasures: 150 Gold, Onigiri, 200 Gold. It leads to a new part of the world map that is a large island, but has nothing on it, so it's a waste of time to travel there.

Return to the Live House in Jioido. Use the Letter of Introduction on the guy

guarding the entrance, then use the Man Ticket on him and he will let you pass. Talk to the manager at the center of the stage and you see he's been turned into a beast. Use the Fairy Essence on him, then use the Laugh Bag to change him back to human. He gives you another Man Ticket (おとこのチケット). He says the Aurora (オーロラ) woman named Yan (ヤン) did this to him. She is the lady who rules this area.

Follow the brick path leading South from Jioido to find the village of Keibu.

---Keibu (ケイブ)-----

[Amenities]

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| Item Shop:          | Shoe Shop:          |  
| Spinach - 40       | Slippers - 50      |  
| Dokudami - 100    | Armored Boots - 370 |  
| Hi-Green - 1000   |                     | |
|---|---|---|
| Game Save Room    | Hospital - 100     | Spirit Revival - 600 |  
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```

There is a spirit medium here who can restore dead party members back to life (in the upper-left building) for future reference. Most of the houses here have stairs leading down to caves where the townspeople store their valuables. The treasures which can be found in the caves are:  
Dream Diamond, 120 Gold x2, Onigiri x3, Dokudami, 100 Gold x2, Royal Rose.

There is a building toward the upper-right part of the screen which was previously blocked but you can enter it now. Inside, you can get the Key (かぎ) and you can speak with the first Aurora woman named Yan.

You tell Yan you want to use her spaceship. She asks you to bring her a flower. Use the Royal Rose if you have it. If not, go into the caverns under the houses here and open the treasures to find it and the next item she'll ask for. Use the Royal Rose and she'll be pleased, but then she asks for a diamond. Use the Dream Diamond to please her. Then she asks you for a beautiful baby. That's something we don't have.

Go back outside of this building, then go to a building on the left side of the screen, near the middle of the left side, which is mostly surrounded by grass. Inside, there used to be a woman that swore there was no entrance to a cave here. Now she's gone. Stand on the tile at the top-center of the room, and use the Truth Stone to make a staircase appear. You will go down into a cave area where you'll find a woman and her baby. She asks you not to take the baby because she doesn't want the Aurora women to turn it into something evil. Some other old lady says she'll come with you and talk to Yan.

Go back to Yan, talk to her, and she gets angry and a battle begins.

Boss: Yan (ヤン) 200 Exp/1000 Gold

I easily defeated her at level 27 by using physical attacks and healing with the Supon (スポン) force power every once in awhile.

When you defeat Yan, she says something about how she let her weaknesses get the best of her and she'll treat men well from now on. You get the Parts 1 (パーツ1), which are parts to the spaceship. She says you need to speak to the other Aurora women to get the rest of the parts. Speak to her again after the battle and she'll teach you the force power Kochin (コチン). She then says the manager is in the spirit medium's house.

Go to the house in the upper-left of town and talk to the person there. The spirit medium will return to his true form, a manager. He thanks you and gives you the Man Ticket (おとこのチケット), so now you have all of them.

The Key you received in Yan's room will open the door in the Coastal Village elder's house, where you can get 1000 Gold if you want to go a little out of your way. It's a good chunk of money.

Return to the first town in the game, Jipang, and talk to the manager in the Live House. You'll give the Man Tickets to him and he'll reward you with the Supokon Sword (スポコンのつるぎ) and a Fire Suit (ファイヤースーツ). He requests that you defeat the rest of the Aurora women. One of them is located on the South end of this continent.

Return to Keiba, the town with all the caves under the houses, then travel South on the world map to find a border crossing place surrounded by mountains called the Rock'n Roll Fortress. The person guarding the passage through the fortress will allow you to pass now that you have the Supokon Sword. You will then enter a dungeon type place. It looks like it might be maze-like, but it's not. Just follow the linear path to exit on the world map in a new location.

=====  
-----= Chapter 2: Lin -----[sec5b]---  
=====

Follow the red brick road to the right to reach a town called Velsas.

---Velsas (ヴェルサス)-----

[Amenities]

Item Shop:	Boutique:	Force Shop:	
Onigiri - 100	Weiss Suit - 1000	Kumadasu - 1500	
Dokudami - 120	Nikori Suit - 1000	Hattosu - 1500	
	Piggy Suit - 1000	Gurauto - 3000	
-----			
Shoe Shop:	Hat Shop:	Weapon Shop:	
Armored Boots - 400	Hayabusa Cap - 1500	Live Gun - 1000	
Ice Skates - 750	Atom Hat - 2000	Denji Gun - 1400	
	Jet Hat - 2500		
	Weiss Suit - 1000		
-----			
Bar:	Inn - 100	Hospital - 200	
Sonoko - 120			
-----			
Game Save Room	Spirit Revival - 800	Warp Room	
-----			

Talk to the lady in front of the bridge and she says she heard about you from Yan. She is Lin (リン), the Aurora woman who controls this region. She says if you want some spaceship parts, come visit her, then she disappears.

The man to the left says that you need to be dressed appropriately to enter the city. Buy a costume from the boutique on the upper-right. I don't think it matters what outfit you buy here, but for the record I bought the Piggy Suit (ピギのスーツ). Equip it, then you can pass through the gate.

There are chests in town which contain an Onigiri and 200 Gold. There's a guy in the Northwest corner of this town that you can talk to to warp back to

Jioido. Look for guys that look like this to warp to previously visited towns.

Talk to townspeople to hear about a fashion show that happens around town. Talk to a guy in a building at the top-center of town to hear that the fashion show isn't really a fashion show but some sort of battle.

Rest at the inn two nights and the fashion show will begin. Talk to the lady on the stage looking area above the town gate and you will begin a battle with a boss called Inaba's Father (イナバのチチ). Your attacks won't hurt it though, so you have to run away. When you do, you will now be imprisoned in the city's "zoo".

