

Princess Tomato in the Salad Kingdom FAQ/Walkthrough

by YuSaKu

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Princess Tomato in the Salad Kingdom

Complete Walkthrough/FAQ

By YuSaKu

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I. Game Description

"Many growing seasons ago, there was a place
Where vegetables lived happily, and in perfect harmony.
One day, Minister Pumpkin betrayed King Broccoli.
He kidnapped Princess Tomato and stole the
Turnip Emblem. He took them to his castle in
The Zucchini Mountains. He sent his cruel
Farmies out to terrorize all the vegetables
In the Salad Kingdom. Shortly thereafter, the
Poor King died from the loss of his beautiful
Daughter. But he promised you, brave Sir Cucumber,

The Princess' hand and the Kingdom if you bring
Them back safely. God Speed Sir Cucumber! Hurry!
Saladoria is down this path. The Zucchini Mountains
Are over yonder."

II. Cast of Characters

Sir Cucumber

Our resident hero. He was the champion of the Salad Kingdom
when King Broccoli was still alive. Now that Minister Pumpkin has destroyed
the kingdom, it's up to him to rescue the princess, restore order and take
his rightful place at her side.

Princess Tomato

She is the Princess of the Salad Kingdom. She is the
daughter of King Broccoli and Queen Endive III. She is also Prince
Lettuce's sister. She was kidnapped by Minster Pumpkin. She has a star
on her forehead. She sometimes disguises herself as an old lady.

Percy

He is a baby persimmon that you meet on a road. He escaped from
the Farmies. Once you help him, he will join you on your quest. He is
not a good swimmer.

Minister Pumpkin

He is the villain of the game. He betrayed King
Broccoli by kidnapping Princess Tomato and stealing the Turnip Emblem.
He plans to have his son marry the Princess. He controls the Farmies.
He is also the Finger Wars champion.

King Broccoli

He is the late King of the Salad Kingdom. A few days
after Princess Tomato was kidnapped, he died. He promised Sir Cucumber
that if he rescued Princess Tomato and retrieved the Turnip Emblem, he
could have her hand in marriage and be the next king.

Prince Lettuce

He is the Prince of the Salad Kingdom. He is the son of King Broccoli and Queen Endive. He is also Princess Tomato's brother. He is being held captive by the Farmies.

Queen Endive III

The deceased Queen of the Salad Kingdom. Not much is said about her. I gather that she must have died quite some time ago.

Garlic Wanderer

A Wanderer that you meet in Saladoria's Orange Park. He wants coffee and donuts in exchange for information about the Resistance.

Miss Peachy

The owner of the Deli located in Saladoria.

Mister Pear

The owner of the antique shop located in Saladoria.

Mister Corn

An old man who lives in the mountains near Saladoria.

Scallion

The barker for Cabaret Celery. He hands out tissue packets. You know, for nosebleeds. ;)

Banana Boy

The sinister waiter who works at Cabaret Celery. Has a fixation with restrooms.

Child

The only son of the Soursop Wanderer.

Soursop Wanderer

The former minister of the Salad Kingdom. Now that Minister Pumpkin has rendered him homeless, He has become the leader of the Wanderers.

Mister Fig

The owner of the Saladoria Pharmacy. He helps the Resistance by supplying General Cantaloupe with Aspirin for his migranes.

Miss Cauliflower

A flower girl who sells her flowers in Orange Park. She knows how to get in touch with the Resistance.

Simon

Owner and proprieter of the Saladoria Bookshop. Supposedly he is the contact for the Resistance inside of Saladoria. He delivers the now-infamous line: "I noe nossing!"

Sargeant Pepper

The warden of Saladoria Prison. He's a green pepper, but when Percey makes him angry, he changes into a red pepper.

Mr. Mole

This helpful little guy pops up in a few places throughout the game to give Sir Cucumber some helpful hints.

Mister Leek

The guardian of the Parsley Forest. He basically keeps everyone away from Saladron and away from the Resistance base.

Saladron

The monster that lives in the Parsley Forest. His body is a bottle of vinagrette, and his arms are a knife and fork. He stole the Yam Medallion from the Resistance.

Lisa

This was probably my first video game "WTF" moment. Lisa is Princess Tomato's sister. Her HUMAN sister. Lisa lives at the Resistance base. She is sort of the second-in-command, but she doesn't really do much.

General Cantaloupe

He is the leader of the Resistance. He is prone to migraine headaches.

Grapy

He is the Armory guard at the Resistance Base. He loves grape juice.

Peanut Village Chief

He is the chief of Peanut Village.

Carrot the Hermit

He is a hermit who lives in Peanut Village. He loves squid and clover juice.

Uncle Peanut

He is the owner of the Store in Peanut Village. A kindly old man.

