

Square no Tom Sawyer (Import) FAQ/Walkthrough

by Binta

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SQUARE NO TOM SAWYER

FAQ/Walkthrough

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What is this about?

This is an FAQ for Square no Tom Sawyer. It's contains a walkthrough, lists of characters and items, basics of the game, and maps.

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Thanks to:

- Squaresoft, for creating great games like this
- GameFAQs, for accepting this FAQ
- Myself, for my hard work

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Version History

Beta - (April 23, 2006) Beta version. Everything is far from complete. Basics of the game, a few crude maps, and an early walkthrough is there. Also, I couldn't translate one of the items (I'm trying to learn Japanese).

Beta.2 - (December 9, 2006) Fixed some errors and added on much more to the items, characters, and - most importantly - the walkthrough. Also noticed the battle system uses Final Fantasy's "ineffective attacks" system, and also noticed that stats do cap. However, I haven't bothered with much translation.

1.0 (September 8, 2007) - The walkthrough is complete from start to finish. I've also fixed some more errors, and added on more maps and items. I've also found an additional playable character. However, I've been lazy and didn't translate what I needed to earlier, nor did I organize the maps better. I added in a Q&A section as well.

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THE STORY

The place: Missouri

The time: 1855

Tom and his friends, Amy, and Jim want to down south, via the mighty Mississip.

However, pirates have been around recently. Tom's best friend Huck has managed to get a hold of three tickets for a boat to go across safely. Unfortunately, that isn't good enough.

But will that stop Tom?

This game is loosely based off of Mark Twain's famous novel, "The Adventure of Tom Sawyer". Although some things are changed, added, or omitted, there are a few things directly from the novel.

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BASICS OF THE GAME

Controls are

T-pad: Moves your character or the cursor on menus.

A: Confirms

B: Cancels. If there's nothing to cancel, you'll bring up a menu. Here's how it works: Left=Take

Right=Dig (can't be used until you get the shovel)

Up=Search

Down=Items

Select: Brings up a different menu if you're not doing anything.

Left=Removes a follower from your party. (They CAN be retrieved)

Right=View the messages pieced together from your tiles

Up=View which Hissatus you have

Down=Fool around with Hissatus (naming them and such)

Also, this menu shows your character stats. They are:

HP: Current amount of HP that character has.

AP: Attack power. Lets you hit harder.

DP: Defense power. Lessens impacts of attacks against you.

QP: Quickness points. Increases probability of going earlier in battle.

You're probably wondering, what are hissatus? Hissatsu is roughly translated into specialty. In battle, you can use these to take a gamble. If it works, you will do extra damage to the enemy. If it doesn't work, you'll only take damage yourself. Not much is known about hissatus so far.

After the rather boring title screen, you're given three options.

Continue: from the last point you saved

Start: from the beginning

Speed: of the messages. 1 is the slowest, 8 is the fastest, 5 is default. I recommend using a speed of 8. Use left to decrease the number, right to increase the number, and up/down to select your command. Press A to go on.

In battle, you have four choices, listed from top to bottom

Attack: Your standard attack.

Hissatsu: Read the above paragraph to find out some of how this works.

Item: Use one of the items that character has.

Fourth command: Varies with each character. See the characters for details.

There's also something like those "ineffective" attacks from the first Final Fantasy. If multiple party members target one enemy and one of them kills that enemy, the others will waste their attacks on the enemy you just killed.

How to use items. From top to bottom, the commands are:

-Use the selected item

-Use or give an item on nearby characters

-Trade the item to another character in your team

-Show an item to nearby characters

To pool items, trade a duplicate item to a party member who already has that item. Choose the item you want to trade, then choose an empty slot.

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These are the characters who will make up your team.

.....Tom.....
The main character of the game, he must be in your party at all times. Unlike the other characters who can only carry 4 items, Tom can carry up to 8. In battle, Tom is strong and durable, his HP is definately the highest, but early on he is very slow, so chances are he will go last in battle unless you train him. He has the Run command, which, if successful, will end the battle. However, if you can't get away, you've just let the enemies get in some free hits.

.....Jim.....
An African American boy who escaped his master. His HP is low, but he is incredibly fast (that might explain how he was able to escape to freedom). If his fourth command is successful, it will make the enemy run away. However, once stats stop growing, he is not very useful at all.

.....Amy.....
Tom's girl until he meets Becky in the real Tom Sawyer story. Ironically, she's your hardest hitter early on in the game (that breaks the female stereotype in RPGs, but it doesn't matter), but slightly more fragile than Tom or Jim, and eventually her stats will fall behind some of the others. Either way, her speed isn't bad early on and her HP is decent. Her fourth command will randomly make enemies disappear. However, she cannot be controlled manually for awhile.

.....Huck.....
One of Tom's best friends, he's pretty much the second main character in Tom Sawyer. He's a little weak at first, but he'll catch up quickly and become almost as good as Tom. Huck's Pass command keeps him safe from the battle. Although he can't be injured this way, he can't do anything while in this state, which lasts for a few turns.

