

Sweet Home (Import) Storyline FAQ

by hushicho

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This FAQ is copyright Phoenix, 2002. Please don't distribute it without permission, and please give credit where credit is due. If you've ever played this game, you no doubt realize how much work I've had to do in order to get what I did out of it. :) So please at least email me if you'd like to use it.
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Sweet Home
NES Storyline FAQ

by Phoenix/Trunks (hushicho@comcast.net)

version 1.0

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1.0

As this is the first version of the FAQ, there's really not much to update at this point. :)

i - Introduction/Disclaimer

First of all, I'd like to welcome you all to version 1.0 of my storyline-related Sweet Home FAQ. What is Sweet Home, you ask? Well, if you don't know you might not want to be here, because this FAQ will include spoilers for the game and its storyline. However, if you don't mind or have already finished the game, please feel free to go on. I will say that the FAQ contains some disturbing material. As long as that is fine, please continue.

The world of Sweet Home is a terrifying and dark one, and often deeply disturbing. It follows the exploits of five members of an investigative group...Kazuo, Akiko, Taro, Asuka, and Emi... trying to find and capture on film the rare frescos of the late Mamiya Ichirou. Through strange circumstances they are trapped inside the bizarre mansion and must find the frescos, which

hold the key to their freedom.

However, much to their surprise they found that they weren't the first to attempt to unearth the mysteries of Mamiya's frescos, and as there was no sign of the other party the five decided to make it on their own and escape the first known incident of survival horror.

ii - What I Need

I need the entry in the diary, which I will cover in summary in the Complete Notes section. I would like the exact wording and date though, if anyone can get this for me. Just send it to the email address above (hushicho@comcast.net) if you would be so kind.

Also, if I've overlooked any notes or frescos, please send the date and exact wording to me at the same address. I want to try and piece this mystery together. ;)

1 - Complete Fresco Listing

This is a listing of all the frescos in the game in chronological order by the dates found on the frescos themselves, not necessarily the order they are encountered in the game or are readable in the game.

1-6

My 3 frescos
will solve a
puzzle.

1-15

One needs a
mallet to remove
a boulder.

1-23

The mallet is
under the desk
in the room with
a small beast.

2-3

Our 10th
anniversary and
our first child
is born.

2-11

Where there is
lightning...

2-28

A knight
needs a spear.

3-8

My wife... killed...
our child...
by... by accident...

3-13

The statue...
Back to a lake...

3-25

Blood will melt
aged bronze.

4-4

My wife...
Killed a child...
For a playmate...

4-14

Melt the blue
statue for a
sign to the
basement.

4-22

Use at the
site with 4
stones.

5-5

I thought it was
over after the
suicide...

5-10

The Gem is
guarded by a
statue.

5-24

The blue fire...
Pray with the gem
in hand.

6-17

A man awaits
his master's
rings.

6-25

When the two
meet... FLASH!
It's yours...

7-7

I need the
Tool, Diary, Photo,
and Coffin.

7-13

The projector

shows the way.

8-2

Use the 4 items
at signs of
change.

8-14

Three stand in
Your way...
Unmoving.

8-22

Blue flames in
hand...

2 - Complete Notes

Here are all the notes I was able to find in the house and around. Anything in * symbols is something expressed by the player characters that I felt necessary to include. Some of the notes have their locations listed in () parentheses, and some do not.

(room with mouse and mallet)
Shogo
To go beyond
turn on the
generator first.

(sticky floor room with diary)
Takashi
I discovered
something
terrible! Lock
the diary and
hide the key i-

(sticky floor room with diary near fresco)
Takashi
Courtyard...
Reach with...
Hung on 2
pegs...

(wall before veranda)
Takashi-
You can walk
on sticky floors
with boots.
Pull out stuck
friends.

(veranda)
To those who
follow,
The diary key is
hidden. A clue is
in the basement.

You must escape
this house of
residing evil!

(sticky floor room off veranda)

The hole...
Ladder...
No... Rope ladder...

(skeleton in sticky floor room off veranda)

Coffin in
the basement...

(middle room in sticky floor room)

Shogo
Enter the
basement by the
courtyard...
Bring medicine...

(in the lower courtyard)

The basement
entrance is
close.
The low key is
under the
memorial tower.

(in blood, courtyard south room)

Behind a
mirror...

A hidden room...

(illegible, beside skeleton in basement)

A skeleton...
He must've written
the notes...

How sad...

(in blood, nearby)

Takashi...
Kenji...
Etsuko...
Never give up!!

(nearby)

Takashi
My job is done...
Head to the
veranda...
You must get
more power...
To push the
statues...
I wish I could
go with you...
Unfortunately, the rest is illegible...

Shogo
Takashi is very
injured. You
must find Lady
Mamiya's room.
Check the 2nd
floor.

Kenji
I found this
diary page:
The child fell
into the
incinerator.
Insane, Lady
Mamiya did
the same to
other kids.