Bananda

The monster that lives in a cave near Peanut Village. He has kidnapped the Village Chief's daughter. He has a Dice-O-Matic for you to steal.

Nutty

She is the Village Chief's daughter. She is being held hostage by Bananda.

George

A supporter of Minister Pumpkin who is sitting in the Bar.

Dan

A supporter of Minister Pumpkin who is sitting in the Bar.

Radish Ron

The Resistance contact for Sopville.

Convenience Store Clerk

He is working at the General Store in Sopville. He is always smiling.

E.P.

He is a Wanderer who is on Pea Street. He sells information.

D.R.

He is a Wanderer who is on Pea Street. He hates Farmies and secretly supports the Resistance.

Old Lady

The wife of Carrot the Hermit. She lives in Sopville.

The Bartender

He serves drinks at the Bar in Sopville.

Princess' Chamber Maid

She works for the Princess at the Castle. She is also a tomato.

Orange

She is at the Castle. She is taking a shower when you meet her.

Lord White Leaf

He is in the Cell at the Castle. He is dehydrated.

Eggplant Soldier

He is guarding the Main Hall. He is only second to Minister Pumpkin at Finger Wars. Percy compares the size of his temper and his head to General Noriega.

Moma Monster

She is a member of the family of monsters that lives in the Basement Maze.

Baby Monster

He is a young monster who lives in the Basement Maze. He is cute and innocent.

Papa Monster

He is hiding in the Basement Maze.

Junior Pumpkin

He is Minister Pumpkin's son. He plans to marry the Princess so that he can rule the kingdom.

Octoberry

He is an octopus that resembles a strawberry. He is sometimes spotted in Saladora and Sopville.

Farmies

They are Minister Pumpkin's human minions. You will meet them in many different places.

Dice-O-Matic

Giant robots that are controlled by Minister Pumpkin.

III. Level 1

You start out on a dirt path in the middle of two Fields. You have 3 pieces of gold and no items on you.

When you gain control of Sir Cucumber, "TAKE" the Red Flower you see lying in middle the road, and then "MOVE" forward One screen. You will be in the Celery Forest. You will See a baby Persimmon kneeling in the road crying. His name is Percy, and if you quench his thirst, he will follow you on your adventure and call you 'Boss'. Yeah, it's like that. Let's go ahead and do that now. MOVE forward again. You will be in Spinach Heights. Take the right hand path. You will be at Lake Quench. TAKE some water. While you're here, LOOK at Lake Quench. You will see some Fern Birds fly by. "CHECK" the tree. You will then CHECK their nest, which has another piece Of gold for you to TAKE. "MOVE" back to where

Percy is.

"GIVE" him the water. "TALK" to him and he will tell you How he escaped from the Farmies. He wants you to help Him save his friends that are being held hostage in the Melon Patch. LOOK at him and he will finally join you. Go back to Spinach Heights. Go back to Lake Quench and Follow the path forward to the Apple Statue. This grey, Apple-shaped statue will play a role for you later on. GIVE the red flower to the statue. If you choose the PERCY icon, he will pray to the statue and receive some Valuable information about Minister Pumpkin.

Take the left hand path and you will come to a Fence. LOOK around and you will see some Cherry Birds. You should then CHECK the Bush where they came from. Percy will see Prince Lettuce. MOVE into the Bush. GIVE Prince Lettuce some water. TALK to him and he Will tell you to help his friends by taking the Secret Passage into the Melon Patch. Have Percy HIT Prince Lettuce to knock him back out again. MOVE back to the Fence. MOVE through the Secret Passage into the Melon Patch. You will see a Nappa, A Cantaloupe, Honey Dew, and a Water Melon. GIVE Those ALL some water. TALK to Cantaloupe to receive A pass to get into Saladoria. Talk to the others. When you're done, go back to Spinach Heights.

Take the forward path to get to the gates of Saladoria. TALK to the guard. He'll want to See your pass. USE the pass on the guard. The Guard will tell you that you do not look Like the man on the pass, and he will take it away From you. Choose the PERCY icon and he will Tell you that the Guard sometimes falls asleep. Thanks for telling us that now, asshole!!! MOVE back to Spinach Heights, and then MOVE Forward to the Saladoria gate again. The Guard Will be fast asleep. MOVE through the gate to

This is the End of Level 1.

IV. Level 2

You start out in Orange Park. First, try to TAKE the fountain. Percy will make a Smartass comment, saying "I suppose next You^值 tell me to hit it". No, not yet at least. CHECK the Fountain, and THEN tell him to HIT it. A Saladorian Coin will pop out. TAKE the coin.

Talk to the Garlic Wanderer sitting on the park bench. He'll ask you for some coffee. MOVE to Main Street. MOVE to the Coffee Shop. Once you

are inside, BUY some coffee. Lady Plum will Tell you that she does not have Any donuts, thanks to the Farmies. Now MOVE back to Orange Park. GIVE the coffee to the Garlic Wanderer. He will yell at you For not bringing him a donut. TALK to him twice. He will say That if you go to the Cabaret to Get him a donut, he will give you Some important information.

