

Me and My Katamari Presents/Cousins/Classic Objects List

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Presents, Cousins, and Classic Items Guide for Me And My Katamari
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Version 1.2

- Added one more answer in FAQ
- Added pickup sizes for the Royals

Version 1.1

- Removed silly notes about complete item guide
- Added which animal leads you to which area
- Added FAQ section (only one question so far)

This guide lists, by area, all the game's presents, cousins and rookies. (I bunched the rookies in with the cousins and simply called them cousins.) It also lists all that Yoda and I have found of the other objects which the King points out while you are playing, which are worth a ton of points in at least one category, and almost all of which are labelled as Classic items. (I simply called these classic objects. I don't know exactly which kind(s) of points each one scores big in, some might not score big at all, this you will have to experiment with.) (For more information on points and the game's scoring system you will have to look elsewhere.)

Images of all the listed classic objects can be found here:

http://s9.invisionfree.com/Katamari_Damacy/index.php?showtopic=1214

Thanks to Yoda for these.

THANK-YOUS: Thank you to ThirdCousin, who wrote a comprehensive guide to finding the cousins. Thank you to Yoda, who found most of the classic objects. Thank you to aaron for many of the cousin locations.

If you have suggestions, additions, corrections, or any other comments you can e-mail me at sloobro@yahoo.com ... I welcome any help I can get.

First I will list the area's name, then a description to help you identify the area, then I will list the area's present, cousins and classic objects.

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visit Katamari on the Web! http://s9.invisionfree.com/Katamari_Damacy/

tips for reaching the area you want

FAQ

final comments

(** means you are warped away as soon as you reach the goal size,
so you won't be able to get some large items.)

TUTORIAL

Mouse Stage

Present:

Camera - carried by an angel

Cousins:

June - walking around the perimeter

Prince - walking around the perimeter if you play as June

I. 5cm to 20cm areas

SHIMANO HOUSE - indoor area with the Shimano kids and with Ace
Turtle Stage Eternal, Turtle Stage, Royal Monument Stage**

Present:

Flower - under the bed, go through the hole in the wall in the boy's room

Cousins:

Ace - a mouse chases him around the floor

Ichigo - in the dresser drawer in the girl's room

Classsic objects:

Sweet - Sweetheart Chocolate - under a bed, you have to go through a hole

Cute - Lovely Mascot - raccoon guarded by a Teddy Bear

JOUSHIMA VILLA - indoor area with two guys sitting around & with a masked cat
Turtle Stage Eternal, Panda Stage**, Elephant Stage**

Present:

Elephant Nose - on a lump of the bed on top a kaleidoscope

Cousins:

Shikao - at the end of a long ramp of books and fishing rods

Huey - carried by one of the circling angels

Classic objects:

Soft - Soft Marshmallow - carried by one of the circling angels

Hard - 10 Carat Diamond - held by an angel reached by going through a hole

MODEL SHOP - indoor area with a guy polishing a fish statue and with Havana
Turtle Stage Eternal, Octopus Stage**, Polar Bear Stage**

Present:

Scarf - Ride up to the top level on a shogi board carried by pigeons. Go past
the bird nest, across the swords, all the way to the corner of the room.

Cousins:

Havana - rolling a donut under the table
Colombo - hiding behind the potted hydrangea

Classic objects:

Funny - Funny Bug (Takeshi) - on the floor in the room with the aquarium.
Red - Disinfectant - under a desk near coins.

II. 20cm to 1m50cm areas

MAPLE TOWN - snowy, day into evening
Canary Stage Eternal, Cat Stage**

Present:

Earmuffs - on a bear's back, gotta be 55cm, disappears at 75cm

Cousins:

Miso - in front of a campfire by the rink bleachers, before 75cm barrier
Norn - wandering around some trees in the corner of the shrine square,
beyond 75cm barrier

Classic objects:

