

Patapon Walkthrough

by velcry

Updated to v1.5 on Apr 10, 2008

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 Version 1.5

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|                 LEGAL MUMBO JUMBO [000A]                 |
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If you want to use any portion of this Guide email and ask. Not getting a reply immediately does not mean you can go ahead and do whatever you want!

The most recent version of this guide can always be found at www.GameFAQs.com, with the other sites updated later. It's not so much bias as a matter of practicality!

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| REVISION HISTORY [000B] |
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Version 1.5 (10/04/08)

- Mission 22A: Tip that you may not need to sacrifice units for the rain to clear (thanks Soldier9647!)
- Mission 08: Tip on how to gain extra Ka-Ching quickly (thanks Tiny Wight!)
- Mission 32: Corrected an error about causing Gorl to drop your units (thanks to everyone who pointed this out!)

Version 1.4 (07/03/08)

- Mission 15: Despair can actually be completed (thanks Muobman!)
- Mission 23: New information on hot geysers (thanks fourtwo!)
- Mission 24: Strategy on using Earthquake Miracle added (thanks techthunder101!)
- Mission 31: Strategy on avoiding Kharma's meteors added (thanks akodinito!)
- Added a tip on stopping temporarily lightning bolts (thanks Holygrunt!)
- Added more information to the Frequently Asked Questions section

Version 1.3 (29/02/08)

- Included the mission I omitted, Mission 14C: Convoy Escort (thanks BoMbFuNk.Mc!)
- Included a detailed explanation on the way Armour / Speed stats are calculated (thanks six_digit!)
- Included tips on Gorl, Mission 15: Despair (thanks rhyfe2002!)

Version 1.2 (27/02/08)

- Updated last Boss information (thanks Exhys and Nuruhuine!)
- Updated the Patapon Unit Combinations section to include additional background as to the units (thanks Nuruhuine!)
- Crab Bosses stances are differentiated now (thanks Dragros!)
- Updated tips on using the Charge Up Song

Version 1.1 (27/02/08)

- Generally fixed grammatical / spelling errors
- Fixed the Mission numbers for the Walkthrough, made the Boss sections more uniform
- Reformatted the Gameplay Mechanics section, added tips on breaking Fever
- Added question about maximum Boss Level, skipping credits
- More info about Megapons' yellow notes (thanks DenisF!)
- More info about Fever / Beat mechanics (thanks Killua_14 an Froozog!)
- Improved descriptions for the Plant Bosses
- Added a tip for Mission 21, on how to kill Gong easily (thanks Ghianluca!)
- Added description on how Meats can be substituted with Vegetables in the creation of certain Rarepon (Thanks Cypher1386, Froozog!)
- Removed set order for Divine Weapons from Smith Minigame, it appears to be in a different fixed order for different people (thanks Waynec02!)

Version 1.0 (26/02/08)

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If you've not played Patapon yet, I highly recommend you get your hands on a copy. It's a really packed game that's been much more enjoyable than other PSP games I've had.

Patapon, for the uninitiated, is a mishmash of different gaming genres. You basically control a tribe of talking Eyeballs as they rampage their way across the World in search for IT.

To control them, you enter a series of button presses, not unlike the DJ Max, Dance Dance Revolution or RaPappa games. There's different combinations to get them to do a variety of actions, such as Advancing, Attacking, Defense and others.

To add to this, there's a complex system for gathering Materials to create different classes of Patapons each with their own abilities / stats, different weapon trees, and even a host of Minigames that are interesting and rewarding.

Interestingly enough, Patapon is a game that can be played at different levels of difficulty. Once you get into the swing of things, you can complete the game at a generally easy difficulty, but you can also challenge yourself with optional Bosses at increasing difficulties.

So if you have a PSP, please do yourself a favour and pick up the Demo at the very least. You won't be disappointed.

Lastly, this is my first guide, so please email me if you've got any suggestions or questions! I suspect there's a host of errors here too, so if you spot any just point them out!

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 | GAMEPLAY MECHANICS [000D] |
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The best place to learn to play this game is to dive into the game itself. I highly suggest that you just play the first few levels on your own, since there are visual and audio guides there to help you learn the fundamentals, then come back here for more tips.

... Back? Good! Now, you should know by now that you control your Patapons by inputting a series of 4 button presses, with different combinations resulting in different actions taken.

Rhythm Fundamentals

Each 'cycle' consists of 8 beats, the first 4 where you input the button presses, and the next 4 where the Patapons sing to acknowledge your input.

You have to wait for them to stop singing, before you can input the next set of commands.

If you screw up, you can only begin another 8 beat cycle after one uninterrupted beat has passed. This means that if you screw up, you can't immediately start the next cycle, you have to wait for a beat to pass first.

Fever 'Intro' Fundamentals

Now you're wondering, how the heck do I maintain Fever? My guess is that during the first few levels you managed to work your way up to Fever, but had it fail for some inexplicable reason.

The answer to this conundrum is simple: When Fever first begins, your Patapons don't Sing their usual chant, and this may throw you off track! This special chant of theirs, which changes according to which stage you're on, is known as the Fever 'Intro'.

The best way to counter this, is not to rely on what the Patapons are singing during their 4 beat half of the cycle. Keep the tempo in your head, even sing it softly to yourself until you get the hang of it. That way, you can continue Fever even when the Patapons sing their Fever Intro.

Visuals Aids To Attaining Fever:

There's also visual aids to help you build up Fever. Look at the Combo Meter: the numbers here flash at the exact times you should input your button presses. Sometimes with all the action on screen you can get distracted, such as when Bosses smash the ground creating similar but off-tempo rhythms. Concentrate on the Combo Meter flashes to keep track of your timing.

Alternatively, notice that every beat in the cycles are accompanied by a white border flash around the screen, which turns into a green border flash when you enter Fever. Use this too, to keep track of your timing!

The Beat System Explained: (with the help of Killlua_14 and Froozog!)

Just like other rhythm games, each drum hit is counted as either an 'Good', 'Great', or 'Perfect', in increasing order of accuracy. You can tell how accurate you have been by listening intently to the drum beat! This is a list of how different the drum beats sound:

Good : High pitched sound, like hitting a glass plate
Great : Normal, flat drum sound
Perfect: Full, echo-ey bass sound

Normally, you need 10 combos to enter Fever. However, you can shorten this when two conditions are fulfilled: (1) the Combo meter is at 2 or higher, and (2) you get 4 Perfect beats in a row. (Unlike what I wrote in the previous version of this FAQ, you DO NOT need 3 perfect cycles of 4 perfect beats to enter Fever! I stand corrected!)