MOVE back to Main Street and CHECK the strip. Percy will spot the Cabaret immediately. DO NOT go there yet, however. First, MOVE to The Antique Shop. MOVE back Outside and then MOVE back inside. TALK to Mister Pear twice and he Will ask you to deliver a letter to Miss Peachy over at the Deli. MOVE Back to Orange Park. MOVE to the Deli. GIVE Miss Peachy the letter and she will give you a sandwich. Now MOVE Back to the Antique Shop.

TALK to Mister Pear two more times, and he Will offer to exchange your gold for Saladorian coins. MOVE back to Main Street and MOVE to the Cabaret Celery. When you MOVE inside the Cabaret, you will Lose a coin.

TALK to the waiter, Banana Boy, three times. He will tell You that he has someone important that he wants you to meet in the Restroom. When you MOVE to the Restroom, Percy will give him one coin as a tip. When you arrive, you find that there is no One there. CHECK the trash twice and you will find an Asparagus donut to give to the Garlic Wanderer. TAKE it and MOVE back to Orange Park.

The Garlic Wanderer is gone. In his place is someone new who is now sleeping on the Bench. A little boy nearby is crying. GIVE the boy the sandwich you received from the deli. He will become happy and then wake up the sleeping wanderer. TALK to the Wanderer. He will thank you for giving his Son some food. He tells you that he is the Soursop Wanderer, and he used to be important in the old kingdom, until Minister Pumpkin made him homeless. TALK to him again and he will Tell you that the Resistance Has a base inside the Parsley Forest.

Once you have finished talking to the Soursop Wanderer,

MOVE to the Mountains. Talk to Mister Corn twice. He will Tell you that the leader of the Resistance, General Cantaloupe, has a bad headache. You must bring some aspirin to the Resistance leader. Mister Corn will then Tell you to go to the Pharmacy. MOVE back to Celery Cabaret and PRAISE Mister Scallion. He will show you the secret way around the back to the Pharmacy.

MOVE to the Pharmacy. TALK to Mister Fig twice and he will give you some aspirin to take to the Resistance. Now MOVE back to Orange Park. The Soursop Wanderer has now also vanished, and in his place is Miss Cauliflower, the flower girl. BUY a flower from her. Now TALK to her twice and she will Tell you about the Bookshop that is a contact point for the Resistance. MOVE to the Bookshop. Simon will be there. HIT him and he will leave. CHECK the counter and you will find a key. TAKE the key. Now MOVE back Outside. When you try to leave the bookstore, Percy tells you that the Farmies are Here. They then capture you. If you had any useless items on you, Percy will Tell you that the Farmies have stolen them.

This is the end of Level 2.

V. Level 3

You wake up inside a cell at the Saladoria Prison. CHECK each of the inmates that are in the cell with you. They are: Sprout, Turnip, Potato, and Mushroom. HIT the Potato. He will beg you to stop. TALK to him and he will give you a file. USE the file on the prison bars. As you are about to escape, an officer takes you to the Interrogation Room.

You will be questioned by Sergeant Pepper. TALK to him three times. He will then accuse you of being a member of the Resistance, and he will also notice that Percy is holding the file. He will become very angry and turn into a red pepper from rage. GIVE him the file. He will then send you to the Torture Room.

Water is filling up the torture chamber quickly. Sergeant Pepper is watching you suffer through a window in the door. CHECK the door three times then HIT it twice. Sergeant Pepper will leave, confident that you cannot escape. HIT the door one more time, and then CHECK it again. Percy will see a keyhole. USE the key you found at the bookstore, and MOVE out of the room.

You will be at the Entrance to a prison Cell. LOOK at the cell twice. Percy will see someone inside. It is the Garlic Wanderer from Orange Park. GIVE him the Asparagus donut, and he will ask you if you still want that information. Wouldn't you know, he forgot it. MOVE to the right and you will be at the Entrance to Sergeant Pepper's Office. MOVE back to the Entrance to the Garlic Wanderer's Cell. TALK to him twice and he will give you a fake grenade.

MOVE back to the Entrance to Sergeant Pepper's Office.
MOVE to the right again and you will be at the Entrance to a storage Closet.
MOVE inside. TAKE the rope. MOVE back to the Entrance to Sergeant
Pepper's Office. MOVE inside. Percy will warn you not to go
in. Choose to MOVE inside again. This time you will enter.

You will see Sergeant Pepper sitting behind his desk. USE the grenade
to scare him. Now USE the rope to tie him up. MOVE back to the Closet.
There will now be a paper lantern inside. TAKE it. MOVE back to the hallway
and then exit the prison. You will see a lot of guards holding paper
lanterns, you should blend in by holding yours. To do this, USE the
lantern. Now you are free to MOVE out the gate. If you had anything
useless, Percy will tell you that he has dropped them while he was
escaping.