Talk to the three people standing next to each other toward the top and say はい ("yes") to each of them to receive the items: Araiya Suit (アライヤのスーツ), Ermez Suit (エルメズのスーツ), and Channel Suit (チャンネルのスーツ). If you accidentally say "no" to one of them, talk to the guy at the top corner to get a free Bun Burger (バン バーガー), then talk to the person you said "no" to and they will accept your Bun Burger as a gift (it happens automatically) and let you retry the question.

After getting the three suits, talk to the guy below (not the one guarding the entrance). He will let you start the fashion show over. Equip the Araiya Suit (アライヤのスーツ) and talk to the lady to start the fashion show again. This time, since you are wearing the correct clothes, you will be able to damage the boss. After winning, another battle will begin with a boss named Shigezor (シゲゾー). You won't be able to damage him, so select the そうび ("Equip") option during the battle and you can change the clothes you are wearing. Equip the Ermez Suit (エルメズのスーツ) and you will be able to damage him. Defeat him and you will begin a battle with Yuuichi (ユウイチ). You have to equip the Channel Suit (チャンネルのスーツ) to damage him.

After defeating all three enemies, you win the fashion contest. You are given the option to select a reward. The options are: Bindai Suit (ビンダイのスーツ), Armani Suit (アラマーニスーツ), Akagi Suit (アカギのスーツ), and Sumo Loincloth x 2 (フンドシ2ちょう) (this is two Sumo Loincloths). The top three options are all expensive designer suits, and the bottom option is two lowly Sumo Loincloths. Select the bottom option to get the two Sumo Loincloths. If you do not, you will have to repeat the fashion show again since you will need the Sumo Loincloths very soon. To repeat the fashion show, sleep at the inn two more times, then talk to the lady above the town gate to begin the show again.

The guy blocking the bridge above you will now let you pass since you're now the "fashion leader", woohoo! Down the stairs is a dungeon type area.

---Velsas Dungeon-----  
Treasures: Harimao Hat, 300 Gold.

Down the stairs, you will come across a lady who is the leader of some people that are being maltreated in this city (the ones that helped you in the zoo were some of these). She asks you if you'll help them, so say はい ("yes"). She then asks you a question about what qualities you value most or something like that, and the options you can answer with are:

ゆうじょう ("Friendship")

おもいやり ("Sympathy")

どりよく ("Effort")

I don't think it matters what you select. Talk to her again and she'll offer to fight with you against Lin, so say "yes". She will only join if you have

the Sumo Loincloths, so go repeat the fashion show if you don't have the loincloths. If you do, then Joanjoan (じょんじょん) is now part of your party. Go get her some equipment, and although her level and stats are very low, you don't need to worry about leveling her up, she'll do fine in the dungeon anyway.

Make your way to the second floor and you'll see Lin. Equip both of your party with the Sumo Loincloths before talking to her. She'll be offended by your appearance and a battle begins.

Boss: Lin (リン)

For some reason, your attacks will do a ton of damage (must be the loincloths?) and the fight will only last one turn.

When you win, she agrees to treat men well, gives you the Parts 2 (パーツ2), which are spaceship parts, and gives you the ID Card (アイディーカード). She says to travel South to meet the next Aurora woman named Yun (ユン) who controls that area. She says to get there by traveling through a cave located South of the Coastal Village.

Don't forget to re-equip your better armor. Get back to the main part of town and use the guy in the upper-left building to warp to Jioido (ジオイド). Go West, past Metro City, to a strange looking rock located South of the Coastal Village. Use the Truth Stone on it to reveal a cave.

---Caves South of Coastal Village-----  
Treasures: 200 Gold, 100 Gold, Dokudami.

Head left through the cave and go through the exit at the end. You'll be on a small island on the world map. Go into the next cave to the West.

Next Cave's treasures: 300 Gold, Junko, Onigiri.

Head West through the cave and you'll emerge on the world map on an icy continent.

=====  
-----= Chapter 3: Yun -----[sec5c]---  
=====

Go West, then Northwest to reach a town called Ambient.

---Ambient (アンビエンテ)-----

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/Amenities]

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Force Shop:	Bun Burger - 300	Game Save Room
Ofudaja - 1000		
Harikyu - 1500		
Kudoku - 2000		
Supopon - 3000		
-----

A Slainu blocks the entrance to the Live House. Talk to it and select おおぼけ to get it to move. Inside the Live House, talk to the manager. He'll tell you there are 3 more Live Houses on this continent and he wants you to get Wisdom Tickets from the managers at each of those. Say "yes" to agree to this and you'll receive the Name Card (めいし) and the System Disk (システムディスク). Upstairs in the Live House you can get a Hi-Green (ハイグリーン).



Go back out of this building. You can get to the back of this building by going around the bottom part of it, through the opening in some trees, and heading up the backside along the left side of the screen. There is a hidden staircase here, located at the very upper-left section of the screen. There is some ground that looks like dirt shaped like this:

X  
XX  
XX

The top right tile has a hidden staircase on it, but you can't stand on it to find it. You have to stand one tile down from it, then use the Truth Stone to make the stairs appear. It leads down to a cavern

---Puranzo (プランゾ) Cave-----  
Treasures: 500 Gold, Junko, 1000 Gold.

As you approach the treasure chest at the end of the cave, you will be attacked by a boss, Shigeko (シゲコ). When you win, you get the Love Sword (あいをつるぎ) and you learn the force power Don (ドン).

Return to the manager in the Live House. He will praise your effort to return the Love Sword, and he allows you to keep it. He also gives you a Wisdom Ticket (ちせいのチケット). So now you have two more to get.

There is an optional cave which you can get to by going Southeast from this town and going into the raised green land. It contains the treasures: 250 Gold, Hi-Green, Onigiri, 300 Gold, 500 Gold.

Head back to Reshipi, the previous town that you had visited, and head a little East to find a small village. Inside, talk to some people and hear about a powerful bomb that was stolen.