Without Fever, a 'Good', 'Great' or 'Perfect' can all be used to increase the Combo meter, and complete the current chant / Song.

In Fever mode, only a 'Great' or 'Perfect' can continue Fever - a mere 'Good' will break Fever, but will thankfully still complete the current chant / Song.

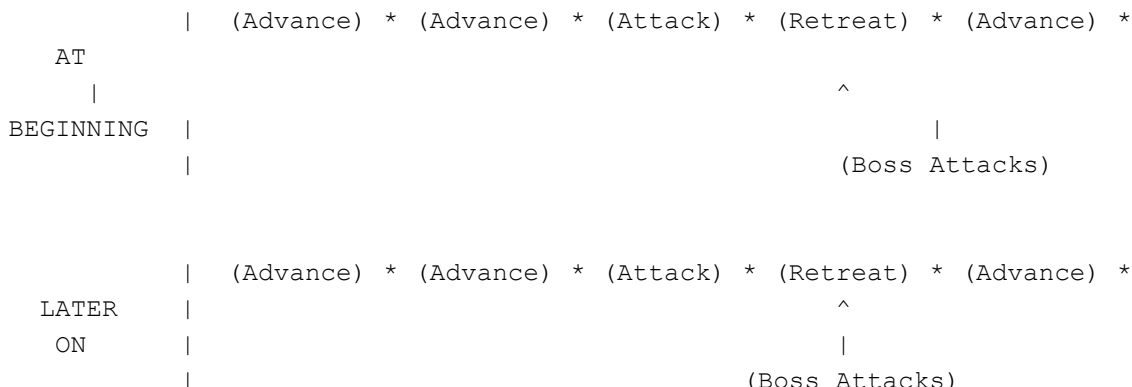
Thanks again, Killlua_14 and Froozog!

Why Break Fever?

There are some instances when you want to break Fever. As you fight Bosses at higher levels, or as the battle draws on, the Bosses may get out of sync with

the rhythm.

Say you begin a Boss fight with an Advance-Advance-Attack-Retreat sequence - this may give you ample time to retreat before the Boss attacks. But as the battle wears on, the Boss may begin to attack earlier or later, and may launch their attack just a few seconds earlier which... is bad.



In this example, you have three options. (1) is to Retreat one cycle earlier, and (2) is to break Fever. Just don't press anything, and your Patapons will just move to gather around your Flag Bearer, often moving away from the evil clutches of the Bosses. (3) You can also break Fever, wait for a Beat to pass, then quickly do the Retreat Song too!

Lastly, this game is about practise and getting into the mood of things. For a while you'll be EXTREMELY frustrated by the lack of Fevers and you'll want to tear up that Contract you signed at the beginning of the game. But really, practise makes perfect! Don't get discouraged! We were all monkeys with this game when we began!

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| FREQUENTLY ASKED QUESTIONS [000E] |

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- Q: Are there any differences between the various releases of the game?
- A: In the EUR release you know it by 'Miracle', whilst in the NA version you will see it as 'JuJu'. There are other slight localization differences, mainly with names, but no item / unit stat differences. The JAP release has fewer unique equipment, and is missing stuff like Beetleton's Helm.
- Q: [SPOILER] For the 'Secret of Patata Plain Mission', I can't get the item from the weird totem pole thing!
- A: You've got to press the buttons in timing with the rhythm! It's the same 8 beat Cycle: press Triangle-Circle-Triangle-Circle according to the tempo, wait 4 beats, and then repeat!
- Q: Can I use a certain Song at anytime in the game?
- A: No you cannot. You have to have the Song in your inventory to use it. This means that you cannot start using, say, the Retreat song from the beginning of the game.
- Q: Where do I buy weapons from?
- A: You can't. You have to get weapons as drops from enemy Zigatons or Bosses.
- Q: How do I know whether a certain mission I've just completed yielded good loot? Should I replay it?

A: Generally, the Story Missions drop good loot, and the Bosses should yield Materials of Level 3 and above. I'm working on a maximum loot drop per level guide, so that you know whether you've not been sufficiently rewarded from a certain mission.

Q: How do I unlock [XXX] Minigame? What are they good for?

A: Look at the Minigames Section!

Q: I can't complete a certain Mission! It's too hard!

A: Most of the time, it's a combination of incorrect strategy and weak Patapons that is getting you down. Experiment with different units, or go hunting to get new materials to create stronger Patapons.

Q: I can't get the rain to stop on the Search For A Lucky Star level!

A: As explained in the Walkthrough, you need to let one of the Crabs kill any one of your units on this level, pick up the fallen Cap, then complete it. Afterwards, it will RANDOMLY stop raining, so just play on until it clears.

Q: I can't kill the Gold Birds! My weapons deal 0 damage to them!

A: They are invulnerable to Fire Weapons. Use other weapons to kill them.

Q: I want to make Rarepons, but I've filled up my stable with White Patapons already! How do I kill them so that I can new ones?

A: Just go to the army selection screen, press Triangle to edit their weapons, then you will get an option to press Select to retire (ie. squish and kill) that highlighted Patapon. Note, this is irreversible.

Q: Which Rarepons are the best?

A: Generally, assuming you don't have a budget constraint, the Mogyoons give the best bang for your buck. They get insane boosts to many stats, esp. in the Attack department. Barsalas are more expensive than them, but I've yet to discover why Barsalas might be better.

For more in-depth discussion of Army construction, see the Patapon Unit Combinations section.

Q: Well, if Rarepons are better than White Patapons, shouldn't I have all my units as Rarepons?

A: Not really. The largest drawback to Rarepons is that they cannot equip Helms, and are difficult to make. Sometimes it's better to have a few White Patapons equip the various Helms for special boosts, such as the Scorpiton Helm which makes enemies fall asleep.

Q: My Patapon's movement speed value is higher than the rest, so why is he still attacking slower than the rest?

A: The LOWER the movement speed value, the FASTER they attack. It's counter-intuitive, I know.

Q: Does speed matter?

A: Yes! Speed affects two things, Patapons' movement speed and attack speed. The number there is an indication of how many seconds it takes to attack, so just know that the lower the number the better.

Also, slower Patapons eventually move behind the rest, and may not contribute as effectively to battle. They also Retreat slower. This is more pertinent for melee units, though. See the Patapon Unit Combinations section for more tips here.

Q: I just got a Stone and a Banal Branch from a Boss! Yay?