This is the end of Level 3.

VI. Level 4

You will once again be in Spinach Heights. First, MOVE to Lake Quench
and TAKE some water. Then, CHECK the bush twice and you will find a
blue umbrella. TAKE it, and then MOVE towards the Melon Patch from
level 1. What happened here? Everyone but the Watermelon has been
harvested by the Farmies. GIVE some water to the Watermelon. Now you
should CHECK the third hole twice. You will discover that it is a
Mole Hole. USE the umbrella and Mr. Mole will come out of the ground.

GIVE him some water and then TALK to him three times. He will tell you
about Saladron, a monster who lives in the Parsley Forest. He has stolen
the Yam Medallion. He will give you the left half of some instructions
that he found near a Big Tree somewhere around Carrot Plateau. He does
not know where the right half is. He will also say that you should go and
see the guardian of the Parsley Forest, Mister Leek.

MOVE back to the Melon Patch. TALK to the Watermelon two times
and he will tell you where Mister Leek lives. MOVE to Mister Leek's
Shack. MOVE forward and you will be at the River crossing that leads
into the Parsley forest. Percy cannot swim, so you are unable to cross.
You must find some water wings for him. MOVE back to Mister Leek's shack.
Choose the PERCY option, and he will see if anyone is home. Mister Leek
will then come out of his house.

TALK to him once and GIVE him the blue umbrella. He will reward you
by giving you some water wings. Now, go back to the River and MOVE
across it. You will encounter a Farmie. Choose to FIGHT him.

Finger Wars

This is the first time that you are able to compete in the game's main
source of battle: Finger Wars. Finger Wars is similar to Rock-Paper-Scissors,

But with a twist. Whoever wins the round must then try to guess which direction that the loser will look. If the opponent manages to look away from the direction that Percy points, then the round will start over. You must defeat your opponent until all of their icons are gone, and then the next time will be game-set-match. Our current opponent, the Farmie, always looks down, so we can use that to our advantage.

After defeating the Farmie, you will be inside the Parsley Forest, which is actually a giant maze. MOVE forward twice, turn right and MOVE forward six times. Then turn left, and MOVE forward eleven times. Turn left once again and MOVE forward seven times. TAKE the tin can that is lying on the ground. Now turn left twice and go forward seven times. Turn right and MOVE forward five times. Turn right again and MOVE forward four times. Turn right once more and MOVE forward three times. Turn right and MOVE forward twice. Turn right and MOVE forward once. TAKE the shovel that is lying here. From the shovel, turn left twice, and MOVE forward once. Turn left and MOVE forward twice. Turn left again and MOVE forward three times. Turn right and MOVE forward two times. Finally, turn left here and MOVE forward three times to arrive at the Entrance to Saladron's Lair.

USE the tin can and Percy will throw it inside, awakening Saladron. Choose to FIGHT him. Always use scissors against him. Once has been defeated, MOVE inside of his lair. CHECK the vicinity twice and you will see a mound of dirt. USE the shovel six times and you will see a medal. CHECK the medal to confirm that it is the Yam Medallion. TAKE it and MOVE back outside. You will see that Mister Leek waiting for you. TALK to him and he will thank you for beating Saladron. He will show you the secret path to the Resistance Base and give you some grape juice. Percy will lose your useless items when he goes through some bushes.

This is the the end of Level 4.

VII. Level 5

You start out at the Entrance to the Resistance Base. MOVE inside and you will be in a Hallway. MOVE forward and you will be at the Door to the Meeting Room. You will hear some people inside, so go in. There are four soldiers inside. USE the medal on each one and then TALK to them. You will be allowed to see Lisa, the Princess' sister. GIVE her the aspirin so that she can cure General Cataloupe's migraine.

MOVE back to the Entrance to the Resistance Base. Then MOVE back to the Meeting Room. MOVE to Lisa and TALK to her. She will tell you that General Cantaloupe would like to thank you in person. TALK to him and he will award you the Crest of the Resistance. MOVE back to the Entrance to the Resistance Base. LOOK and you will see some boxes. CHECK the boxes twice and Percy will notice a shiny object. CHECK the shiny object and you will see that it is a pendant. TAKE it and MOVE back to the Hallway.

MOVE to the right and you will be at the Door to Lisa's Room. MOVE into Lisa's Room and you will see Lisa. GIVE her the pendant, and she will thank you. MOVE back to the Hall and MOVE to the left. You will end up at the Door to the Armory. GIVE your grape juice to the guard, Grapy. He will thank you and give you some clover juice in return. MOVE back to Lisa's Room and TALK to her. She will tell you that Grapy will now allow you to enter the Armory.