.....Dick.....
God, how am I going to refer to this guy without having a Freudian slip? I don't remember this guy from the book; he's probably a new character, but then again, it's been years since I read the real Adventures of Tom Sawyer. His starting stats are a little bit behind the others by the time you get him, but if you stick with him, he'll become strong (and one of the better characters) very quickly. A very good character, if a little slow. His unique ability is to remove all of your party members except Tom for the remainder of the battle! This has its pros and cons; it keeps everyone else safe, but it seriously endangers Tom.

.....Billy.....
Some random fat kid. Billy sucks; his beginning stats are overwhelmingly weak, they rise very slowly, and his stats max out at low values. His technique is somewhat the opposite of Dick's; instead of hiding everyone but Tom, it hides everyone but Billy. This may conserve the others' energy, but he'll get geeked for sure by doing this.

.....Joe.....
Another of Tom's best friends. His stats aren't too bad and he is the fastest character in the game, although his HP's cap is somewhat low. He is able to hide

himself completely from the battle with his fourth command.

.....Johnny.....
Some weird kid who wears a metal bucket on his head. Johnny's only purpose is to jack his starting items and maybe give him items you don't need to free up inventory space. His stats are low and show almost no room for improvement. Not sure what his fourth command does.

.....Bob.....
Another black kid. This guy's stats start out pitiful, but they rise VERY quickly. I'm unsure of what his fourth command does, but he is necessary for one part of the story.

.....Al.....
His real name is Alfred, but in battles/menus he's just Al. Anyways, Alfred is the local rich boy. His stats blow really badly, and his fourth command just randomly scares enemies away, but it isn't overly useful. His only good point is that he makes all of your other characters look much better; this guy is by FAR the worst character in the game.

.....Indy.....
A Native American. He doesn't join until later in the game, but he's quite good. His starting stats aren't too bad; although he won't do much damage early on, he can survive battles without too much problem, so powering him up shouldn't be too hard. Once he is powered up, he is quite good in every area, and getting there isn't that hard for him. His fourth command is similar to Huck's Pass command.

Here's a list of the character's starting stats. How to build up stats? Fight several battles and rest someplace (such as Tom's house, but not by tent. Using the Lunch or Bread also works). Depending on how powerful the enemies you fought before the last time you rested, your stats will increase after resting up.

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*--Name--*--HP-*--AP-*--DP-*--QP-*-----Items-----*
|Tom      | 51 | 31 | 36 | 1 |Tent, Glass Ball      |
|Jim      | 47 | 27 | 34 | 39 |Rope, Blue/Green Card, Doorknob |
|Amy      | 42 | 32 | 34 | 31 |Red Card, Bread (2)   |
|Huck     | 59 | 36 | 36 | 2 |Tile, Kanshakudama   |
|Dick     |239 |133 |141 | 53 |Tile, Cross, Yellow Card |
|Billy    |120 | 79 | 69 | 39 |Hone, Blue/Green Card (2) |
|Joe      |135 | 88 | 87 | 53 |Pirate's Medal, Blue/Green Card |
|Johnny   |149 | 93 |104 | 68 |Tile, Blue/Green Card |
|Bob      | 99 | 69 | 66 | 77 |Furuikinka (2), Blue/Green Card |
|Al       | 76 | 49 | 46 | 36 |Furuikinka, Red Card |
|Indy     |327 |136 |139 | 99 |Tile, Ichinokorinoha, Joker |
*-----*-----*-----*-----*-----*

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Stats do max out. The left half of the below chart is the maximum stats for each character, and the right half is how many points can be gained before the stats max out; basically how much room there is for improvement.