A: NO yay! Reset! Bosses get increasingly tough, so it's really hard to farm

items / materials from them later. As a general rule of thumb, they should drop something really useful (which you can't get elsewhere easily) before you are content. So reset and fight them again!

Note though, that Bosses under Level 5 don't usually drop very good stuff, so don't kill yourself trying to get Level 4 materials or Divine-Godly-Unstoppable-Patapata Weapons from them when they are only Level 2.

Q: So then what is the maximum Level that a Boss can get to?

A: Er. Youtube has a video of this guy killing a Level 40 Gaeen / Dogaeen. I think then the current proven limit is Level 40, though in theory we can keep going higher. Thing is, your Patapons can only be improved so much, so there will come a limit where you can no longer kill the Bosses.

Q: I've completed the game, and everytime I kill the last Boss again the entire friggin' credits roll by again! Is there any way to skip this?

A: No way that I know of so far. I've been pressing every single button in various combinations, but no cigar. Anyone know better?

Q: Is this game on PS3 too?

A: So far, no plans have been announced. My guess is that they will want to keep it on the PSP for a while, so that it's an exclusive game that will help move systems.

Q: How do I know if I've been playing too much Patapon?

A: If your son comes home from school running a temperature, and you tell him to keep it up.

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|                                WALKTHROUGH [000F]                                |  
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STOP!! Before you begin, note that importing a save game from the Demo will give you access to a unique weapon, the Spear Of Protection.

Since the Demo stages are the same as the Full Game's, this walkthrough applies to both the Demo and the Full Game versions.

PROLOGUE

Difficulty: Easy

After selecting New Game and signing the contract, you're treated to a short tutorial mission on gameplay mechanics (if you need further help on this, refer to the previous section.)

Your task is simple: keep advancing across the screen, and your flag-bearer will meet up with other two other stray Yaripons. Together, you guys are going to keep advancing until you find out that you're in a Jurassic Park remake. Yes, that dinosaur is after you, and he's not friendly.

Don't sweat it though, if you keep advancing he's not going to catch up with you. Along the way you'll also catch your first glimpse of the Zigotons, the enemy species to your Patapons. You'll soon see a little pink endpoint - once you reach it, the stage is over. Phew!

If you can't hit or maintain Fever during this stage, don't worry! There's plenty more time to practise!

Interlude

You'll find yourself back in Patapolis, at the village centre. This is your chance to input your name, so please choose a cool moniker, they are going to add the prefix 'Lord' to it after all.

Meden, the only skirted Eyeball in the whole game, is then going to beg you to lead them to hunt for food. She's going to show you the Obelisk, the portal through which you enter the various stages. Use the L and R shoulder buttons to navigate through the village.

Although you can catch a glimpse of other goodies in between the village centre and the Obelisk, you can't really do anything with them yet, so just head out through the Obelisk on your first mission!

Note: Save frequently with the Select button, you'll see why soon enough!

MISSION 1 - Hunting On Patata Plain

Difficulty: Easy

This is the first time you get to equip your army, but since you're a fledgling Patapon tribe there're not many options open to you. Just go ahead and start.

You begin with a quick tutorial on how to attack, so destroy the brick wall to advance. At this point you'll notice a strangely-shaped Totem Pole, but for now we'll just ignore it. Two types of prey populate this level, the cow-like Kacheek and the usually-sleeping-bird Motiti.

For the Motiti, you can't get too close to it, or it'll up and run. You should try to keep at least two advancement-pacings away from it, then hit it with your Yaripons. When the wind is blowing towards the Motiti, you need to be even further away.

Both animals tend to start running away after you first hit them, so try to get close before you start hitting them. Of note in this level are the sparkly daisies, and the red flower in the middle of the stage. When your Patapons hit them, they release Ka-Ching.

You can't target these floral piggy-banks directly, so try to have them in between your Yaripons and the prey. That way, your Yaripons will attack the animals, and the spears will hit them in mid-flight. Items disappear if left too long on the ground, so don't leave them uncollected for too long!

Interlude

Cool! Now you can check out the Altar, a fancy name for your inventory. Note that new items are always flashing, so this way you can keep track of your spoils from war.

You also get to see how much Ka-Ching you currently have. Wonder how much is enough? Well, let's just say that my final army took about 7080 Ka-Ching to produce. =)

Ok there's still not much you can do, so head out out through the Obelisk. You can revisit old hunting grounds, and if you're new to the game I suggest you

go back and hunt a bit more, for both the spoils and the practise.

MISSION 2: Escape From Isolation

Difficulty: Easy

First off, another stone wall for you to pummel though. On the other side lurk Zigotons, but don't worry about them just yet. Once you break through, the various Eyeballs start trash-talking each other, so take this chance to start working up combos towards Fever!

Before long your three lonely Yaripons receive aid, from a godly Tatepon no less! He's the melee character to the ranged Yaripons you have, so you have quite a nice set up so far. He's tricked out with end-game equipment, so he will basically pummel through all the other walls and Zigotons that stand in your way.

See that

bee-hive thingy hanging in the air? It's another Ka-Ching piggy-bank, so try to time your spear attacks to get some extra cash. This stage is pretty good in the loot department, as it is common for the stone walls or the Zigotons to drop loot after they are destroyed.

Ban the Tatepon soon leaves, but not before dropping the Tatepon Memory and other random loot. The Tatepon Memory allows you to create Tatepons, so your Yaripons won't be too lonely after this.

Finally, you see a black tombstone-like thing, and another house. Destroy them both to get to the pink endpoint. Don't get your knickers in a twist if you didn't get god-like drops so far, there's plenty of time left to collect stuff.

Interlude - New Minigame: Tree Minigame! New Unit: Tatepon!

Note, one item that you'll definitely pick up from Mission 2 is the Pakapon Cap. Basically, these Caps allow unique non-combatant Patapons to be 'born', and they populate your Patapolis while providing various Minigames.

(If you can't find the Minigame, just head out to the World Map and return, and you should be able to find it on the extreme left of the Patapolis. There's a delay because Pan the Pakapon is being birthed at the Tree of Life.)

Meden then shows you Mater, the Tree of Life. Here, you can create new units using Ka-Ching and materials.

In a prophetic flash, our female Patapon Meden then talks about a sense of impending doom and 'Crimson blood' (I'm trying my best to refrain from a crass joke here), and you learn that the Zigotons are attacking!

At this point, to make your life easier, I suggest you go hunting until you've got enough materials to create at least 3 Tatepons and 6 Yaripons. I maxed out my army though, cuz I liked crushing my enemies.