MOVE back to the Door to the Armory. MOVE inside and LOOK around. You will see many weapons inside. TAKE a nut bomb and MOVE back to the Meeting Room. LOOK at the soldiers, who are Major, Captain, Sergeant, and Chief. TALK to Chief and he will tell you that you should go after the monster called Bananda that lives in a cave near Peanut Village. Bananda has a Dice-O-Matic, which you may be able to use against Minister Pumpkin. MOVE back to the Entrance to the Resistance Base and MOVE to Peanut Village. Percy will tell you that he threw away your useless items.

This is the end of Level 5.

VIII. Level 6

You start out at Carrot Plateau. MOVE forward and you will arrive at the Peanut Village. The Village Chief and his Wife are crying because their daughter Nutty has been kidnapped by Bananda. TALK to the Village Chief and then TALK to his Wife. TALK to the Village Chief and his Wife again. The Village Chief's Wife will tell you where their House is. CHECK the vicinity and you will spot the House and a nearby Park.

MOVE to the Park and CHECK the grass to get a coin. LOOK and you will see a Shroom, a Peasha, and a Peaja. TALK to the Shroom and he will tell you about the local Store. TALK to the Peaja twice and he will tell you about Carrot the Hermit's Home. MOVE to the Store and BUY some squid from Uncle Peanut. MOVE back to the Park and then MOVE to Carrot the Hermit's Home.

Once you are there, GIVE him the squid. He will tell you that you should have Percy ask the Village Chief for a lamp. He also wants you to come back here after you have defeated Bananda. MOVE back to Peanut Village and MOVE to the Village Chief's House. TALK to the Village Chief and he will tell you what he knows about Bananda's Cave. MOVE back to Carrot Plateau and then MOVE to the Entrance to Bananda's Cave. Try to MOVE inside. Percy will tell you that you must get a lamp first.

MOVE back to the House and choose PERCY. Percy will tell the Village Chief that you will save Nutty if he will let you borrow a lamp. MOVE back to the Entrance to Bananda's Cave. MOVE into Bananda's Cave and MOVE forward twice. You will see Bananda! USE the nut bomb to defeat him. You will be buried in Bananda's Remains. TAKE five pieces of Bananda's skin and you will find Nutty. TALK to her and she will come with you. Now turn left twice and MOVE forward two times. You will be at the Exit

of Bananda's Cave. Nutty will say thank you and then go home. MOVE to the House and TALK to the Village Chief. He will thank you by giving you a battery for Bananda's Dice-O-Matic. MOVE back to Carrot the Hermit's Home. GIVE him your clover juice and he will give you some medicine. Now, MOVE back to Bananda's Cave.

From the entrance, MOVE forward twice. Turn left and MOVE forward two times. Turn right and MOVE forward two more times. Turn left and MOVE forward three times. Turn right and MOVE forward three times. Turn right and MOVE forward two times. Turn left and MOVE forward three more times. Turn to the left and MOVE forward ten times. Now turn right and MOVE forward five times. Turn right once again and finally, MOVE forward five times. You will be at the Entrance to the Dice-O-Matic.

USE the medal on the door to open it. MOVE into the Cockpit and USE the battery. Percy will try to find a place to put it. CHECK the vicinity and he will see the spot. USE the battery once again and he will put it in. Now HIT the lever twice. The Dice-O-Matic will start up.

You are back at Carrot Plateu. MOVE forward three times. You will encounter some enemies in Dice-O-Matics of their own. MOVE towards them and then FIGHT them. They like to alternate between looking to the right and the left. After they are defeated, Minister Pumpkin will appear in his Dice-O-Matic. FIGHT him. Point to the right, then the left, the right again, and then the right. If you still have not defeated him, restart the pattern from the beginning.

After you win, Minister Pumpkin will escape, and you will exit the Dice-O-Matic. You are now at the Big Tree where Mr. Mole found the left half of the instructions. However, the Dice-O-Matic is broken beyond repair. CHECK the vicinity, the trunk, the branches, the leaves, and finally the roots. You will see some strange grass. TAKE the grass and then CHECK the ground. You will see the right half of the instruction that were given to you by Mr. Mole.

TAKE the instructions and then CHECK them. They will tell you about a magical type of grass called Chameleon Grass. USE the grass that you picked up twice. It turns out to be the Chameleon Grass. You will disguise yourself as Farmies and the level will end. Percy will drop all of your useless items while he is getting down from the tree.

This is the end of Level 6.

IX. Level 7

You will start out on in Sopville, on Main Street. CHECK the vicinity to see a Yam, an Asparagus, and a Squash hiding in the shadows. TALK to the Squash and then USE the crest on him. TALK to him again and he will tell you to go to Pea Street. CHECK the shop on the right and you

will see that it is a Bar. MOVE inside.