Lucky - a New Year's Gift (New Year's Envelope) - in a wall of bricks,
before 75cm barrier
Cheeky - Slingshot - a kid is holding it next to the restaurant,
before 75cm barrier
Hot - Ozoni Soup - at the top of the hill, beyond 75cm barrier
Freezing - Icicle - hanging from the gate at the top of a stairway,
beyond 75cm barrier

OAK TOWN - day into evening
Canary Stage Eternal, Cheetah Stage**, Whale Stage**

Present:

Train - on top of a car

Cousin:

Shy - walking around in the pool, before 75cm barrier
Kuro - onstage with the colored ninjas, beyond 75cm barrier

Classic objects:

Healthy - Radish Salad - on the street among fruits, before 75cm barrier
Useful - First-Aid Kit - In front of the fenced building with two parked cars.

Climb the shelves with plants, up onto the things with wheels.

Before 75cm barrier.

Happy - Konosuke Kubo - running laps around a building, beyond 75cm barrier

Nerdy - Eiichi Nonoshita - on top of an elephant, beyond 75cm barrier

SAKURA TOWN - evening into night, lots of drunks staggering about
Canary Stage Eternal, Canary Stage

Present:

Sunglasses - behind a Winner's Podium under a tent, beyond 75cm barrier

Cousins:

Lucha - on the counter inside the restaurant, before 75cm barrier

Twinkle - in the audience at the matador show, beyond 75cm barrier

Classic objects:

Bright - LED Light - area that looks like the entrance to a supermarket,
before 75cm barrier

Amusing - Jack-In-A-Box - bump a tree by a drunk above the pool,
before 75cm barrier

Shady - Thief's Sack - on a mat under a tree, beyond 75cm barrier

Yummy - Sashimi Boat - next to guy chasing girl with flowers,
beyond 75cm barrier

III. 1m50cm to 10m areas

STRAWBERRY CITY - day into evening, with a golf course
Gold Bug Stage Eternal, Gold Bug Stage

Present:

Royal Mask - hanging from some construction girders, beyond 4m barrier

Cousins:

Odeon - on top of a boat by the mall, before 4m barrier

Velvet - running around, beyond 4m barrier

Classic objects:

Exotic - Fukuko Shinozaki - in the office building, before 4m barrier

Glam - Miki Watarai - in the office building, before 4m barrier

Loud - Devil Kataoka - in the area near the train tracks, beyond 4m barrier

Sophisticated - Mr. & Mrs. Maeda - on top of a small hill, beyond 4m barrier

MELON CITY - snowy, day into evening, with racetrack
Gold Bug Stage Eternal, Dolphin Stage**

Present:

School Bag - a bird is carrying it next to the tall campfire wood piles,
before 4m barrier

Cousins:

Opeo - sitting at a desk at school inside the building, before 4m barrier
Signolo - on the playground in a crowd, beyond 4m barrier

Classic objects:

Dedicated - Michinobu Bonda - in the wedding party, before 4m barrier
Smart - Professor Takanashi (Ryohei) - in the wedding party, before 4m barrier
Buff - Macho Sculpture - between the soccer goals, beyond 4m barrier
Kewl - V-Red Bike - racing around the racetrack, beyond 4m barrier

BANANA CITY - evening into night, with zoo
Gold Bug Stage Eternal, Crab Stage**

Present:

Guardian Angel - sitting on a ledge just off a cliff, beyond 4m barrier

Cousins:

Kinoko - on the side of the hill, before 4m barrier
Mu - on a flat hill with a big cat and a centaur, beyond 4m barrier,
get him quickly once you're on the hill or he will disappear

Classic objects:

Disturbing - Mr. Bones - in the mall/haunted house, before 4m barrier
Fortean - Dorothy the Witch - flying low over the water, before 4m barrier
Wild - Carlos - on top of the tallest hill where the trees are,
beyond 4m barrier
Popular - Stephanie - she's an orca in the water near where Carlos is,
beyond 4m barrier

IV. 10m to 70m areas

RADISH LAND - evening into night
Cicada Stage Eternal, Beetle Stage Eternal, Cicada Stage

Present:

Dragon Hat - on the nose of a shark jumping out of a little lake,
before 30m barrier