A little Northeast of this town is a little peninsula jutting out to the East. There is a cave at the end of it that you need to enter.

---Cave East of Reshipi-----  
Treasures: 500 Gold x2, Dokudami, Hi-Green.

Approach one of the treasures in the upper-left corner of the cave and you'll be attacked by a boss, Uganda (ウガンダ). When you win you receive the Happa-64 (ハツパ64), which is some sort of powerful bomb.

Next, you want to head to a town called Attic. It's directly South of Puranzo, but mountains and boulders block your way there. To get there, you have to go around the mountain ranges by going counterclockwise around the mountains by first going Northeast, then following the outer rim of the mountains, until you reach the West coast of the continent. You'll follow the coast South, along the mountains, until you come to a region of raised green plains, with the town inside that region. Along the way, you might see another town to the North which you should ignore. If you were to enter that town you would instantly die in an explosion.

---Attic (アティック)-----

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/Amenities]

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Hat Shop:	Boutique:	Item Shop:
Gekko Hat - 3000	Fire Suit - 3200	Onigiri - 120
Harimao Hat - 4000	Bio Suit - 4200	Dokudami - 150

Hayabusa Hat - 5000		
Atom Helm - 6000		
-----		
Bar:	Game Save Room	Inn - 300
Sonoko - 120		
Junko - 300		
-----		
Spirit Revival - 1300		
-----		

In the lower-right corner of the town, you'll find a path leading behind one of the buildings. Follow it and you'll find a Slainu blocking a door. Select シシーボーイ to get it to move. Inside, talk to the manager. He'll give you another test. Select the answers: コビルくん, ツキノワオヤジ, and カツラコゴロウ. When you pass the test, he'll give you the Wisdom Ticket (ちせいのチケット) and the Faith Sword (まことのつるぎ). So now you have all the Wisdom Tickets, yay! In the basement here, you can get an Onigiri.

Find the green device in this town that charges a 500 Gold fee and gives you the Data Disk 4 (データディスク4).

Return to Ambient (アンビエンテ), the first town you visited on this continent, and talk to the manager there to show him that you acquired all of the tickets and he'll give you the Wisdom Ring (チエのわ).

Go back to the small village East of Reshipi. Enter the top building, go downstairs, and talk to the old guy a couple times until he gives you the Timer (タイマー).

Return to Attic. There is a cave beneath the town of Attic. To get there, go back to the room with the green device that gives you the Data Disk 4. There is a stairway in the lower-right corner of this room that will take you to the cave.

---Attic Cave-----  
 Treasures: 300 Gold x2, Cleats, Dokudami, Onigiri, Junko.

Make your way through the cave until you find Goro, the ugly guy that you saved previously who was turned into a Slainu. Say "yes" to his question about how you plan to confront Yun. From there, it doesn't matter which way you go, you will find stairs leading to the room where Yun is.

When you find Yun, she gives you a test to test your intelligence. Don't screw this up! If you fail, she will turn you into a Slainu and as far as I could figure out, there is no way to change back to your correct form. She will ask you which disks you found in which town. To answer correctly, select the disks in the following order: 1, 3, 2, then 4. When you pass the test, there is a bit of an argument about how she treats people she considers stupid very cruelly, and she runs away.

Exit this cave to get back to the town part of Attic. Go around the back of the building on the right via the hidden path in the lower-right corner of the screen. Enter the building and go down the stairs inside. There is a green door down there which you should go through that has a warp tile on the other side. Step on the warp tile and you appear in a new area. This is the town which is located at the North end of this continent, called Kings Village, which I told you you would instantly die in if you entered through the front entrance.

---Kings (キングス) Village-----

Follow the linear path and you will come to a building with three sets of stairs inside. Go down the stairs on the right. Follow the path and when you emerge outside, enter the building above you. Go down the stairs inside and step on the strange looking tile you see. Use the Happa-64 and the Timer and an explosion will occur. You will appear on the world map near the location you just bombed.

Enter Kings Village again. This time it's ok to enter via the front entrance. Go up and open the treasure to get the My Women (オレのおんなたち) item.

Go all the way back to Attic and go down the cavern again to find Yun. Talk to her and she will give you the Parts 3 (パーツ3) and the Hustle Sword (ハッスルのつるぎ) without putting up a fight.

Head South from Attic to a border crossing area.

---Rock'n Roll Fortress 2-----

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/Amenities]

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| Item Shop: | Game Save Room |  
| Onigiri - 150 | |  
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This Rock'n Roll Fortress is basically the same as the previous one. Just follow the linear path to eventually emerge on the world map on a new continent.

=====  
-----= Chapter 4: Lun =-----[sec5d]-----  
=====

After emerging from Rock'n Roll Fortress 2, head Southwest to find a town.

---Rolling (ローリング)-----

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/Amenities]

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Weapon Shop:	Boutique:
Fire Bomb - 3200	Domul Ticket - 500
Flash Bomb - 4000	Fire Suit - 3400
Dyna Bomb - 5000	Bio Suit - 4400	
Game Save Room	Warp Room	Inn - 350
-----

The towns on this continent are named after famous rock bands. Rolling obviously refers to the Rolling Stones.

Enter the movie theater, located to the upper-left of the entrance, and talk to a guy on the left side of the entrance to get the Ashita Key (アシタのカギ).

Buy the Domul Ticket (ドムールチケット) in the building at the right side of the town entrance. With it, you are able to enter the Live House where a concert is about to start. Inside, you learn that Lun (ルン), the Aurora woman who controls this area, is playing music that makes men stupid.

Enter the house in the Southeast corner of town. There is a little girl inside. Talk to her and the adult in the room says to go away. Say "no"

(いいえ) and you'll engage in a battle which is super easy. When you win, the little girl thanks you and says she is returning to her hometown at the Southeast end of this continent.

On the world map, follow the brick path East. You can go North at the fork to visit the town of Zeppeli, but you don't need to yet.