CHECK the customers and you will meet George, Dan, and Radish Ron. TALK to George and then TALK to Dan. TALK to Ron and USE the crest. MOVE out to Main Street and then MOVE to Pea Street. CHECK the wanderers to discover that they are are E.P. and D.R. TALK to D.R. and USE the crest. TALK to him again and he will tell you about the secret Passage to the Castle and about the Old Lady who lives at the end of the street. MOVE to the Old Lady's House.

GIVE her the medicine. She will thank you. CHECK the ground. Percy will see a piece of gold for you to TAKE. MOVE to Pea Street and TALK to E.P. GIVE him all of your gold and he will let you have a shovel. MOVE back to the Bar and TALK to George, then Dan. TALK to Ron three times. MOVE out of the Bar and then MOVE back inside. USE the crest and TALK to Ron twice to receive a key. Now we must MOVE back to the Old Lady's House.

TALK to her twice and she will tell you the location of the Entrance to the secret Passage to the Castle. She will also remind you that the real Princess Tomato has a star on her forehead. MOVE back to Pea Street and then MOVE to the Entrance to the secret Passage to the Castle. MOVE into the Passage to the Castle and MOVE forward, MOVE right, MOVE left, and then MOVE forward once more. You will hit a dead-end wall, even though you cannot see it in the dark. USE the shovel and you will create a hole. You can now see a door straight ahead. MOVE through it. Percy will tell you that he dropped all of your useless items while he was going through the hole in the wall.

This is the end of Level 7.

X. Level 8

You start out inside of a storage closet. LOOK and then CHECK the vicinity. TAKE the pine tar and the oil pot. LOOK again, and you will see a chain and a mirror. TAKE the chain. MOVE out of the Storage Room and you will be in the First Hall. MOVE to the lower-right and you will be at a Locked Door. Try to MOVE inside. Then try to MOVE back. You will see the Princess' Chamber Maid peer out of the door. TALK to her once and she will tell you that the Princess is taking a bath.

Now MOVE back to the First Hall. MOVE to the upper-left and you will be at the Bathroom Door. MOVE inside the Bathroom and you will see someone taking a shower. HIT the shower door, and Orange will look out at you. TALK to her and she will tell you that the Princess went for a walk at the Garden. Do anything else, and Orange will call you a pervert. Now MOVE back to the First Hall and MOVE to the upper- right to reach the Door to the Dark Room. USE the key to open it and MOVE into the Dark Room. LOOK and then CHECK the vicinity to see a desk. CHECK the desk and you will see a letter.

It is from Junior Pumpkin to Minister Pumpkin. MOVE back to the First Hall. MOVE forward and you will be at the Second Hall. MOVE and choose turn left to arrive at the Garden. LOOK and then CHECK the pond. Percy will fall into the water and begin drowning. USE the water wings to save his life. He will thank you and hand you an ornament that he found while he was flailing around in the water. TAKE some water and then MOVE back to the Second Hall.

MOVE to the right. Before you can go in that direction, however, Percy stops you. He shows you the shadow of the Hall Guard. USE the ornament and Percy will throw it to get the guard's attention. Then USE the oil pot to make the Guard slip. He will be knocked unconscious. USE the chain to tie him up. You will then automatically go to the Cell Door. Of course, it is locked. CHECK the hallway, then LOOK and you will see some keys lying nearby. TAKE them and USE them to unlock the door.

MOVE into the Cell and USE the crest on the prisoners. LOOK and you will see a Cabbage, a Lettuce, a Garlic, and a Bell Pepper. LOOK again and you will see a barrel. CHECK it twice. Lord White Leaf is inside of it. GIVE him some water and then choose TALK to get near to him. USE the crest and then TALK with him. He will tell you that Minister Pumpkin wants the Princess to marry his son, Junior Pumpkin. He also says that Junior Pumpkin is allergic caterpillars. You will then go back to the Cell.

CHECK the Lettuce and you will find a caterpillar on him. TAKE it and MOVE back to the Second Hall. MOVE to the to the lower-left and you will be at the Maid's Door. MOVE through it and you will be inside of the chambermaid's Room. She is sleeping on the bed. CHECK the door on the right and MOVE through it. You will be inside of Princess Tomato's Room. LOOK, and MOVE through the exit. The exit only opens in one direction, so you will have to go back to the Chambermaid's Room to get back into Princess Tomato's Room.

You will arrive at the First Exit. MOVE to the Chambermaid's Room. You will notice that she is now gone. MOVE into Princess Tomato's Room. MOVE through the door on the right and you will end up in the Dressing Room. HIT the stool and Percy will notice that it is hollow. CHECK it twice. Percy will find the Princess' diary inside. CHECK it once and you will learn that the Princess has been disguising herself with makeup so that she will look ugly when Junior Pumpkin arrives. MOVE through the exit that is in this area and you will be at the Second Exit. Once again, this door only opens in one direction. MOVE back to Princess Tomato's Room and you will see an old woman sitting on the bed.