If hunting is not giving you the materials you need, like branches or stones, then just keep playing the Tree Minigame. More help on Minigames in the Minigame section.

So yea. When you're ready, head over to...

MISSION 3: Zigotons Strike Back

Difficulty: Medium

Beware! Your Patapons are in grave danger from a well-executed ambush! Ok seriously, you should be able to spot the Zigotons a mile away. Bash through 3 waves of Zigotons, and don't forget the beehive along the way!

The third wave should drop a green flask, get it! That restores your Patapons to full health, and is vital if you don't want to lose any Eyeballs along the way.

Once you're out of the bushes, you will see a pompous, official-looking Zigoton with some fancy headgear come up to your party. He's the mini-boss, but he falls just like the rest, so just hack through him. Destroy the house, and you're free to advance to the endpoint!

By now you should realize that story-levels drop tons of gear. If ever you get extra bits you don't need, just reset and play the level again.

Interlude

Um, there's nothing new going on. So on we go!

MISSION 4: Crack The Zigoton Fort!

Difficulty: Easy

Get past the first stone wall, and you're presented with the first tower in the game! Don't worry too much about the archers on the tower, they can't hit you very well on account of parallex error and their one eyeball.

Concentrate on building up Fever, it will really help you on this stage. Your Tatepons should be holding off the wave of Ziggies, while your Yaripons are spearing them. Then, get up close to the tower and blast away. Once it's down, it should reveal a nice green flask.

Advance a bit further, and Yumipon comes out to help you! He's another tricked-out Patapon, but of the Archer class this time. With him around, getting past the next few waves and buildings should be easy. Get into Fever mode, and Yumipon starts firing Triple shots!

Once you're done looting, Yumipon disappears too, leaving you the Yumipon memory and one random item. You should also have found the Chakachaka Song from one of the structures - the song is a green note on paper thingy.

That's it! Another mission under your belt!

Interlude - New Unit: Yumipon!

Take the chance to start adding Yumipons to your army! So far I'm still using 6 Tatepon 6 Yaripon and 6 Yumipon, all white. Their equipment is only the stuff

I've found from the story levels, no extra grinding yet. If you're having probs though, please feel free to grind your Patapons. Fever is your friend.

MISSION 4: Gong The Hawkeye

Difficulty: Medium

This stage can be tricky if you let the archers and Gong's Tornado attack get you all frustrated and worried! This is your first time seeing Gong, and trust me, he's going to be a royal pain in the ass for many missions to come.

He's probably going to open with a volley of swipes and Tornado attacks, but don't let that bother you. I hope you have all three unit types, the Yaripons, Yumipons and Tatepons!

Focus on getting up close to the other Ziggies to get rid of them first. Ideally, your Tatepons will hold off the Ziggies, while your archers and spear-men lay waste to them from behind. Keep in mind that while Gong and the other enemy archers seem to be having a field day dealing damage to your troops, its not a lot of damage, and you should be fine.

Midstage you encounter a Patapon trapped in a cage, as Gong taunts you from the other side. Just keep your cool, destroy the cage, then press on. You're get to another tower, the destruction of which will give you a health potion.

Don't let your guard down! A final wave of enemies come by, and if you're already in Fever you should be able to defeat them quickly. Gong then runs away! The scamp. You can't really catch him or kill him at this stage, so just let him go.

One of your loot items will be a Blank Map, don't worry you can't miss it!

Interlude

I suggest that you still don't have a full army, now would be a good time to get one! Remember that Blank Map we found? It's a signpost to the next Mission, and here we're going to face off with our first Boss!

MISSION 5: Ancestral Guardian - New Song: Defense!

Difficulty: Medium

Begin this stage and the first thing you'll note is the black tombstone nearby. Hopefully by now you have already associated black tombstones with goodies, so just head over and beat it up. Lo and behold! Chaka Drum!

Cue another short tutorial where you get to learn how to Defend, finally putting that Chaka song you found a while back to good use. And you're going to need it, the next boss coming up is pretty tough without the Defense song!

Just a bit further, and you'll see a familiar face / visage / ugly dinosaur mug! It's Dodonga from the beginning, and this time it's a proper showdown.

|BOSS FIGHT: Dodonga Lvl. 1|

Dodonga has three main attacks: (1) Fire Breathing, (2) Head Butt, and (3) Gobble Gobble Attack. Ok so those are my own names, but it's important to tell the difference between his attacks!

The strategy is simple: anticipate his attacks and react accordingly, while just pummeling him with whatever you've got at other times. Now, we'll look at what attacks he has.

For (1), Dodonga will rear himself up to full height and tilt his head back.
For (2), Dodonga will crouch and lower his head - crucially, his head is held parallel to the ground.
For (3), Dodonga will crouch too, but this time his head is tilted downwards towards your forces.

To counter:

- (1) --> start prepping your Defense song! Your Patapons still take damage from the fire blasts, but it's much reduced.
- (2) --> just defend because you will still mete out some damage. Later on, when you refight him, use the Retreat Song if you have it.
- (3) --> see below:

At this point you can't really do anything about (3), and your best bet is just to defend. Hopefully Hatapon (your flag-bearer) is some distance from Dodonga, such that when you defend everyone retreats a little, so that you're out of his reach. When he gobbles you, your units die immediately! The good news is that gobbled units still drop their Caps, so you can revive them for free later.

Another tip for this battle: Maintain Fever, and try to attack him from as far away as possible! That means NOT advancing right up next to him. You're going to want to do as much damage with your Yaripons and Yumipons as possible. That means that if Dodonga retreats and you're chasing him, watch your Yumipons, because once they get in attack range their eyes become frowny, and that's when you know you can start your Attack song!

I was super lucky my first time killing Dodonga! I got a Tytanium and a Super Cedar! Woot! Mogyoon Rarepon I choose you!

Interlude

Feeling pretty good now, eh, seeing that Dodonga head cooking in the stew pot in Patapolis! Not much else is unlocked now, Meden only says that you need to cross the desert, but that you might need to unlock the secret of Patata plain.

And she's right! If you tried to go to the next story stage now, there's no way you can beat it! You'll just get to this desert-y part and you get to see your Patapons fry. I myself spent a frustrated hour trying to figure out what was wrong.

Remember, when you're stuck, Meden often offers little clues that help. So now, head for the first Patata Plain hunting stage!

MISSION 6A: Patata Plain

Difficulty: Easy

This two missions are interlinked, hence the different numbering system. Remember how when you first came here you saw a Totem Pole with Sony Controller

Buttons inconspicuously hidden on it? Well, now you can actually interact with the Totem Pole!