---Zeppeli (ツェツペリ)-----

                    
/Amenities]

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Item Shop:	Hat Shop:
Onigiri - 150	Jet Helm - 7000
Junko - 350	Harimao Helm - 8000
	Hayabusa Helm - 10000
-----

Zeppeli is a reference to the band Led Zeppelin. You will need to come to this town later, but for now it only serves as a couple stores. Don't talk to the guys down the stairs in the lower-right corner of town! If you do, say "no" to his question, or else you will lose all of your money.

Instead of going North at the fork to get to Zeppeli, go South at that fork and follow the brick road until you reach the town of Purple.

---Purple (パープル)-----

                    
/Amenities]

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Shoe Shop:	Force Shop:	Bar:
Cleats - 1500	Apapara - 3500	Junko - 350
Security Shoes - 3000		
| Quickfoot Boots - 12000      |                    |                    |  
|-----|  
| Hospital - 300                  | Game Save Room          |  
-----

This town's name is a reference to the band Deep Purple. You can buy the Quickfoot Boots here, which will make your party move really fast while walking around if you have them equipped. Highly suggested, although expensive.

Visit the house at the left of the entrance. It's the house of the girl you helped in Rolling. Talk to her parents, then go explore the town and talk to everyone. Return to the girl's house and she will now be there. Talk to her, then talk to her parents and you should get the Caramel (キャラメル).

Next, you want to visit the town of Floyd. To get there, return to Rolling, then head West along the brick path to find the town.

---Floyd (フロイド)-----

                    
/Amenities]

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Boutique:	Force Shop:
Bio Suit - 4600	Supopopon - 3500
Megalo Suit - 6000	Chuuda - 5000
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This town's name is obviously a reference to Pink Floyd.

Enter the building straight up from the entrance. Go upstairs and talk to the old guy there. He recognizes the Caramel you brought as being from his old friend. He tells you of an old capital city called Ashita and gives you the Ancient Documents (こもんじょ) to help you find it.

There is a small village located West of Rolling, called Rainbow, which you can visit, although there is no purpose in visiting it.

---Rainbow (レインボウ)-----

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/Amenities]  
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Spirit Revival - 2000

There was a band called Rainbow that Dio was a member of, so perhaps that's the band referenced by this village's name? There's nothing valuable here except for the spirit revival.

To find the old capital city Ashita, head Southeast from Rolling and enter the mountain range to find a city inside the mountains.

---Ashita-----

Enter the building. You will be in an empty room. Use the Ancient Documents and the Ashita Key. You will then be warped to a new area, which is the old Ashita Capital. There is a Hi-Green located in the building on the right side of the town.

At this point in the game, you are going to engage in a few tests to learn what it is to be a man. Goro, the guy on the right side of the village screen, will be guiding you. Talk to him and say "yes" to say that you want power. He will give you an Election Cord (せんきよのたすき) and you will be warped to Zeppeli.

In Zeppeli, enter the door on the left side of the screen and talk to the person behind the counter. You automatically pay 2000 Gold to announce yourself as running for mayor (if you don't have 2000 Gold, you'll need to go make some money).

Outside, go down the stairs on the left side of town and talk to the secretary and mayor. Next, go down the stairs in the lower-right corner of town, which can only be reached by walking around the outside border of town, starting from the lower-left and walking clockwise. Inside, talk to the guy at the bottom of the room. He's some sort of mafia guy and he wants you to be on his side. Answer "no" (いいえ) to his question. If you say yes, you will lose all of your money. Talk to his two henchman afterward.

Back outside, go down the right stairs at the center of town and talk to the person behind the counter. Then, go down the left stairs again outside and talk to the secretary down there. Finally, go to the door on the left side of town and talk to the person behind the counter. You are announced the winner of the election and you are warped back to Ashita.

Go to the right side of the screen and talk to Goro. He gives you the Power Staff (けんりょくのつえ) and says you can challenge Lun with it. You're then warped to a new area outside of a Live House.

---Lun's Retreat-----

This new area is where Lun hangs out. Lun is in the building to the left.

If you like, you can enter the building on the right, which will lead to a series of caves that ultimately takes you back to the main continent, just Northwest of Rainbow. Along the way, you would find the following treasures: 2500 Gold, 1500 Gold, Hi-Green, 1000 Gold x2.

To continue the story, enter the left building and talk to Lun. You will then fight a Domul (ドムール). Equip your main character with the Power Staff (you can equip it during battle if you didn't beforehand). Have your main character attack while your other members just guard or something. When you win, Lun is not impressed by your qualities. She says you need brute strength, she breaks your Power Staff, and you are warped back to Ashita. Go to the left side of the screen see Goro. Talk to him, say "yes" you want strength, and you are warped to a dungeon area.

Make sure you re-equip your main character with a good weapon. In this cavern, you are only supposed to wander around and engage in random battles. After you win a few random battles, you are warped back to Ashita and declared successful in achieving brute strength. Talk to Goro to get the Strength Fang (わんりよくのキバ). He says you should challenge Lun with it and you are warped back to her retreat. Challenge he again. You fight a Domul again, but this time you need to equip the Strength Fang to defeat him.

When you win, Lun is still not impressed. She says you need wealth, breaks your Strength Fand, and you are warped back to Ashita. Talk to Goro at the bottom-center of the screen and say "yes", you want wealth. He gives you the Backroom Pass (ウラのしるし) and you are warped to a casino.

---Casino-----

The casino only consists of a dice game. You can talk to pretty much anybody to play it. Here are the rules:

Move the coin symbol to the spot you want to bet on. The top amount on each spot is the number of money you win when you win a dice roll. It is the amount your initial bet is multiplied by. The bottom numbers on a bet spot are the numbers you can roll to win the dice roll. Press "A" to select the spot that the coin icon is pointing to. At the bottom of the screen is shown your total money. After selecting a betting spot, you can quit by selecting やめる ("Quit"), or you can choose かけきん ("Bet"). After selecting "Bet", push up or down to change your bet value. The maximum bet is 500. Press "A" again to roll the dice.