TALK to her and USE the crest when you are close to her. TALK to her three times. MOVE away and then TALK to her again. This time, GIVE her the Chameleon Grass when you are near her. She will reveal her true form as Princess Tomato. TALK to her twice and she will thank you. She will also tell you how to defeat Minister Pumpkin.

MOVE back to the Second Hall and MOVE forward. You will be at the Main Hall. The Eggplant Soldier is guarding the door to Minister Pumpkin's chambers. Choose FIGHT to get close to him. You must now FIGHT him.

Remember that he always looks up. When he is defeated, MOVE through the door. You will be in the Throne Room. CHECK the door and then MOVE through it. You will be inside of Minister Pumpkin's Bedroom. LOOK around, and then CHECK the shelf. TAKE a book, CHECK it, and then CHECK the bed. It will move on its own. CHECK the stairs that are hidden under the bed and you will be pushed down the stairs from behind by someone you can't see. You will be in total Darkness. MOVE forward once. You are now in the Basement Maze, home to the monster family.

Starting from the entrance, MOVE forward once, turn right, and MOVE forward two times. Turn right again and MOVE forward six times. Now turn right, MOVE forward eight times, turn right, MOVE forward six times, and turn left. MOVE forward five times to encounter the Baby Monster. Since he is young and innocent, you do not have to hurt him. Turn right twice and MOVE forward eight times. Turn right once more, MOVE forward three times, and then turn left. MOVE forward twice to see a hole in the ground, which is the First Hole. A voice will ask you if you have come from the Baby Monster. Turn right and MOVE forward six times to reach another hole, which is the Second Hole. This one will tell you that you are on the right track. Turn right and MOVE eight screens forward. Turn right and MOVE forward three times to reach the Third Hole. It will tell you how to find the Papa Monster.

Turn left, MOVE forward six times, turn left once again, and MOVE forward seven times to meet the Papa Monster. FIGHT him. He will always look to the left. After he is defeated, you will go through an opening that leads back to Minister Pumpkin's Bedroom. Minister Pumpkin is waiting for you. LOOK at him to get near him and then choose to FIGHT him. Start with paper, then go paper, rock, scissors, rock, scissors, scissors, and finally paper. If you still have not won the battle, restart the pattern from the beginning.

Once you have defeated Minister Pumpkin, TALK to him. He will tell you that he has already given the Turnip Emblem to Junior Pumpkin. MOVE back to Princess Tomato's Room and TALK to her two times. She will tell you to escape from the castle with her by going through the Garden exit. MOVE to the Garden and MOVE through the exit to escape. Percy will turn you back into vegetables, which makes you drop all of your useless items.

This is the end of Level 8.

XI. Level 9

A victory party is being held in your honor at the newly-restored Orange Park. You will see General Cantaloupe, Lisa, Nutty, and Carrot all standing nearby. TALK to General Cantaloupe and Lisa, and they will both congratulate you. Suddenly, Junior Pumpkin appears, and tries to recapture Princess Tomato! Luckily, the Soursop Wanderer knocks him down.

You must now FIGHT him. After he has been defeated, he tells you that even though you may have saved the Princess, he still has the Turnip Emblem, which gives him the right to rule. At this point, you can either fight him again (You can fight him as many times as you want), or you can end the game. USE the caterpillar on him and he will run away with fright. He will drop the Turnip Emblem. You will learn that the kingdom has become a peaceful place for all vegetables to live. The Farmies have been set free to become honest carnivores, and Sir Cucumber and Princess Tomato are finally married. The credits will now roll. Congratulations! You have just finished the game.

XII. Extras Section

Passwords:

Password for level 2- RZMSTXV
Password for level 3- PQZDPVWD7VV
Password for level 4- N7CWD%BCD%B
Password for level 5- PPZKQTVWXTXH-YR
Password for level 6- DVZQMZ12345MYB796
Password for level 7- HF4JBKLMNP9JTSCNV
Password for level 8- NT1XQYZ1234MX76R2M
Password for level 9- T7FS%%BCDFGHSKJ5NK9

Optional - The Momma Monster

The Momma Monster is located in ten different locations within the Basement Maze. If you meet her, you HAVE to FIGHT. She always looks to the left. If you beat her she runs away. She reappears at the locations where you have already defeated her, so don't think that you are safe.

To find the first location, start at the entrance. MOVE forward once, turn right, MOVE forward twice, turn right, MOVE forward four times, turn right, and MOVE forward to see her.

To get to the second location, turn right twice and MOVE forward once. Turn right again and MOVE forward six times. Turn right and MOVE forward once to reach the second location.