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*-----*
|      Maximum Stats      || Room for improvement |
*--Character--*--HP-*--AP--*--DP--*--QP--*--HP-*--AP--*--DP--*--QP--*
|Tom           | 999 | 365 | 257 | 224 || 948 | 334 | 221 | 223 |

```

Jim	162	145	148	177		115	127	114	138	
Amy	333	112	133	145		291	80	99	114	
Huck	444	327	248	222		285	291	212	220	
Dick	486	300	222	108		247	167	81	55	
Billy	175	152	139	147		55	73	70	108	
Joe	281	222	187	327		146	166	100	274	
Johnny	175	140	169	100		26	47	65	32	
Bob	269	189	193	211		70	140	127	134	
Al	115	97	93	91		34	48	47	55	
Indy	555	333	237	200		228	197	98	101	
----------*-----*-----**-----*-----*-----*-----*										

Character rankings:

- 1st) Tom - He's the ultimate tank, hardest hitter, can carry twice the amount of items the others can, and he has the Run command. What's not to like?
- 2nd) Indy - The second most powerful character, also has the second highest HP.
- 3rd) Huck - A tad weaker than Indy in terms of HP and attack power, but not by much. His defense and agility are a bit better, though.
- 4th) Dick - Strong character, if a bit slow.
- 5th) Joe - His speed is unmatched and he hits harder than the others ranked below him.
- 6th) Bob - Okay stats in every area, but nothing to brag about.
- 7th) Amy - Not really powerful, but her HP is fairly high.
- 8th) Jim - Great early on, when his agility skyrockets past the others, but later on he seriously lacks power and HP.
- 9th) Billy - Now we're starting to get into the really crappy characters. He doesn't do anything great.
- 10th) Johnny - Better than Al, but that's about it. Overall, a very poor character who should rarely be used.
- 11th) Al - In my opinion, he is the most useless RPG character I've ever seen. If it wasn't for using him to store items you don't need anymore, I'd rank this guy 12th and empty character slot 11th. Heck, even Cinna from Final Fantasy 9 is better!

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ITEMS

There are no weapons or armor in this RPG, but you'll come across a huge array of items throughout your adventure. Items marked with an asterix before their names means I have yet to translate their names or am unsure of how to spell it.

Carrying multiple of the same item will be represented with a number.

Tent (Tom starts with it) - Lets you save the game. Note that this doesn't restore lost HP or restore any fallen party members. This is almost essential if you want to beat the game.

Lunch (various sources) - You can carry only one at a time, but it fully

restores everyone in your team, even fallen members. You can usually obtain these when you rest at someone's house.

Bread (various sources) - Feeds other characters for various reasons. One reason is to get Huck to help you. Also works like the Lunch. You are allowed to carry a total of 4 amongst every character, regardless if they're in your party or not. So don't think you can give 4 to one character, get rid of him/her, then stock up on 4 more.

Tile (various sources) - Reveals part of a message. Obviously, you'll find several of these.

Glass Ball (Tom starts with it) - Give this to Tracy and she'll give you a tile.

Rope (Jim starts with it) - Give it to Richard in the first golden forest.

Blue Card (various sources) - Trading cards.

Doorknob (Jim starts with it) - Show this to Bob to get him to join your team.

Red Card (various sources) - More cards.

Letter (given to you by Laura) - Give this to old man Haze.

*Kanshakudama (Huck starts with it) - Used to wake up Watson.

Pendant (defeat the twins the first time to get it) - Show this to Becky several times to get the Licence.

Yellow Card (various sources) - More of those cards. (no, this item isn't that rock band!)

Saw (found somewhere in a forest) - Another item Richard wants.

Heart 3 (obtained in the city) -

Cross (Dick starts with it) - Damages all enemies when used in battle. Can be about equal to a regular attack against some enemies, twice as powerful against others, and really weak against others. Can be used as many times as you want. This is a very useful item.

*Wana (given to you by Nicholas) -

*Hone (Billy starts with it) -

Medicine (given to you by White) - Give this to Silver.

Pirate's Medal (Joe starts with it) - Seals Franklin's magic when fighting him

Shovel (found in house in the fourth town) - Enables the dig command.

Joker (located somewhere in the city) -

Dolittle's Diary (found in house in town 5) -

John (gotten from defeating John in town 5) -

*Mitch (gotten from defeating Morgan in town 5) -

Seishou (give Walters 3 yellow cards to earn this) - Show this to Indy in the

city and he will join you. This also uncovers the demon's labyrinth.

*Nezumi no Shippo (forgot how I got it) - Give this to Ben and he'll help you get Hannibal to help you.

Magic Cape (wake Watson up to get it) - Increases your movement speed on the map! Also enables you to beat Jack in a race.

Magic *Kutsu (beat Jack in a race to earn it) -

Furuikinka (various sources) -

Licence (gotten from Becky) - You're not required to get this item, but you can use this to get the man blocking the bridge to go away forever. However, you can only do this approaching him from the front.

*Shirube (beat Morgan a second time to get it) - Teleports you to the house across the broken bridge, near Margaret's tomb.

*Ichinokorinoha (various sources) - Used in battle, this brings all of your party members down to 1 HP. Ridiculous. Why even bother?

Key (find Henry a second time to get it) -

Kunshou* (answer Watkins' questions correctly to earn it) -

Lamp (given to you by Becky's father after rescuing her) - Lets you enter the last level, the cave.