Your goal is to get over 50000 Gold. This would be hard to do using the above described game, but there is an easier way. There is a guy in the lower-left corner of the casino blocking some stairs. Stand in front of him and use the Backroom Pass. He will let you go into a back room. The back room also features the above described dice game, but for some reason you always win! Go talk to someone and bet 500 Gold on the highest payout spot, which is rolling a 2. You'll be able to quickly get over 50000 Gold now that you always win. You can get more if you like, so spend a little extra time and rack up 90000 or so, then go back up the stairs.

Talk to the guy who guards the back room when you have over 50000 Gold and he will take 50000 Gold from you, then you will be warped back to Ashita.

By the way, there is a cave on the West end of the casino island. You can go through it to get the following treasures: 200 Gold, Onigiri, 300 Gold x2, Hi-Green, 150 Gold.

Back in Ashita, talk to Goro at the bottom-center of the screen to get the Money Assets (ざいりよくなかね).

You are warped to Lun's Live House again. Equip the Money Assets and you will fight the same Domul fight. When you win, she is still not impressed and breaks your Money Assets. You are warped back to Ashita.

Talk to Goro at the top of the screen and he sends you to take the final test to become a man. You are warped to the Rolling Live House. Talk to the guy on the stage twice to get the Steel Pick (こうてつのピック). He says to go to Purple Village, the town located to the far Southeast side of this continent.

In Purple, talk to the guy below the Live House, guarding the door to another building. Use the Steel Pick and he will let you inside and says to take his Hover Board and search South of the casino island.

After getting the Hover Board, go East from Purple, over the water, to run into a new deserty-looking continent. Staying on the water, go around this continent by following the coastline to the South, then go East when you can until you get to the other side of the continent. Then continue a little further East to find an island covered with green bushes. Land on this island. It is the island South of the casino island that you were directed to.

The island is covered in caves. In the caves, you can find the following treasures:

Onigiri, 200 Gold, 1000 Gold x4, 1500 Gold x3, Junko x2, 2000 Gold x4, Sparkling Synth, Beat Drum, Lightning Guitar, Dokudami, Flame Bass, Megalo Suit.

Ultimately, you need to accumulate 4 musical instruments, which are: Sparkling Synth (きらめきのシンセ), Booming Drum (とどろきのドラム), Lightning Guitar (いなずまのギター), and Flame Bass (ほのおのベース). When you've collected all four, you are free to return to Rolling.

Go into the Rolling Live House and speak to the guy on stage again. He commends you for acquiring the instruments and you all decide who should play what instrument. Joanjoan claims the synthesizer, Nekketsu takes the drums, and Goro shows up to play the bass. That leaves you to the guitar. Equip the three musical items for your party members as weapons, then speak to the guy on stage again and you play for him. He thinks it's great. When finished, speak to him again. He'll ask if you want to play again. Say "no". He gives you the Flame Bible (ほのおのバイブル) and sends you on your way to challenge Lun again.

You are warped to Lun's Live House again. Enter and speak to Lun. You begin a battle with three Domul this time. Note that Goro (ごろう) is now in your party. Use the Flame Bible and you will automatically win this battle.

Lun appears and you begin a battle with her. When you defeat her you get the Parts 4 (パーツ4), the Great Sword (おおいなるつるぎ) and you learn the force power Zugo (ズゴ). Exit back to the world map by going through the building on the right.

=====  
-----= Chapter 5: Min -----[sec5e]---  
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Travel to the continent located East of Rolling by traveling over the water. Go directly East from Zepperi to reach the continent, then go a little South to find a town.

---Meranje (メランジェ)-----

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/Amenities]  
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Boutique:	Force Shop:	Spirit Revival - 3000
Megalo Suit - 6300	Dosupocon - 10000	
God Suit - 8500	Maigaat - 10000	
-----		
Game Save Room	Hospital - 500	

-----

Min is at the gate. Speak to her and she'll taunt you a bit, then you can enter the town.

Speak to the Live House manager and say "yes" to his question. He says you will surely be defeated by Min's attack without something to protect you. Under the Live House is a dungeon area that you need to enter.

---Meranje Dungeon-----

Treasures: 2000 Gold, 1000 Gold.

A couple floors down you will come across Yan, the first Aurora woman you met. Talk to her and you begin a one-on-one battle. Your attacks will do no damage to her. To win, select まもる ("Defend"). She'll criticize you, saying a real man continues to fight. You're then given the options:

おとこはたたかう - "A man fights."

おとこはたえる - "A man endures."

Select the second option two times and the fights ends. Yan cries, touched by your spirit, and lends you some of her power.

Continue going down into the dungeon and you will come across Lin. Once again, defend, then select the おとこはたえる option twice to end the battle and gain Lin's support and power.

Exit to the world map. Follow the brick road and go left at the fork to find another town. There is nothing to do in that town, however, so you can skip it and go right at the fork instead.

---Town North of Meranje-----

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/Amenities]  
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Item Shop:	Weapon Shop:	
Dokudami - 200	Live Bomb - 6500	
Onigiri - 200	Denji Bomb - 8000	
Junko - 400	Spectral Bomb - 9800	

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There's nothing useful here other than the shops. Return to the brick road and take a right when you reach the fork to find the next town.

---Diane (ダイアン)-----

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/Amenities]  
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Item Shop:	Shoe Shop:	Bar:	
Onigiri - 120	Security Shoes - 4000	Junko - 400	
Sonoko - 120			

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The lower-left building here leads to dungeon area which you need to go through. It contains the treasures: 1500 Gold x2, 2000 Gold x2, 1000 Gold, Hi-Green x2, Hayabusa Helm.

Inside the dungeon, you'll eventually come across Yun. Talk to her to begin a battle. During the battle, once again defend and select おとこはたえる two times to get her to lend you her power. After this battle, continue further into the dungeon to encounter Lun and repeat this process with her as well.