To get the third location, turn left twice, MOVE forward once, turn right, and MOVE forward three times. Turn right and MOVE forward three more times. Turn right, MOVE forward once, and you see the Momma Monster.

To get to the fourth location, turn right twice, MOVE forward once,

turn right, and MOVE forward three times. Turn left here and MOVE forward once to reach the fourth location.

To get to the fifth location, turn right twice, MOVE forward once, turn left, MOVE forward twice, turn left, and MOVE forward once to see it.

To get to the sixth location, turn left twice, MOVE forward once, and turn left again. MOVE forward five times, turn left, and MOVE forward once to encounter the Momma Monster.

To get to the seventh location, turn right twice and MOVE forward seven times. Turn left here, MOVE forward two times, turn right, and MOVE forward four times to meet her once again.

To get to the eighth location, turn right twice, MOVE forward once, turn left, MOVE forward twice, turn left, and MOVE forward three times. You will now see the Momma Monster.

To get to the ninth location, turn right twice and MOVE forward three times. Turn left, MOVE forward two times, turn right, MOVE forward three times, and turn right. MOVE forward twice, turn left, MOVE forward two more times, turn left, and MOVE forward twice. You will be at the Momma Monster.

To get to the final location, turn right twice and MOVE forward two times. Turn left and MOVE forward four times. Turn left and MOVE forward twice to get to the final location.

XIII. Locations Authorized to Display This FAQ

<http://www.text-heaven.com/faqs.html> - The original home of my FAQs

Gamefaqs.com - <http://www.gamefaqs.com>

Neoseeker - <https://www.neoseeker.com/>

DLH - <http://dlh.net/>

Supercheats - <http://www.supercheats.com/>

Justin's Website - <http://ircanime.cjb.net/>

<http://www.supercheats.com>

If you want to display this FAQ on your website E-mail me at:
Yusakuchan@hotmail.com

REPORT ALL UNAUTHORIZED USES OF
THIS FAQ TO ME AT ONE OF MY
CONTACT ADDRESSES!!!

XIV. Contact Information

WWW:

<http://www.text-heaven.com/>
<http://freedom-irc.cjb.net/>
http://www.livejournal.com/users/k0s_m0s/
<http://www.livejournal.com/users/gossamerwing/>
<http://www.milkfaerie.com/>
http://www.livejournal.com/community/milliken_babies
<http://www.stfu-kthx.net/>
<http://www.geocities.com/yusakuchancaws/>
[http://www.myspace.com/ Display Name Milkywhitefaerie](http://www.myspace.com/Display+Name+Milkywhitefaerie)

IM:

AIM: Yusakuchan3, ToxicPuffyLips, MuunDreamerJem
Yahoo: Queenetteashley, Milkfaerie, MuunDreamerJem
MSN: Yusakuchan

E-mail:

webmaster@text-heaven.com
k0s_m0s@livejournal.com
queenetteashley@yahoo.com
Yusakuchan@hotmail.com
Yusakuchan3@hotmail.com

mIRC:

<irc.nabiki.com:6667>
<irc.darkmyst.org:6667>
<irc.stfu-kthx.net:6667>
<irc.prstudios.com:6667>
/msg YuSaKu or /msg K0S-M0S

Text Message:

19102096705

XV. Other Works

Look for my other FAQs:

3 Sister's Story - PC

Adventures of Willy Beamish - Sega CD

Chrono Cross - PSX

Come See Me Tonight - PC

Come See Me Tonight 2 - PC

Crescendo - PC

Divi-Dead - PC

Do You Like Horny Bunnies? - PC

Do You Like Horny Bunnies? 2 - PC

Earthbound - SNES

Elder Scrolls III: Morrowind GOTY Edition - XBOX

Fatal Relations - PC

Gloria - PC

Gundam Battle Online - DC

Harvest Moon: Friends of Mineral Town - GBA

Heart De Roommate - PC

Hitomi - My Stepsister - PC

I'm Gonna Serve You! 4 - PC

Kana ~Little Sister~ - PC

Kana ~Little Sister~ Endings - PC

Lakers - PC

Let's Meow Meow! - PC

Nocturnal Illusion - PC

Persona 2: Eternal Punishment - PSX

Pokemon Ruby - GBA

Pokemon Sapphire - GBA

Pokemon XD: Gale of Darkness - GCN

Runaway City - PC

Seasons of the Sakura - PC

Snow Drop - PC

Sweet Apricot - PC

Tecmo Secret of the Stars - SNES

The Sagara Family - PC

Tokimeki Check-in! - PC

Virgin Roster - PC

WWE Smackdown!: Here Comes the Pain - PS2

WWE Smackdown!: Shut Your Mouth - PS2

X-Change - PC

X-Change 2 - PC

X-Change 3 - PC

Yin-Yang! X-Change Alternative - PC

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