Just walk up to the thing, and hit Triangle Circle Triangle Circle a couple of times. It should elongate and spit out a Bent Compass! That's all you need from this stage, so quickly complete it.

MISSION 6B: Miracle of Lostdon

Difficulty: Medium

With the Bent Compass, it will open up a new map, the Miracle of Lostdon! This is where you need to go before the Desert stage, so head on over. Once the stage begins you'll see another black tombstone, destroy it and you'll find the Don Drum!

Enjoy the brief tutorial teaching you where the Don Drum is mapped to (wow!). But the stage isn't over! Say hello to Majidonga, Dodonga's uglier cousin!

|BOSS FIGHT: Majidonga Lvl. 1|

Majidonga has the same three attacks as Dodonga, namely (1) Fire Breathing, (2) Head Butt, and (3) Gobble Gobble Attack. Although (1) and (2) are basically the same, (3) is more nasty!

Majidonga's Gobble Gobble Attack actually destroys your Patapon completely, thus you can't even retrieve the Cap to revive him! Try your darndest best to avoid this sucker of an attack! I suggest though if you lose any of your Rarepons to this attack, just reset the game. At least, that's what I would do.

Otherwise Majidonga's not that different from Dodonga, other than him having slightly more health and dropping slightly better stuff on average. Kill him to get the Rain Miracle! Usually, you get an Ice Shield too! Niceee.

If you have problems with him, I suggest getting stronger Yumipons, because once they hit Fever they get Triple Attacks. Thus, if say you get a Mogyoon Yumipon like I did, in Fever he's dealing three attacks of about 40-70 damage per round!

If you can't afford Mogyoons now on account of the materials, try to go for either the Gekolos or Tikulee Yumipons. No point in them having more defense as a Mofeel, or stability / movement as Pykola, since they are usually in the back anyway. You want powerful Yumipons! More on this in the Patapon Unit Combinations section!

Interlude

It's pretty cool, eh, to see your various fallen foes cooking in the stew pots? Hunt a bit more or something, the next battle is going to be tough! And don't forget to equip the Rain Miracle before you start the next battle!

MISSION 7: Desert Crossing

Difficulty: Hard, *&@)##* hard

If this is your first play-through, don't worry, it's NORMAL to get frustrated with the stupid Rain Miracle. The stage opens with a short tutorial on the Rain Miracle, and personally I took over 40 minutes to get the bloody thing going.

The idea is not to rush the X-XX-XX once you get Fever. As a tip, notice how there is a flashing outline around the border of the screen? That's when you're normally supposed to hit your buttons, so for the double taps, just hit them when the border flashes, in a steady rhythm.

I can't describe it very well, it just comes down to practice I guess. All the best! Getting Fever up is a bitch, I know!

Anyways, once you perform the Miracle, there's a series of beats you have to do with Pon. I surmise that the more combos you do here, the longer the Miracle lasts, and trust me you want that for this stage.

Head on out, and you'll see a curious looking purple Kacheek (amongst other new Brown Kacheeks) that morphs into a snail after you hit it. It's hard to kill it now, since you are likely to lack the firepower, but don't worry. We'll leave it for later when you can unlock a Minigame with killing it =)

Kill the various Ziggies that stand in your way, and after a bit you reach a Sign Post that warns you about the dangers of the desert. Don't go past the Sign without it Raining! Everyone will toast quickly!

Stay here and keep doing the Defense Song until you reach Fever, perform the Miracle, then move on. You'll encounter about 6 to 7 stone blocks, so just march up to them and destroy them. Keep in mind, you have to be nimble here, because you want to hit Fever again ASAP.

This is because one Rain Miracle is not going to last you through the entire desert! The rain will run out on you sometime during your third or fourth rock, so you wanna be in Fever to summon another Rain Miracle. Two Miracles are good enough to last you through the stony bits of the desert!

Once you pass the final stone block, there's not need for any more Rain, because the hot bits are over! Yay! Congrats! This was my most hated stage for a long time! You'll see a final house, so just break through it and you're done!

Interlude

Once you're safely back, Meden's assistant runs in to inform everyone that ziggies are in Dodon Basin, and they need to find a way to repel them. Before you head on to the next story mission, there's a new hunting ground available!

It's the Creatures Of The Sand stage, and here you can hunt Brown Kacheeks and Pink Motitis. Pink Motitis give you Tender Meat, but there's not a lot of Ka-Ching on this stage as compared to the first one, so come here only if you need the materials.

More importantly, this stage also yields the Cap needed to unlock the Flower Minigame, and so we'll take a little jaunt to unlock this before we go on to the next story mission.

MISSION 8: Creatures Of The Sand

First thing you gotta do is work up a Fever, and then invoke the Rain Miracle.

Don't worry about how long it's going to last - after it's raining, just advance a bit and you should spot the Purple Snail which eluded you earlier!

Being in Fever and having fire weapons helps you kill it faster, if that's where you're having problems. It should drop the Zakpon Cap once it's dead, and you're done with the stage!

UPDATE: Reader Tiny Wight writes to say that there's a hidden piggy bank on this stage. In order to trigger it, about 3/4 of the way through the stage, use the Rain Miracle and a flower will pop up. You apparently can attack it even without any enemies around, and it will yield lots of Ka-Ching! Note though, that the amount of money you receive from this seems to be dependent on how on in the game you are - the further on you are, the less money it yields. Heck, it's free money!

Interlude - New Minigame: Flower Minigame!

Head over to Mater the Tree of Life to watch your Patapons bury the new Cap. Wait a bit, and Zakpon will spring to life, and take his place by the wilted Flower to the left of the Bon Bon Tree.

Note though, at this point playing the Minigame has no immediate benefits, for the Vegetable materials that the game yields cannot be utilized until later, so you can take your time about this Minigame. You can start stocking up if you're the sort to get OCDs about this sorta thing, though.

MISSION 9: Zigotons Attack

Difficulty: Medium

There are three main waves of Ziggies on this level, but what makes it slightly tougher than previous battles is that they now have Calvary! It's their version of the Kibapons, which you will get soon too.

Their Kibapons have the disturbing effect of Knock Back, which basically throws your front line troops a short distance back. I countered with brute force, simply spamming Fever attacks with my army, though my sole Mogyoon Yumipon helped very nicely.

I've heard of how other people prefer to time a Defense Song, such that the Kibapons' attack is largely neutralized, before they relaunch an attack. It's quite dicey predicting their attacks though, so I just spam Fever attacks, but it's really up to your playing style.