Takashi
The Diary key is
in the coffin.
I'm badly
wounded...

Etsuko
You can find a
spare camera and
key in other
rooms.

Find them!!

Takashi
If one is
caught, pray!

Etsuko
Flash Light...
Shadow...

Takashi
Head north
for the east
garden.

(skeleton in room above flashlight)
Ugh!
Takashi!
Go quickly!
The generator is...
East garden...
Argh...

Etsuko!
Don't come!
I will follow
Takashi!

Takashi,

The next fresco
is across and on
the left.
Be careful...

Kenji,
The frescos
contain clues.
I think they're
grouped by
date.

(in blood, room northeast of entrance)
Power of the
heart...
Overcomes evil...

(diary)
Let's read it:

9-23
She's shut
herself up in
her room.

10-4
The door is
locked.
I have to enter
through the
veranda.
I must stop
her!

*This is Ichirou's
diary!*

Her spright has
become
possessed with
rage! The
innocent deaths
must stop...

Even if it means
losing my own
life.

*Did Ichirou fall
victim as well?!*

(through room)
One fell down,
but was pulled
to safety.

(first fresco room)
Welcome to my
home. Photograph
my fresco, for

therein lies
a clue to the
way out!

3 - What Really Happened (IMNSHO)

Based on the notes and frescos in the game, as well as some healthy imagination, I have put together a tentative history of the world of Sweet Home. Almost all of these events are at least based in some part off of some article found in the game, and if you feel I am mistaken please let me know and I will most likely add your opinions to a future revision of this FAQ.

- An unknown time before the beginning of the game, Mamiya Ichirou and his wife are married.

- Ten years later, he seems to be moved to include clues to solve puzzles in his frescos. He also begins to hide things around the mansion to handle certain problems, such as boulders and the like. Due to some incident involving a spear and one of the suits of armor in the mansion, he feels it necessary to include the spear and armor in another of the puzzles.

- Between the boulders and the armor, Ichirou's wife gives birth. After the armor, in an accident which occurred while playing, the child died in the incinerator. Insane with grief, Lady Mamiya murdered several other children in the same manner, then apparently committed suicide.

- Ichirou, in anguish over the deaths of his wife and child, is nonetheless comforted by the hope that his wife's death at least ended her suffering and that of others. Unfortunately he is wrong, and her vengeful spirit returns to wreak havoc upon the living. Ichirou realizes what he must do.

- Ichirou assigns a servant to let none enter Lady Mamiya's bedroom, for their own safety.

- A well-known artist, Ichirou's disappearance does not go unnoticed. A group comes to investigate and find the frescos that have been talked about. Their names are Shogo, Etsuko, Takashi, and Kenji. Although they are all quite capable obviously, they do split up too much, and Takashi is direly wounded.

- It is unknown whether or not any of them survive. Through the notes it is clear that both Shogo and Takashi are very seriously injured. Kenji leaves very few notes, and all of Etsuko's seem more or less energetic enough for her to retain her vitality. In short, it is up to the player whether or not to believe that they escaped before our group arrives, or that they were doomed with the other denizens of the mansion.

- Yamamura, a mysterious man, begins investigating the mansion and its mysteries. It is unclear to me whether or not he is actually Ichirou and whether or not he was aiding the previous group. It may well have been that he was able to help them

escape with their grievous wounds, because he did not think that they would be able to defeat Lady Mamiya in their state. Either way, he seems to possess some supernatural abilities and incredible fortitude.

- Kazuo, Akiko, Taro, Asuka, and Emi arrive and are trapped inside the mansion. Eventually they meet Yamamura and, acting on his advice, find their way through and manage to exorcise the spirit of Lady Mamiya, although not before Yamamura is seemingly killed...brutally...at the hands of Lady Mamiya.

THE ENDING

In typical Capcom fashion, there were several different endings depending on how well you did in the game for keeping people alive. Four of the endings were quite unique, while one was merely a minor variant of another. It is usually assumed in such games that the 'best' ending occurred, but as that one was somewhat lacking in areas filled by the other endings, I have chosen to combine the stories of the endings for a more satisfying and coherent narrative.

- Kazuo and his group escape the mansion with the help of a member of staff and watch as the spirits trapped inside are finally freed. Their exodus causes the mansion to collapse and all its inhabitants to fade, as if they had only been dreams. The five return to the outside world to begin new lives, although they all experience a persistent dream of being confronted by a stray remainder from the sinister forces of the mansion. Their dreams later bring them back together to return to the site of the mansion and build a small memorial to all those who perished in the mansion and to remember the things that occurred there so that the same mistakes will not be made again.

4 - Credits and Thanks

Thanks to Ryu-kun for showing me this fantastic game and getting me interested in it!

Thanks to Kimberley Sayed for the diary entries!

Thanks to the gaming community at captainn.net, the finest I've ever known!

Thank you for reading this.