After getting Lun's power, return to the world map and continue South along the brick path. When it ends, continue South through the graveyard and you'll find that the brick path starts again. But don't follow it. Instead, go South down the opening in the mountains that has another graveyard in it. After going South enough, you will find the final town in the game.

---Emuza (エムザ)-----

[Amenities]

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| Weapon Shop: | Boutique: | Spirit Revival - 4000 |  
| Ultra Bomb - 12000 | Megalo Suit - 6600 | |  
| | God Suit - 9000 | |  
|-----|  
| Hospital - 500 | Inn - 400 | Game Save Room |  
-----

Under the Spirit Revival shop is 1000 Gold.

There is a dungeon area under the Live House which you must enter. It contains the treasures: Hi-Green x2, 5000 Gold, 2000 Gold, 1500 Gold x2, Onigiri.

Make your way through the dungeon and you will eventually be warped to a new area with a couple buildings in it. The building on the left is locked. Enter the building on the right to find Min. Talk to her and defeat her in battle to get the Parts 5 (パーツ5).

Go back outside and enter the left building. Talk to Goro twice to get the Love Hadouhou (あいのはどうほう). You will see the five Aurora women in this room. Talk to them all. Then you'll be warped to Ashita, where the spaceship has appeared. Stand in front of the spaceship and use all 5 of the spaceship parts. You then appear in the final dungeon.

---Final Dungeon-----

Treasures: Spinach x2, Dokudami x2, Hi-Green x2, Onigiri.

This place is a bit maze-like, but there are no enemies so it's no problem to get through. Make your way to the end of the dungeon to find the final boss, Indra.

Boss: Indra (インドラ)

Your attacks won't do damage to him. Use the Love Hadouhou (あいのはどうほう) with your main character each turn. When your character uses it, a list of Aurora women names will appear:

ヤン (Yan)

リン (Lin)

ユン (Yun)

ルン (Lun)

ミン (Min)

Each turn, choose a woman's name from the list. Indra will be damaged by the powers that the women lent you. I don't think it matters which woman you choose. You could even do the same woman every turn. It takes about 7 turns to win the battle. Your other party members can just defend each turn, or they can heal if need be, since only your main character can use the Love Hadouhou.

After you win, walk up to the door above you with a heart on it. "Talk" to the door and you will release the imprisoned goddess.

Congratulations, you finally finished the game!

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- - - = = = ===== Items ===== = = = - - -

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[sec6]

---Common Items-----

Spinach (ほうれんそう) - Recover single ally's HP.

Onigiri (おにぎり) - Completely recover single ally's HP.

Dokudami (どくだみ) - Remove poison status ailment.

Bun Burger (バン バーガー) - Decrease single ally's HP by 10.

Sonoko (そのこ) - Recover single ally's FP.

Junko (じゅんこ) - Restore single ally's FP.

Hi-Green (ハイグリーン) - Completely recover single ally's FP.

Diamond Ring (ダイヤのゆびわ) - Sell this to get 1500 Gold.

---Key Items-----

Here is a list of all the items you receive that are needed to trigger key events in the game. They are listed roughly in the order you will find them.

Letter of Introduction (しょうかいじょう) - Shows Live House managers that you know the Jipang Town manager.

Shigesato Fang (シゲサトのキバ) - Proof you defeated Shigesato.

Laugh Bag (わらいぶくろ) - Needed to turn a Live House manager back from the form of a monster.

God Statue (かみさまのぞう) - Turns monsters back to human form.

Sickroom Key (びょうしつのカギ) - Opens the door in a hospital.

Truth Stone (しんじつのいし) - Reveals hidden passageways.

Man Ticket (おとこのチケット) - Collect 3 from Live House managers.

Beautiful Woman (びしょうじょ) - Give to an old guy to make him happy.

Pincers (くぎぬき) - Frees a fairy.

Fairy Essence (ようせいのエキス) - Returns people to their true form.

Key (かぎ) - Opens locked doors.

Dream Diamond (まぼろしのダイヤ) - Give to Yan.

Royal Rose (ロイヤルローズ) - Give to Yan.

Parts 1 (パーツ1) - Parts to a spaceship.

Parts 2 (パーツ2) - Parts to a spaceship.

Parts 3 (パーツ3) - Parts to a spaceship.

Parts 4 (パーツ4) - Parts to a spaceship.

Parts 5 (パーツ5) - Parts to a spaceship.

ID Card (アイディーカード) - Allows you into the casino(?)

Name Card (めいし) - Proof you know the Ambient Town manager.

System Disk (システムディスク) - Use the green devices which give Data Disks.

Wisdom Ticket (ちせいのチケット) - Collect 3 to prove you are wise.

Happa-64 (ハツパ64) - A bomb. Needs a Timer.

Data Disk 1 (データディスク1) - Needed to confront Lun.

Data Disk 2 (データディスク2) - Needed to confront Lun.

Data Disk 3 (データディスク3) - Needed to confront Lun.  
 Data Disk 4 (データディスク4) - Needed to confront Lun.  
 Wisdom Ring (チエのわ) - Gets you through green security doors.  
 Timer (タイマー) - Timer used to set off a bomb.  
 My Women (オレのおんなたち) - Needed to "defeat" Lun.  
 Domul Ticket (ドムールチケット) - Allows you in the Rolling Live House.  
 Ashita Key (アシタのカギ) - Needed to find Ashita City.  
 Caramel (キャラメル) - Proof you know a family in Purple.  
 Ancient Documents (こもんじょ) - Needed to find Ashita City.  
 Election Cord (せんぎょのたすき) - Participate in the election at Zeppeli.  
 Backroom Pass (ウラのしるし) - Enter the back room of the casino.  
 Steel Pick (こうてつつのピック) - Give to someone in Purple.  
 Flame Bible (ほのおのバイブル) - Use during battle against 3 Domuls.  
 Love Hadouhou (あいのはどうほう) - Use against the final boss.