After the second wave is over, you're treated to a nice potion, so that's good! You're eventually finish off most of the Ziggies, but there's a bunch that runs away and I haven't been able to catch them. Let me know if you manage to kill them, I'm curious as to whether they drop good stuff.

You'll then reach a house, so just destroy it and you're done! Hope you managed to pick up some good loot!

Interlude

Meden informs you that there's a new memory of a hero that's been captured by an enemy! Excited about getting a new unit soon? Head on out!

MISSION 10: Desert Behemoth

Difficulty: Medium

|BOSS FIGHT: King Zaknel Lvl. 1|

Just for your information, I'm still using one Mogyoon Yumipon, with the rest being just normal white Patapons. I'll notify you once I change my army, so that you can get an idea of how hard I found the missions too.

King Zaknel has three main attacks: (1) Fire Breathing, (2) Head Slam, and (3) Spoilt Child Attack. You'll see what I mean when he does Attack (3). The strategy is the same: anticipate and react accordingly.

For (1), Zaknel will rear himself up into a S-shape, with his tail almost touching his head.

For (2), Zaknel will try to stand up straight, and this time he will rise higher with his tail closer to the ground.

For (3), you don't get much reaction time, because he just stretches out flat on the ground, ready to start thrashing around.

To counter:

(1) --> Just defend and you should be fine.

(2) --> The best you can do now is defend too, and hope that whilst defending your troops retreat past his attack zone (which is rather limited).

(3) --> This attack spans the entire stage, so no matter where you are, once he starts thrashing just Defend!

By now you should have realized that if you deal enough damage to bosses, they are momentarily stunned and their current actions are cancelled. I've seen how people on Youtube like to focus exclusively on Attacking, continually stunning bosses so they don't get a chance to respond, but it really depends on how powerful your army is now.

Patience is the key, so don't rush it if you can't deal enough damage now! Learn to recognize the attacks and defend, that will really save your Patapons from lots of damage. Played well, at the end of this stage all your units should still be in green health.

When defeated, Zaknel will drop the Memory of Kibapon! Yay for new units! Note too, that while it's thought that only higher level Bosses drop Level 4 materials, I've gotten Mytheerial from a mere Level 2 King Zaknel! I think it's just a matter of probabilities, then.

Interlude - New Unit: Kibapon!

Meden informs you that there's an oasis that's the centre of a tussle between the Patapons and the Zigatons now, so that's where you're headed next. You have the opportunity to create Kibapons now, although there are no new Minigames.

More on Kibapons and their strengths in the Patapon Unit Combinations Section. I managed the next stage without them, but take your time to experiment with them. Take note though, Kibapons are as good for hunting as a blindfold is for driving.

MISSION 11: Battle For The Oasis

Difficulty: Medium

It's dicey on this stage because without constant Fever, I find that my units start dying. My suggestion is to really start exploring the Rarepons now, and to find out which suit your playing style. As a quick guide, I suggest using Gekolos or Tikulee units, with at least one Rarepon for your Tatepons so they can better withstand damage, and another in your Yumipons for damage.

In any case you begin the stage with a bit of trash talk between the two armies, and then you have to plow through a series of stone walls, towers, and stones. Again, keep your cool, they're not dealing as much damage to you as you think!

There are about 4 waves of enemies on this stage, and they tend to stop your advancement with Tatepons whilst firing on you. I suggest getting up as close as possible, then allow your Yumipons and Yaripons to attack them. It's a useful strategy once you get the hang of it.

There's no life potion on this stage though, I suspect the game is trying to get you to use the new Kibapon units because they are great for breaking through enemy Tatepon defenses. But I don't like them, and I survived, so power to the gamer.

Seriously though, use the Kibapons to see if you have an easier time. Note that the Kibapons are much, much better in Fever than when they are out of it.

Interlude

Meden, who is very slightly getting on my nerves with her whining now, tells you that General Gong is angry about recent developments, and needs you to handle matters for her. In normal layman speak, that means to 'kick his ass'.

No new Minigames! So pump all you need to, then head on out!

MISSION 12: Gong Returns

Difficulty: Hard

The stage begins with Gong pleading with you to stop the Patapons, and this was the first time I actually got guilty about the destruction my lovely little Eyeballs were causing. Take this time to build up Fever!

Once Gong is done talking, he engages you in battle, and other units come up to aid him. He's got two attacks of note, one is a Tornado thing that causes minor damage and disrupts your current action, and another is a Ground Smash that throws everyone to the ground.

Defeat the first wave, and he'll happily retreat, skipping over rocks which you have to tediously break down later. A second wave pops out from the bushes, and barely after you defeat this wave does a new unit make his appearance - the Dekapon!

He's this big menacing thing with a stick, and while he does deal quite a bit of damage and has high health, he's not invincible. Take him down, finish up the remaining waves, and Gong runs away! Stage done!

I had a lot of problems with this stage, mainly because my units kept dying

and there's a lack of potions too. I suggest keeping in Fever mode and using Rarepons, they will make your life much easier. If you're good at Fever, use Kibapons, they really help smash a path through the enemies.

Interlude

When you're back, you discover a voice of dissent amongst the Patapons. It seems as if not everyone is very sure about their overall goal, or even the morality of their actions.

Kinda like bombing a city and then wondering if you should have just asked for what you wanted nicely first, but hey, they are your Patapons so you gotta love them unconditionally.

As your parents do to you.

Hopefully.

Ziggies are attacking the Basin again, so it's you to the rescue!

MISSION 13: Zigatons Attack Again?!

Difficulty: Medium

This stage certainly isn't a walk in the park. You're up against 3 waves of Ziggies, the latter 2 of which will include 2 Kibapons and 1 Dekapon each. Make sure that your units are well-equipped - as a general rule, if more than 4 of your units die during the course of the stage, your units are either weak or you're employing the wrong tactics.

A health potion will only present itself after the second wave, so try your best not to lose any units until then. I tried spamming Fever attacks against the Kibapons, and while it works, it may be more efficient to defend against them and allow your ranged attackers to take them out.

Finally, some units from the 3rd wave will run away instead of staying to fight the good fight. Don't worry about them, it's not going to affect your loot drops much.

Interlude

Meden frets about there never being peace for the Patapons, and contemplates some grander plan in order to ensure everyone's (not the Zigatons', for sure) safety.

Meanwhile, there's another hunting level open to you, so we'll go on and check out the Desert Paradise stage!