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WALKTHROUGH

Obviously, you know the two golden rules in an RPG: 1) talk to everyone, and - most importantly - 2) SAVE FREQUENTLY!!! You never know if you'll screw up, and above that, sometimes the game will glitch up where you're positioned somewhere where you can't move; ever. Chances are it won't happen, but if it does you're screwed (unless you saved before it happened). And if common sense didn't tell you, do NOT use the tent when the glitch happens. Also, 3) be sure to recharge your characters' HP regularly.

Refer to the maps included in this FAQ to use this walkthrough.

Maps used: Haze's Forest and Tom's hometown.

From starting point

-Enter the house you're standing in front of. This is Tom's house. You can rest here by talking to your aunt. She'll also give you a lunch if you don't have one. Talk to your cousin Sid to get a tile.

-Recruit Jim and Amy (doesn't matter which order).

-Talk to Laura and answer 'Yes' to her question. She'll give you a letter

-Go to Haze's house (located in the secluded house with the question mark in the far righthand corner on the map) and give him Laura's letter.

-Go to point C on the map of Tom's hometown, near Bill.

-When the forest branches out, go right and down the first path you come across.

-Keep going right to find Huck. He wants bread, so give some to him. You now can recruit him.

With Huck in your team, go to the second town. Find the twins and fight them for the pendant. Also, in this town Ben will inform you of a man named Silver.

Go to the green forest and enter the cabin you immediately see. If Jim is in your team, he's in the cabin. Answer yes to his question and from now on you'll

be able to run twice as fast! This will definitely help you. Go to the golden forest and look for Richard. He wants a rope; give it to him. Also, you can go inside his house, and if you search in there you'll find some bread. You can only carry a total of four, but if you use them up you can always get more if Amy is in your team.

Talk to everyone in the towns; after inquiring about Becky, go to her house, located near Jamie in Tom's hometown. Show her the Pendant and she'll give you a Blue card. Leave the house and go left and you'll be asked a question about Amy and Becky. I forget what it was, as I wasn't paying attention much.

Now what to do with your cards? Pool them all to Tom. From point B on the forests south of Tom's hometown, keep going until it branches out into three directions. Enter the first house you see on your left. Give your Blue cards for Red Cards, and Red Cards for Yellow Cards. Return to this guy whenever you can give him more cards.

Green forest 1:

-Go to the green forest and find the saw.

-Give the saw to Richard. Keep talking to him until he starts saying the same thing over and over again. Now you have a canoe for use in the rivers.

Now for the next part: the rivers.

-Look for the bottle. By picking it up, you'll find one of the tiles.

-Do not, I repeat, DO NOT GO TO WHAT I LABELED AS DANGEROUS TERRITORY IS!!! If you do, you'll fight enemies which will royally kick your butt.

Go to the pink forest and talk to Ace. If you say no to what he says, he'll challenge you to a fight, with Indy and Mark helping him. Although Indy can hit all of your members at the same time, these guys aren't hard to defeat at all because they lack any power.

Now, we'll tackle the part of the rivers I warned you having extremely powerful enemies. Seriously, you'll want to train your characters so they have at least 300 HP, 200 DP, and 230 AP for Tom and Huck. That may sound excessive, but without the extra resilience, you'll die very quickly, and without that extra attack power, battles will take forever. Jim and Amy's stats cap too low to reach that quota, but power them up to maximize their stats, if you like to complete everything in an RPG. At this point in the game, Jim and Amy don't do much except take very few hits for you and hold your inventory.

Eventually, you'll come across a dock, which leads to another short, linear forest. The trees should appear blue and yellow. Go forward and you'll enter a city. Just because there's civilization here doesn't mean you're safe. In fact, this city is extremely dangerous. You'll still fight monsters in the city, and the people will attack you if you enter some of their houses.

North of the city is a dark forest with really cool colors and music! Tom will even appear all blue and green to match the screen's tint. Here are some things to do while in this forest:

-Locate Dick and talk to him. You'll have to ditch one of your party members to recruit him. I suggest getting rid of either Amy or Jim, but not Huck, because you'll need him and he's much better than those two.

Here's what happens in the second green forest:

-About halfway through the first corridor, you'll see something suspicious in the trees. It's just a sign saying South End is just ahead.

-If you want, you can talk to Watkins. He'll offer to quiz you. If you get the right answer, he'll heal you. But if you get the wrong answer, you'll have to

fight him. He is easily beaten, but by fighting him, you are deprived forever of an opportunity to have Watkins heal you.

-Find the house with the exclamation mark and fight the two pirates inside.

-Now go to town 3.

-To your left are those twins again! Geez, what's with these guys following you everywhere you go!? Talk to them and you'll have to fight them again.

-It's pointless to challenge Jack to a race for now. For now, he's simply too fast to beat; no matter how good you are at the button mash he'll win every time...until later. So don't mess with him for now.

Blue/yellow forest 2:

-Find Nicholas, he'll ask you a question and you'll get a Wana (translation to be done). I don't remember whether I said yes or no for this part.

Go to town 4, via the field from town 3. Here are few things to do there:

-Find Billy. Discard Jim or Amy (whichever is still with you) and recruit Billy.

-Get the shovel.

-Get the medicine from White.

Backtrack all the way to Silver's area. When you're walking along the path to his house, you'll get attacked by a couple enemies. You'll notice that Tom is alone in this battle, only with *Senchou helping him, who is automatically controlled. You'll easily defeat the enemies. Now proceed and talk to Silver. Give him the medicine you got from White and he'll give you three hats.

Go back all the way through the rivers, the city, second green forest, third town, second blue/yellow forest, and in town 5. Here are few things to do.

-Only one of the houses in the same area Pochi's in can be entered. Go inside and take Dolittle's diary from the table.

-Fight John in a weird battle. He doesn't do much damage, but he is immune to all of your attacks. I forgot how to beat him.

-Fight Morgan in another interesting battle. It's basically rock-paper-scissors. You're given 4 commands. Up is retreat, left is rock, down is scissors, and right is paper. To win, you'll hear a three beeps and a fourth beep. As soon as the fourth beep is heard, quickly choose what will beat Morgan's choice (if there actually is anybody who's never played rock-paper-scissors before, rock beats scissors, scissors beats paper, paper beats rock). If you go too early or you choose the wrong attack, you'll get hit. If you do it right, you'll score a hit. It should take about 2 or 3 hits to take Morgan down. This part of the game takes a bit of luck, so don't be surprised if you get hit quite often.

-Recruit Joe and Johnny. This may be a tough decision who to get rid of. Unless you want to max everyone's stats out, I suggest getting rid of Billy. Get rid of Huck and/or Dick as well. Chances are they've maxed out their stats.

Once you get the *Nezumi no Shipo (translation to come), return to the second town and give it to Ben. I forgot how I got this item. Anyways, talk to Walters and exchange your cards. Trade in 3 yellow cards for a Seishou.

Return to Watson in town 3. Use the *Kanshakudama to wake him up, as he's asleep right now. He'll give you the Magic Cape. Use it and from now on you'll be able to run even faster on the map! This speed-up also applies to the race against Jack. Go to Jack and challenge him to a race. Press A and B as fast as possible. The button-mashing involved is pretty intense, so you might have to repeat this several times before you can beat Jack.

Backtrack all the way back to Tom's hometown. Go to Becky's house, show her the pendant one more time, leave then re-enter. You'll see some guy in there. Talk to him. His name is Alfred. Now what's he doing at your girl's house? Anyway, you'll have to fight him. He's easily beaten with just one hit. Leave, return, and show Becky the Pendant again. She'll give you the Licence. This item will

help create a shortcut by removing the man blocking the bridge in the third blue/yellow forest level.

Back in town 2, you can go to Alfred's house, which is located between Peter and Ben. Go inside and you can rest up. Then by talking to Alfred, he'll ask you if you're still mad at him. Say no and you can now recruit him.

Check the maps for the city and the white forest. Go to what's labeled 'unknown location'. You'll end up in an open field, with only one tree in the background. There's a hidden passage to the right of the tree.

Return to the White forest near the city, where Indy, Mark and Ace are. Talk to Ace and he and Mark will disappear. Approach Indy, and show him the Seishou. Indy can now join you.

Before starting your next objective, make sure you've powered everyone up completely. After completing the next quest, you'll no longer get into battles, and in the labyrinth, you'll fight tons of hard enemies.

I suggest taking Huck, Dick, and Indy as your allies. Unless the others who are not in your team have items you'll need, you should stick with this team for the rest of the game.

Go to Barkland's house, from the city, through the white forest, past the sign, and all the way to the house. Show him the Seisho (be sure you're standing right next to him), and he'll transform. As you might have guessed, you have to fight him. By now, he is no problem, and when you've trashed him, his house will transform into a strange labyrinth! It's a complete maze; refer to the maps to find your way through it. A bit of advice: don't run from battles. Even if you get away, it's almost guaranteed another battle will ensue, so it's not worth wasting anything. Use map "THE LABYRINTH" for details.

Do not fight the Demon hiding in the treasure chest. He is simply far too powerful to beat. I've even had Tom, Huck, Dick, and Indy all at their strongest and I've tried every approach, to no avail. Ignore the chest; you're only going to kill yourself.

Locate Franklin. Before entering the room he's in, make sure you give the Pirate's Medal to one person and the Seisho* to another character in your team. When you enter his room, you'll see a giant person, which honestly looks like a giant blue Klansman to me. You'll fight Franklin (and in battle, he now looks like a giant purple Klansman). Use the Pirate's Medal to seal his magic and the Seisho to weaken him. If you don't, he'll be too strong to beat. When he's done, Barkland's house will revert to normal and everything is normal again.

From now on, you'll no longer get into any more random battles. You'll only fight when specified.