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Here is listed all of the equippable items in the game. They are listed in order from weakest to strongest equipment. All characters can equip all equipment.

---Clothes-----

Clothes increase your defense.

- Iron Suit (アイアンスーツ)
- Thunder Suit (サンダースーツ)
- Araiya Suit (アライヤのスーツ)
- Ermez Suit (エルメズのスーツ) ??
- Channel Suit (チャンネルのスーツ)
- Sumo Loincloth (ぶんどし)
- Bindai Suit (ビンダイのスーツ)
- Armani Suit (アラマーニスーツ)
- Akagi Suit (アカギのスーツ)
- Fire Suit (ファイヤースーツ)
- Weiss Suit (ワイスのスーツ)
- Nikori Suit (ニコリのスーツ)
- Piggy Suit (ピギのスーツ)
- Bio Suit (バイオスーツ)
- Megalo Suit (メガロスーツ)
- God Suit (ゴッドスーツ)

---Shoes-----

Shoes increase your speed.

- Slippers (うわばき)
- Armored Boots (アーマードブーツ)
- Ice Skates (アイススケート)
- Cleats (アイアンスパイク)
- Security Shoes (あんぜんぐつ)
- Quickfoot Boots (あしはやブーツ) - Makes your party move super fast while walking around.

---Hats-----

Hats increase your "deforce", meaning the strength of your force powers.

- Atom Cap (アトムキャップ)
- Jet Cap (ジェットキャップ)

Gekko Cap (ゲッコウキャップ)  
Harimao Cap (ハリマオキャップ)  
Hayabusa Cap (ハヤブサキャップ)  
Atom Hat (アトムハット)  
Jet Hat (ジェットハット)  
Gekko Hat (ゲッコウハット)  
Harimao Hat (ハリマオハット)  
Hayabusa Hat (ハヤブサハット)  
Atom Helm (アトムヘルム)  
Jet Helm (ジェットヘルム)  
Harimao Helm (ハリマオヘルム)  
Hayabusa Helm (ハヤブサヘルム)

---Weapons-----

Fire Gun (ファイヤーガン)  
Flash Gun (フラッシュガン)  
Dyna Gun (ダイナガン)  
Live Gun (ライブガン)  
Denji Gun (デンジガン)  
Spectral Gun (スペクトルガン)  
Supokon Sword (スポコンのつるぎ) - Also increases defense.  
Power Staff (けんりょくのつえ)  
Strength Fang (わんりょくのキバ)  
Money Assets (ざいりょくのかね)  
Ultra Gun (ウルトラガン)  
Love Sword (あいのつるぎ) - Also increases defense.  
Faith Sword (まことのつるぎ) - Also increases defense.  
Fire Bomb (ファイヤーボム)  
Hustle Sword (ハッスルのつるぎ) - Also increases defense.  
Flash Bomb (フラッシュボム)  
Sparkling Synth (きらめきのシンセ) - Also increases defense.  
Booming Drum (とどろきのドラム) - Also increases defense.  
Lightning Guitar (いなずまのギター) - Also increases defense.  
Flame Bass (ほのおのベース) - Also increases defense.  
Dyna Bomb (ダイナボム)  
Live Bomb (ライブボム)  
Denji Bomb (デンジボム)  
Spectral Bomb (スペクトルボム)  
Ultra Bomb (ウルトラボム)  
Great Sword (おおいなるつるぎ) - Also increases defense and force strength.

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- - - = = = ===== Force Powers ===== = = = - - -  
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Here are listed all of the force powers in the game. Force powers are the magic spells of this game. Some spells will be upgraded when you level up. Those spells are listed below the initial spell that they sprout from. For example, the spell Acha will become the spell Achacha after you level up enough. You do not need to use the spell to make it level up.

Acha (アチャ) - Attack single enemy, 5 FP.  
Achacha (アチャチャ) - Attack all enemies, 15 FP.  
Achachacha (アチャチャチャ) - Attack single enemy, 15 FP.  
Mechacha (メチャチャ) - Attack all enemies, 30 FP.  
Supon (スポン) - Recover single ally's HP, 20 FP.  
Supopon (スポポン) - Completely recover single ally's HP, 40 FP.  
Supopopon (スポポポン) - Heal all allies, 60 FP.  
Dusopopon (ドスポポン) - Completely heal all allies, 100 FP.

Piripa (ピリパ) - Paralyze all enemies, 25 FP.  
 Kochin (コチン) - Instantly kill a single enemy (unconfirmed), 10 FP.  
     Kochikochin (コチコチン) - Instantly kill all enemies (unconfirmed),  
     25 FP.  
     Kachikochin (カチコチン) - Instantly kill a single enemy, 25 FP.  
     Gachigachi (ガチガチ) - Instantly kill all enemies, 40 FP.  
 Kumadasu (クマダス) - Increase a single ally's defense, 30 FP.  
 Hattosu (ハットス) - Remove dizzy status ailment, 30 FP.  
 Gurauto (グラウト) - Instantly escape from a dungeon, 20 FP.  
 Don (ドン) - Attack single enemy, 15 FP.  
     Dodon (ドドン) - Attack all enemies, 30 FP.  
     Dododon (ドドドン) - Attack single enemy, 30 FP.  
     Donpisha (ドンピシャ) - Attack all enemies, 50 FP.  
 Apapara (アパパラ) - Inflict dizziness on all enemies, 20 FP.  
 Chuuda (チェーダ) - Absorb an enemy's FP, 0 FP.  
 Zugo (ズゴ) - Damage all enemies, 40 FP.  
     Zugogo (ズゴゴ) - Damage all enemies, 50 FP.  
     Zugogogo (ズゴゴゴ) - Damage all enemies, 60 FP.  
     Gogogogo (ゴゴゴゴ) - Damage all enemies, 70 FP.  
 Maigat (マイガーツ) - Revive dead ally to full health, 100 FP.  
 Harikyu (ハリキュ) - Remove paralyzed status ailment, 10 FP.  
 Kudoku (クドク) - Inflict poison on all enemies, 20 FP.  
 Ofudaja (オフダジャ) - No random battles for a fixed time, 10 FP.