MISSION 14A: Desert Paradise

Difficulty: Easy

Remember, this is a hunting stage, so leave your Kibapons and Tatepons at home. Advance along and you'll soon see a Pink Motiti, otherwise known as the Momoti. He's flighty, so work up a Fever and attack with Yumipons from afar. He'll grudgingly drop the Dusty Crystal, which is your key to the next Ruins / Boss.

Elsewhere on the level, you'll also encounter a beetle-like Kacheek, who will not take your intrusions lying down. He's not much of a threat though, and after you put him down he will leave behind a Kimpon Cap, which will unlock the next Minigame back home in Patapolis.

That's it for this stage, so finish it up quickly. A new Minigame beckons!

MISSION 14B: Guardian Of Knell - New Song: Retreat Song!

Difficulty: Hard

|BOSS FIGHT: Great Dokaknel Lvl. 1|

In case you're wondering, this stage was unlocked the moment you found the Dusty Crystal from the previous Desert Paradise hunting stage.

Another black tombstone, another song for your Patapons. This time, it's the Retreat Song, which is a truly important addition to your arsenal. Practise it for a bit, work up a Fever, then move on.

A bit further on, say hello to King Zaknel's upgrade, Dokaknel. The good thing is that both Worm Bosses essentially behave the same way, and the bad thing is that this one has slightly higher HP and attack power.

As a quick summary:

- (1) Fire Breathing --> rears up into an S-shape, tail touching head
- (2) Head Slam --> rears up straight(er)
- (3) Spoilt Child Attack --> sprawls out flat on ground, begins to arch

I wonder if my eyes are deceiving me, but it seems as if this Worm's number (2) attack, the Head Slam, seems to be faster than that of King Zaknel's. This means that you have less time to goof off on the timing when he sidles up to your army.

It's almost as if the game is forcing you to use the Retreat Song (yessss I know it's technically called the Ponpata Song but damned if I want to be clearer). Retreating is a good maneuver if you can pull it off - you completely avoid any damage at all, which is crucial when you refight the Bosses at higher levels.

If you have problems clearing Dokaknel, or if a single Head Slam of his wipes out your party, you might want to consider fighting the easier bosses in order to unlock a few Rarepons to help you out. My party for this battle was: 2 Mogyoon Yumipons, 1 Tikulee Yaripon, 1 Tikulee Tatepon, the rest being the plain White ones.

Note, Dokaknel randomly drops the unique Spear, Dokaknel's Fang. It's a pretty good Spear, and although I only got mine at Level 8, there have been people on the forum boards who report having gotten it much earlier, so it's really the luck of the draw I guess.

MISSION 14C: Convoy Escort

Difficulty: Medium

After you finish the sidequests, head over here to continue your next story mission. Turns out that Meden's plan is to construct a fort of your own, to protect the growing Patapon tribe.

In order to do this, you need to escort a convoy cart to the end of the level. Thus, you need to cut a path through enemy Zigotons. You'll be facing about 4 - 5 waves of Zigotons, but they won't present too much of a problem to you.

If you're having problems, it's probably because you can't bash through the enemy Tatepons fast enough, such that their Yumipons have enough time to fire on your convoy cart.

To combat this, bring along Kibapons and stay in Fever: they will knock back front-line enemies, so then quickly Advance, and engage the enemy Yumipons. If you're still too slow, upgrade your weapons!

Interlude - New Minigame: Mountain Minigame!

The Mountain Minigame is unlocked, and if you think it's going to be as easy as the Tree one, get ready for a big shock. I almost broke my PSP out of frustration from this Minigame (and admittedly, from many other moments in Patapon), so save your game before you squander all your resources trying to develop a sense of rhythm.

Meanwhile, Meden reports that the Zigaton castle has been discovered, and that she fears for the future of the Patapons. In other words, she's asking very subtly that we go ahead and demolish the Zigaton base. Being nice, we shall oblige.

MISSION 15: Despair

Difficulty: Near Impossible!

I think this stage can't be completed with any army you can muster at this point, but you're free to go ahead and try. Quickly take out the three towers that you come across, along with the accompanying Ziggies, and you'll get an idea of what I'm talking about.

After the 3rd tower, you're reach an open space, and the background changes to an ominous orange-castle backdrop. Warmly welcoming you is a bunch of well-equipped Ziggies, and if you manage to defeat them, you'll discover a very well defended fort, indeed.

Four reasons why your Patapons are quickly decimated here: (1) there's a plank from which rocks roll off, crushing advancing Patapons, (2) there's a spiked clamp which squishes any Patapon who dodges the rock trap, (3) there's spikes coming out of the wall which deals insane damage, and (4) the Ziggies you just defeated keep respawning.

I tried. And I failed. But it's ok, the game wants you to fail. Either fight to the last Eyeball, or just retire from the mission after you reach the fort. Also, reader rhyfe2002 verifies that if you were to start this mission and quit immediately, it triggers the story event just as well, but I would still advise you to play through to the fort so that you can see what defenses lie in store for you.

UPDATE: The impossible's been done! Reader Muobman has actually managed to beat this stage, and confirms that if you do beat this stage the Catapult Mission

disappears, so your next stage is Mission 17 and Mission 18 doesn't trigger.

This is how he did it, and once again thanks Muobman!

| 2 Pykola Tatepons - Sleep sword + Ice shield, Steel Axe + Steel Shield |
| 1 Normal Tatepon - Wind Helm + Steel Axe + Iron Shield |
| 1 Gekolos Tatepon - Iron Sword + Wood Shield |
| 1 Mofeel Tatepon - Tin Axe + Wood Shield |
| |
| 1 Mofeel Yaripon - Wooden Spear |
| 1 Gekolos Yaripon - Scorching Spear |
| 4 Normal Yaripons - 2 x Steel Helm + Iron Spear, Steel Helm + Steel Spear, |
| | Wind Helm + Steel Spear |
| |
| 2 Mogyoon Yumipons - Steel Bow, Flame Bow |
| 1 Tikulee Yumipon - Steel Bow |
| 3 Gekolos Yumipons - 3 x Steel Bow |
| |
| I tried to stay away from the defenses, but the Tatepons all suicided, in the |
| end it was luck that really decided it, as my last Yumipon faced their |
| Yumitons, and I won by moving closer so they overshot, and then repeatedly |
| defended so my attack was shorter range so I took them out. What happened |
| after was that the new hunting stage and attack on Dekapon tower just |
| magically became available and, as you say, the catapult stage was skipped |
| entirely. I ended up keeping a save just after it and actually doing the |
| catapult stage in the end, simply for the extra loot, but I can confirm that |
| it IS possible, but only just. |

Interlude

Upon retiring from the mission, you spot Meden, and she quickly apologizes for the failed mission. Just then, Meden's assistant appears, and informs both of you that they've spotted a Catapult they may be able to use.