Leave and start heading back toward the white forest. You'll notice Henry, a strange looking guy you've never seen before. Talk to him and you'll fight. Leave, return, and talk to him again.

Look for him again outside of Foster's house. Talk to him and he'll offer you a key. Take it. You'll use this to help Becky in a cabin, located in the green forest just outside the city, where Watkins is. Find the cabin, use the key, enter, and talk to Becky. Strangely, she becomes an item in your inventory.

If you want, you can take a quiz from Watkins. If you're right, you're given a chance to heal, and sometimes you can get items. Unfortunately, the questions are completely random, so I cannot help you if you cannot read Japanese.

When you've rescued Becky, you'll be attacked by pirates outside. Fight them off and go along. Take Becky back to her house. Talk to her and her father. They'll be grateful and give you a lamp. Now you're ready to take on the final level.

The cave is located through the white forest, past the tombstones, and into the open field. Find a hidden path beside one of the trees and keep moving forward. You'll eventually enter a cave. Before tackling the final level of the game, you MUST have Huck in your team. If he isn't, go all the way back to his treehouse and get him.

A map is essential here. It's much larger than the labyrinth, and there are two points that loop.

Huck helps you cross the gap. It's pretty funny, because you can still use the Dig command while he uses himself as a bridge and you stand over him. Nothing happens that way, but go on.

Your goal in the cave is to find Injun Joe's treasure. When you find it (point D on the Cave map), he'll appear and challenge you to the final fight. Cool music, but he isn't hard to beat at all; just keep attacking until he's gone. Congratulations! You've beaten a strage, yet very fun and interesting - game!

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QUESTIONS AND ANSWERS

Q: Overall, how would you rate this game?

A: This is a good game, but it can be very confusing and incoherent at times, especially without an FAQ or some other knowledge. But if you map maps or use this FAQ, I think you'll have a lot of fun. It's like Quest of the Avatar; the game's quest isn't very long, but you do have to take your time to succeed.

Q: You played this game via emulator/rom, didn't you?

A: Nope! In fact, I have the cartridge, but I don't have the box or manual.

Q: What's up with Jim's status portrait?

A: If you're familiar with black stereotypes, this is an exaggerated joke on blacks having big lips.

Q: Why do enemies sometimes inflict 1.7 damage or something with a decimal?

A: I don't know why exactly, but I do know the tenths decimal digit in this game is basically units, so 100 HP in this game would be 1000 HP in a common RPG.

Q: Are there any secrets or different endings in this game?

A: I've found several items I've never found a use for and there are certain things I've never found out (such as Margaret's tomb), so it's VERY likely there could be secrets in this game. I also have yet to find the last tile.

Q: What happens if you enter the cave before getting the lamp?

A: As you move more inside the cave, everything gets darker. Eventually, Tom will say it's too dark to move forward, and you have no choice but to go back.

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MAPS

This game is a huge maze. Unless you have a wonderful, dedicated memory or maps of your own, you won't make it through this game. Here are some maps.

Key

(S): Starting points. The one on the first map is where the game begins, others mean where you start on that map (if maps connect to others)

The dotted lines are the pathways. Above them are characters you talk to. An exclamation point means you must talk to them. Expect fights with those having double exclamation marks. Characters you can recruit aren't labeled; just recognize their names to find them.

[]: House you can enter. Like people, refer to the locations above the line. A question mark means it's significant.

R: Healing locations.

*: Junctions/intersections.

+: Bridges. Not necessary to map those, but it makes it easier to determine if you're going the right (or wrong) way.

~: Gravestones.

/: Broken bridge. Choose a different path.

#: Docks. You can't do anything about them until you get something to ride on.

Colon: Instead of vertical dotted lines, you may see these. These are ways to different areas.

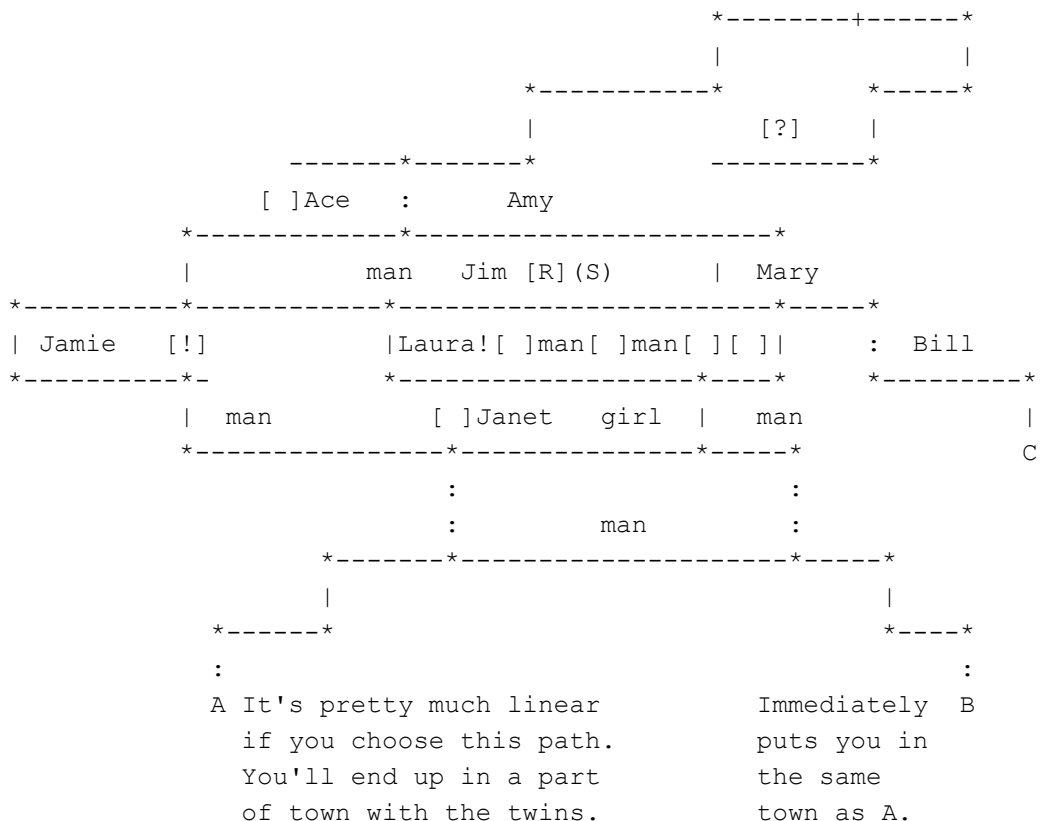
^ > < V: One way paths.

Characters may be in different areas because they walk left and right.

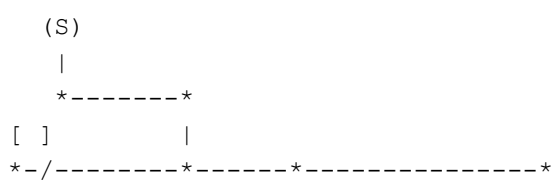
The maps are in order of appearance.

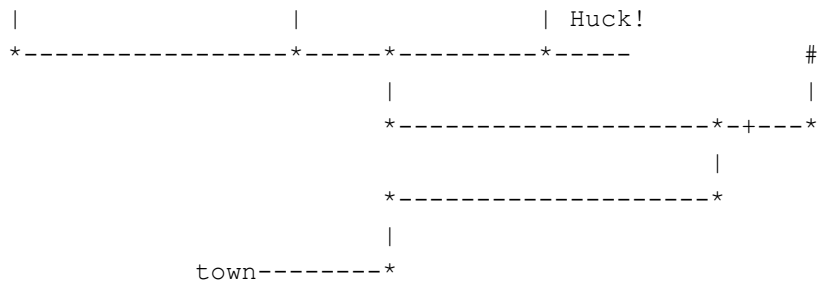
Some houses or people you must interact with might not immediately be available. Refer to the walkthrough for details.

Haze's Forest and Tom's hometown



Forests south of Tom's hometown, from point C on the above map (this area can also be referred to as "Huck's Area")





The second town, River West

(from point A on the map above the map above)

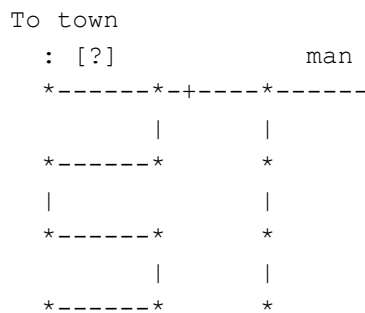
(above map's point B)



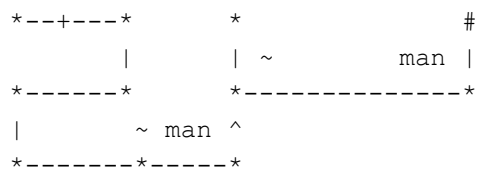
House of interest

A: Alfred's house. He will not be here until you defeat him, and after you do, you can recruit him here (for your first time, after you use him once, to use him again you must go to the first golden forest. and rest up here.

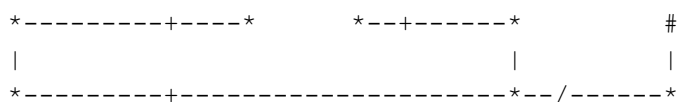
Green forest 1



| To the middle of the first river
map



Saw ^ | From point A on the first map of rivers



Golden forest 1

To town
:

Blue/Yellow forest 1

To Dangerous Territory of rivers 1 to city