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 - - - = = = ===== Enemies ===== = = = - - -  
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[sec9]

Below are listed all of the enemies in the game, in Japanese "alphabetical" order. The amount of experience and gold you receive by defeating them is shown, any items they might drop when defeated, and any status ailments they can inflict.

アラビー (Arabi) - 120 Exp/80 Gold. Drops: Onigiri.  
 ウース (Uusu) - 83 Exp/70 Gold.  
 エテゾー (Etezor) - 2 Exp/10 Gold.  
 エリザベス (Elizabeth) - 60 Exp/77 Gold. Drops: Junko.  
 オジン (Ojin) - 55 Exp/45 Gold.  
 キチマロ (Kichimaro) - 13 Exp/18 Gold.  
 グリーンエテゾー (Green Etezor) - 18 Exp/32 Gold.  
 グリーンオジン (Green Ojin) - 90 Exp/99 Gold.  
 グリーンキチマロ (Green Kichimaro) - 17 Exp/31 Gold.  
 グリーンハイラ (Green Heil) - 68 Exp/140 Gold.  
 グリーンパイレッツ (Green Pirate) - 145 Exp/240 Gold. Note: Can inflict poison.  
 グリーンパコン (Green Pakon) - 32 Exp/50 Gold. Note: Can inflict poison.  
 グリーンパラドン (Green Paranodon) - 45 Exp/65 Gold.  
 グリーンブラケン (Green Branken) - 35 Exp/47 Gold.  
 グリーンポンポコ (Green Ponpokorin) - 78 Exp/67 Gold. Drops: Sonoko.  
     Note: Can inflict dizziness.  
 グリーンリズ (Green Liz) - 140 Exp/130 Gold.  
 グリーンワニダ (Green Wanida) - 120 Exp/80 Gold.  
 グリンエリザベス (Green Elizabeth) - 150 Exp/230 Gold. Drops: Hi-Green.  
 グレータケシ (Grey Takeshi) - 16 Exp/25 Gold.  
 グレーチキンババ (Grey Chicken Hag) - 26 Exp/36 Gold. Drops: Dokudami.  
 コラコラ (Korakora) - 98 Exp/60 Gold.  
 スライヌ (Slainu) - 1 EXP/5 Gold.  
 タケシ (Takeshi) - 3 Exp/8 Gold.  
 チキンババ (Chicken Hag) - 12 Exp/20 Gold. Note: Can inflict poison.  
 ヌーボー (Nubo) - 70 Exp/70 Gold.

ハイラ (Heila) - 60 Exp/120 Gold.  
 ハイル (Heil) - 42 Exp/60 Gold.  
 バロキー (Baroki) - 120 Exp/200 Gold. Drops: Onigiri.  
 パープルアラビー (Purple Arabi) - 160 Exp/140 Gold. Drops: Junko.  
 パープルスライヌ (Purple Slainu) 4 Exp/12 Gold.  
 パープルプータン (Purple Putin) - 110 Exp/130 Gold. Drops: Junko.  
 Note: Can inflict dizziness.  
 パイレーツ (Pirate) - 52 Exp/86 Gold.  
 パコン (Pakon) - 22 Exp/40 Gold. Drops: Sonoko.  
 パラノドン (Paranodon) - 40 Exp/56 Gold.  
 パラピイ (Parapi) - 12 Exp/20 Gold.  
 パルン (Parun) - 70 Exp/95 Gold. Note: Can inflict poison.  
 ヒドイラー (Hidoira) - 70 Exp/95 Gold.  
 ヒミコ (Himiko) - 14 Exp/30 Gold. Drops: Dokudami.  
 ブランケン (Branken) - 15 Exp/25 Gold.  
 ブルーウース (Blue Uusu) - 140 Exp/150 Gold. Drops: Onigiri.  
 ブルーコラコラ (Blue Korakora) - 130 Exp/70 Gold. Drops: Onigiri.  
 ブルーパラピイ (Blue Parapi) - 36 Exp/48 Gold.  
 ブルーヒドイラー (Blue Hidoira) - 90 Exp/100 Gold. Drops: Sonoko.  
 ブルーヒミコ (Blue Himiko) - 33 Exp/53 Gold. Drops: Chameleon Plant.  
 Note: Can inflict dizziness.  
 ブループーチャン (Blue Puchanz) - 32 Exp/30 Gold.  
 ブルーボンノー (Blue Bono) - 36 Exp/45 Gold.  
 プータン (Putin) - 63 Exp/50 Gold.  
 プーチャンズ (Puchanz) - 9 Exp/15 Gold.  
 ボンノー (Bono) - 12 Exp/27 Gold.  
 ポンポコリン (Ponpokorin) - 35 Exp/58 Gold.  
 ランボー (Rambo) - 55 Exp/150 Gold.  
 リズ (Liz) - 120 Exp/100 Gold.  
 レッドウガンダ (Red Uganda) - 200 Exp/250 Gold. Drops: Junko.  
 レッドハイル (Red Heil) - 50 Exp/70 Gold.  
 レッドバラザラシ (Red Parazarashi) - 90 Exp/80 Gold. Drops: Onigiri.  
 レッドパルン (Red Parun) - 100 Exp/70 Gold. Drops: Onigiri.  
 ワニダ (Wanida) - 60 Exp/70 Gold.

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 - - - = = = === Conclusion === = = = - - -  
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I hope you found this guide useful. If you have information that you'd like to contribute or other suggestions for how the guide can be made better or if you find any mistakes, please send it to lastbosskiller@gmail.com. I will give you the proper credit for your help.

Thanks to the NES FAQ Completion Project regulars for providing a fun environment for exploring old, obscure games!