Cousins:

Can-Can - running in circles atop the hill, before 30m barrier
Foomin - sitting in the palm of the Buddha statue, beyond 30m barrier

Classic objects:

Hot Rod - Drag Racer - circling with other race cars at the top of the hill,
before 30m barrier
Nostalgic - Festival Float (Portable Shrine) - in the lowest part of town,
before 30m barrier
Historic - Spiral Rock - out in the water, beyond 30m barrier

POTATO LAND - day into evening, with donut-Rookie Ban-Ban
Cicada Stage Eternal, Beetle Stage Eternal, Beetle Stage

Present:

Armor - hanging from a crane right behind where you start

Cousins:

Ban-Ban - in the wrestling ring by the beach, before 30m barrier

Nickel - inside the baseball stadium, beyond 30m barrier

Classic objects:

Convenient - Hired Car Service (Limousine) - in the lowest part of town,
before 30m barrier

Innovative - Solar Panel - below the lowest ferris wheel, before 30m barrier

High-Powered - Super Submarine - at the edge of the water, beyond 30m barrier

Heavy Metal - Super Tank - next to the runway, beyond 30m barrier

ZUCCHINI LAND - snowy, night into day, you start in the water

Cicada Stage Eternal, Beetle Stage Eternal, Peacock Stage**

Present:

Mask - on top of the train bridge, before 30m barrier

Cousins:

Dipp - standing on the town atop the square hill, before 30m barrier
(climb a waterfall)

Slip - inside the Parthenon, beyond 30m barrier

Classic objects:

Pretty - Christmas Wreath - on top of a lighthouse by the sea,
before 30m barrier

Precise - Fine Timepieces Co. (Classy Watch Store) - in lowest part of town,
before 30m barrier

Aesthetic - Pipe Organ - next to coliseum and Eiffel Tower, beyond 30m barrier

Dreamy - Ice Santa - in the coliseum, beyond 30m barrier

V. 70m to 500m areas

RICE STATE - day

Peacock Stage Eternal second area when you start in RADISH LAND

Present:

Wings - on a tiny island (turtle?) that submerges next to pointy red Oni rocks

Cousins:

Nutsuo - on a tiny island surrounded by whirlpools

Peso - next to the Ferris wheel

Macho - standing on top of Red Oni Isle

Classic object:

Brave - V-Robo - floating by the edge of the stage

High-Capacity - Freight Ship - in the sea

CORN STATE - evening

Peacock Stage Eternal second area when you start in POTATO LAND

Present:

Wild Hair - on a high airship flying near the tall tower

Cousins:

Marny - fighting the two-headed monster

Hans - running back and forth across the long bridge

Lalala - riding a brontosaurus on the plains

Classic object:

Gigantic - King Lopez - in a corner, right under Odeko

WHEAT STATE - night (snowy)

Peacock Stage Eternal second area when you start in ZUCCHINI LAND

Present:

King's Mask - a very high airship is carrying it around a big snowy mountain

Cousins:

Paula - talking to Queen Natasha the penguin

Marcy - hobnobbing with the thunder god

Nik - riding a tornado

Classic object:

Hefty - Queen Natasha - a penguin, very, very hard to miss

VI. 70m to 1500m area

SUNFLOWER CONTINENT - the big time

Royal Monument Stage last area

ALL the presents, cousins and objects of the 70m-500m area you start in, plus:

Present:

Cloak - on a huge tornado

Cousins:

Drooby - on a rising and sinking island, must have started in Rice State

Odeko - carried around by the dragon, must have started in Corn State

Pokkle - walking on a rainbow, must have started in Wheat State

NOTE - Only one cousin will be available, depending on where you started.

To get the other cousins you will have to play the whole stage over again.

Classic objects: THE ROYALS! :) :) :)

Exquisite - The Queen - pickup at 2970m

Great - The King Of All Cosmos - pickup at 3430m

Omniscient - The King's Father - pickup at 4040m

VII. Themed Stages

(no Classic objects appear exclusively in any themed stage, and themed stages don't grade for points, so I will not list classic objects here.)