```
:
*-----+-----+-----*
```

City

Houses with an "f" in them indicate people who will attack you

```
to dark forest 1
[B]man: man man [ ] men [ ]
*-----*-----*
|[ ]man[f]|man Horrace [f]man[ ]man[f]| [ ]man [ ]
*-----*-----*
| [f] | [A] | [!] | [ ]man[ ]woman[ ] | :
*-----*-----* to green forest 2
| | [f]Charlie[ ]Janet[ ] |
*-----*-----*
: | [ ] [R] | man |
To blue/yellow forest 1 *-----*-----*
|
To white forest
```

Houses of interest:

A: Foster's house (enter via stairs on left half of door)

B: Get Heart 3 here.

White Forest

```
*-----*
| [A] | Man?
*-----* *-----*
| sign | |
*-----* *-----*
| [R]
*-----*
Mark, Ace, Indy! |
to city *-----* *-----* *-----*-----*-----*
...(anything above this line is the city, anything below is the white forest)...
| | | | | | | |
*-----* *-----* *-----* *-----/*
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ |
*-----*
|
*-----*-----unknown location
```

A: Barkland's house. Show him the Seishou and he and his house will transform.

Dark forest 1

```
~~~
*-----+-----*-----+-----*-----*-----*-----+---(dead end)
| to city>>: Dick | |
*-----*-----A A-----*-----*-----*-----*
| | [ ] |
*-----*-----*-----/*-----*-----*-----*
```


pink forest. Linear;
has one house, then
leads to dark forest 2

Houses of interest:

A: Watson's house.

Blue/yellow forest 2

```

                                [ ]
to town 5                       *-----*-----
:                               |   Nicholas!  |
*-----*-----*             *   -----*   *-----*
|           |           |           |           |
*           *-----*-----*-----+-----*-----*-----*
|           |           |           | Palmer   |
*-----*-----*-----*-----*-----*-----*
                                |
--*   *---/-*-----*-----*-----*
                                |           |           |
                                *-----*-----/-*-----this is a really, really long
                                                                linear path back to town 3
```

field (from town 3)

An extremely linear part, starting from when it stops being linear.

```

|
---*-----*-----
|
*-----*-----*-----
:
to golden forest 2
```

Golden forest 2

```

                                to town 4
                                :
to town 4                       *-----*-----*
:pirate                          |           |
*-----*-----*             *-----*             from field
                                |           |
                                *-----+-----*-----*
                                |
                                -----*
```

Dark forest 2

```

*-----+-----*-----+-----*-----*-----
|           (S) ^           |           |
*-----*-----*-----*-----*-----*
|           |           |           |
*-----*-----*-----+-----*-----*-----*
|           |           |           | ~|~           |
--+-----*-----*             *-----*-----*
```

Two important notes involving the tombstones:

- 1) If you go north, past these two tombstones, you'll teleport back to the first dark forest.
- 2) If the tombstones aren't there, return and try again.

Town 4

to blue/yellow forest 3

: Willy! [A]Sally!

Billy|Janet[][]|[B]man | twins!

-----*

| |Bob |[]people |

----- *-----*

|cow |Beth |[] | :golden forest 2

-----*

:
golden forest 2

Houses of interest:

A: This house has a shovel on the table. Pick it up.

B: This is White's house. Pick up medicine here, and you can also rest here.

Town 5

Morgan!

| | [!]Pochi

-- *-----*

| | Johnny

-- *-----*

[] Ace| []Joe|

---*---*---* *-----*

: | |John!!

To golden *-----* forest 3

|Tracy! man|

| :

----- To blue/yellow forest 2

:

To golden forest 3

Golden forest 3/open field 2

To town 5

:

*-----+--- *-----*

| |

----------*

:

----------*

To town 5

| |

:

-----*-----* *-----* *-----*

| | :

----------*-----*-----*

| | :

----- *-----*

man! | |

-----+--------*-----*

: :

both lead to town 4

THE LABYRINTH

1st floor

2nd floor

```

|
*-*      [ | ]
|          : :          F3 (A)
*-* *-*-*-*-*-*  |
| |          |          *-*
*-*-*-*-*      *-*  |
| |          |          *-*-*
*-* [ ]*-*      [ ] |
| : |          F3 (B) *-*-*-*-*-*-*
[]*-* *-*-*-*  | | _ | | |
| |          *-* *-*-*-*-*-*
*-* *-*      | |
: |          *-*      *-*-*
*-*-*-*-*-*  | [ [ [R]: |
|          *-*-*-*-*-*
(S)

```

3rd floor (from point A) (from point B)

```

[3]
*-*-*
| |
[ ] [2]--*-*-* [1]
*-*-*-*-*      *-*-*-*-*
| |          | _ |
[]-*-*-*-*-*  []-*-*-*-*-*
| | |
*-*-*-*-*
| _ |
[]-*-*-*-*-*

```

- 1: If you enter this room, you'll find a treasure chest. It's a trap; you'll fight a Demon which you won't stand a chance against. He has too much HP to beat, he inflicts a shitload of damage, and to all characters per attack.
- 2: This is a strange room in which you'll find a hidden door to the right.
- 3: This room contains the statue of Franklin. It will come to life and attack you in a difficult battle. See walkthrough for help.

The final level, the Cave

```

A      B
|      |
*-*-*-* D *
|      | |
*      * *-*
|      | |
*      * *
|      | |
*-*-*-*      * *
|      | |
*      *-* *
|      | |
*-*      *-* *
|      | |
* 3      * *
| |      | |
* *      * *
| |      | |
*-* *-* *-*-*C-* *

```

```

      |      |      |
      *      *--*      *
      |      |      |
      *--*      *--*      *
      |      |      |
      4      1--*--*--*      *
      |      |      |
      *      *--*--*--*--*--*--*--*--*
      |      |
*--*--*--*--*      *--*      *--*
|      |      |      |      |      |
*      *--*      *--*      *--*      *--*--*      *
|      |      |      |      |      |
*      *      *--*--*      *      *--*
|      |      |      |      |
A*      *--*      2--*      1--*--*
|      |      |      |
B      *--*      *      *
      |      |      |      |
      *--*      *      1--*--*--*
      |      |      |
      *--*--*      *--*
      |      |
      *      *--*--*      *--*
      |      |
      *--*--*--*      *
      |      |
      *--*--*--*
      |
      *--*
      |
      *
      |
      *
      |
Exit*--*--*--*

```

(NOTE: Characters in locations 1 and 2 only appear if you enter the screen from the right)

- 1: Injun. Say no and you'll fight him. Say yes, give him the tiles, and he disappears.
- 2: Potter. Say yes, he disappears and your tiles are gone.
- 3: This room is blue for some reason.
- 4: Earthquake room. Not sure what the point of it is.
- A and B loop to the corresponding point on the map.
- C: There's a gap here. You need Huck in your team in order to cross it.
- D: Injun Joe. Dig against the wall, search the treasure chest, don't take it. (it doesn't work, you'll have to search it) This is the final battle!

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