ANT STAGE

SHIMANO HOUSE (EVENING) - Sweets stage

Present:

Lollipop - climb a tree made of bananas, or come back when you're big

Cousins:

Honey - atop a slice of cake on the table where you start

Daisy - grazing on the lawn, must be fairly big to pick her up

CRANE STAGE

PERSIMMON CITY - Age stage

Present:

Samurai Hair - a witch is carrying it near where you start,
get fairly big first

Cousins:

Kenta - standing on some rocks

Fujio - sitting on a storage shed near the bus

GORILLA STAGE

BAMBOO LAND - Rocket stage

Present:

Thunder Drums - on top of a lighthouse on a whale in the middle of the water,
get fairly big first

Cousins:

Miki - riding the skyway gondola

Jungle - near the Christmas trees

CHAMELEON STAGE

BIRCH TOWN - Requests stage

Present:

Crown - go up the stairs and a woman circled by kids is holding it,
beyond 80cm barrier

Cousins:

Beyond - in a small drainage ditch at the edge of the pool, before 80cm barrier

Nai-Nai - tossed out of box in the square up the steps, beyond 80cm barrier

CAMEL STAGE

TRUFFLE DESERT - Money stage

Present:

Bandage - in a corner, you've got to be at least 1m38cm

Cousins:

L'Amour - carried around by the eagle

Johnson - riding the camel, be at very least 2m before you try to pick him off

in closing,

Please visit KATAMARI ON THE WEB:

http://s9.invisionfree.com/Katamari_Damacy/

It is a message board run by Vix, with all sorts of stuff about and people who like all three katamari games. There you can ask questions about katamari games, you can show off your artwork, and you can compete on the scoreboards, including one for Me And My Katamari. And of course you can generally lounge around, it is a fun and friendly place. Give it a try!

Easiest ways to reach specific areas:

Of course if you want, you can enter any of the areas as part of a normal play-through with a time limit. This could make it more exciting. But the easiest way is usually to take advantage of the Eternal mode, like this:

5cm-20cm areas, 20cm-1m50cm areas, 1m50cm-10m areas, and 10m-70m areas
(in other words MOST AREAS) -

Achieve a final score of 80 or more in the corresponding stage to earn its Eternal mode. Enter its Eternal mode, and keep restarting (pause then triangle) until you enter the right area. Corresponding stages:

5cm-20cm areas - Turtle stage

20cm-1m50cm areas - Canary stage

1m50cm-10m areas - Gold Bug stage

10m-70m areas - Cicada stage or Beetle stage

70m-500m areas -

Achieve a final score of 80 or more in the Peacock stage to earn its Eternal mode. Enter its Eternal mode, and keep restarting (pause then triangle) until you enter the 10m-70m area that corresponds to the 70m-500m area you want.

Corresponding areas:

Radish Land corresponds to Rice State

Potato Land corresponds to Corn State

Zucchini Land corresponds to Wheat State

NOTE: I am pretty sure that these are the only areas that correspond to a specific next area. In other words, you can't tell which specific area you are headed to next by the area you are in now if you are in anything smaller

than a 10m-70m area.

70m-1500m area -

I'm no help here, you'll have to play through the whole Royal Monument stage.

FAQ:

Q: If you collect Cousins, Gifts, and Classic Objects during Eternal Mode... do you keep them since you can't save your island?

A: You keep them. Make sure that to exit you pause and then press Square.

Q: How come you listed three areas as Turtle Stage Eternal?

A: If you use one of the Eternals, and keep pausing and pressing Triangle, the game will keep rotating you through three different areas. Use the descriptions to find the area you need.

But don't pause and then Triangle after collecting an object you need. If you collected an object you need, then make sure when you're done you pause and press Square to save the things you collected.

Some classic objects from 10m-70m areas can be grabbed also in 70m-500m areas:
Spiral Rock can be grabbed in the Rice State.
Super Submarine can be grabbed in the Corn State.
Pipe Organ can be grabbed in the Wheat State.

Thanks for reading :)
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