(This is the turning point. The turning point at which I start to believe that my chosen prophet, Priestess Meden, is a doofus in a skirt.)

Meden then demonstrates sublime wit and insight in the way she assesses the importance of the aforementioned Catapult. Seriously. Well, all this is a big enough hint for your next mission, yes?

MISSION 16: Ray Of Hope

Difficulty: Easy

Once the stage begins, you'll see that a stone wall separates you from the Catapult. Quickly bring the wall down, and push back the Ziggies to seize control of it. To ensure that you don't inadvertantly destroy the Catapult yourself, leave your Yumipons at home. Kibapons, Tatepons and Yaripons are a good combination for this stage.

Once you touch the Catapult, it will defect to your side, and while you can't really count on its firing rate or accuracy, it deals an awesome punch to whatever it does hit. Watch those towers fall oh-so-fast!

Ensure that you're always ahead of the Catapult, because in a badly-played game the Ziggies can deal enough damage to your Catapult to destroy it.

You're going to go through 2 towers, rocks, and then a 3rd tower manned by enemy Archers. In total you'll face off about 4 - 5 waves of Ziggies, but in Fever mode you'll make short work of them.

Finish up the final tower, then end the stage. Make sure you're getting useful non-repeat items from these story stages! I got a couple of flame weapons from this stage alone.

Interlude

Now, after going to such lengths to secure the Catapult, Meden asks what it is for. Her assistant rushes to explain that it is exactly what you need to take down the fort from a few stages ago...

... don't you feel like reaching down, squishing Meden and promoting her assistant? I know I felt that way. =)

Another hunting stage is open to you now, and while we don't need to rush to it now, I find that the Tailwind Miracle you receive from it is pretty useful for the next story mission, so it's there we shall go now!

Mission 17: World Of Ooze

Difficulty: Easy

Watch out for lightning bolts, they hit you for minimal damage and interrupt your current action. Ok fine you can't really watch out / avoid them, but just thought you should be aware of the inclement weather here.

Advance slowly, and you should spot a Gold Bird, the Motsitsi. Kill it with a Fevered Yumipon / Yaripon attack from a distance away, and it should drop the Tailwind Miracle. If I'm not wrong, *this* Gold Bird is susceptible to Fire Weapons, so there's no need to fiddle with your inventory. If I'm wrong, then just swap out Fire Weapons for normal ones.

Further on, you'll see Crabs too. Don't get too close to them, their pincer attack really stings! The Crabs drop Metal materials, and the first one drops the Gashapon Cap, which is the link to the Cooking Minigame.

Come back when you have time to hunt the Gold Birds, since they drop Mystery Meat, a Level 4 material. Since this is a relatively replenishable stock of materials, it should go a long way towards building a nice stable of Rarepons.

UPDATE: Reader Holygrunt has written in to let me know that there's a way to temporarily stop lightning bolts. Basically, just do a Rain Miracle, and there won't be any lightning for the first few bits afterwards. Though, take note, as your Patapons improve the damage from the lightning is minimal, and you'll find it better to maintain Fever.

Interlude - New Minigame: Cooking Minigame!

With the Gashapon Cap, you have a new Minigame unlocked! Remember the Vegetable materials you were stocking up earlier? Now's your chance to use them to create a variety of Stews.

The good thing about Stews is that you can equip them prior to missions, and they boost your Patapons' health and other stats by different amounts. The

Divine Stew even grants all your Patapons Fire-Based attacks! Equip them in the slot above where you equip Miracles.

I suggest that you take some time out to cook up a few Stews for any battles that you might find hard later. It really makes all the difference for some of the harder Boss / Story battles.

For the next mission, you technically can survive without the Tailwind Miracle, but I find it makes your life much easier, so pack it along with you!

MISSION 18: Door Of Promise

Difficulty: Hard

This is basically the earlier Despair stage, but with a much cheerier and brighter sounding name! You begin with your trusty Catapult at your back, and you'll be glad for it.

As with the Despair stage, bash through the first 2 towers, and before you demolish the 3rd tower, invoke the Tailwind Miracle (ensure first that there are no items around you want to pick up - they disappear once the song is over).

Then, after you destroy the 3rd tower and face off with the Ziggies over that little open space, you'll find that enemy arrows from the Fort are no longer as effective against you. What I like to do then is advance to the front of the Fort, and then spam my ranged attacks from a safe distance.

The Tailwind Miracle ensures that your arrows hit the Fort, but more importantly, that you and your Catapult aren't pulverized by enemy fire. This is when your Catapult really shines - watch as it pummels the various Fort defenses into oblivion.

If your front units are still getting hit by the Fort defenses, stay where you are and just Defend - your Yumipons and Yaripons will still fire, albeit at a decreased rate. This part of the timing is tricky, because you might even have to fend off another round of Ziggies.

You're just buying time for your Catapult to take down some of the defenses, to allow you to go in and mop up. Usually, if your Yumipons / Yaripons are strong enough, their might combined with that of the Catapult's is enough to bring it down veyr quickly.

This is a hard stage, so if you keep getting your units killed by sending them in too early, or you can't seem to bring down the Fort, just keep trying again. Practice makes perfect!

Interlude - New Minigame: Chef Minigame!

You learn that the Catapult has broken down, although you can swear that you protected it very well. Maybe Meden was in charge of maintenance, who knows.

Meden and her very trusty assistant tell you about the Dekaton tower, and they subtly hint that you're going to need the Tailwind Miracle with you again, so pack it along!

MISSION 19: Battle! Bachikoi Fort

Difficulty: Easy

From the outset, Fever up and invoke the Tailwind Miracle - there's no other way to get the wind to stop blowing against you, and you'll soon find out why. Quickly work your way through the first 2 towers, and you'll then reach a huge Windmill protected by barricades.

It seems as if the Windmill is the structure responsible for causing the unfavourable winds, so you need to take it down. Right about now your Tailwind Miracle should be winding down (hurhurhur), so unleash another Miracle. Work your way through the barricades, Ziggy Dekapon and other miscellaneous Ziggies, and presto the stage is over!

The main difficulty I had with this stage is building Fever to unleash the Miracle, but if you're good in that department, this stage should be a breeze (ok ok no more bad puns I promise).

If you're wondering, I'm still using 2 Mogyoon Yumipons, 1 Tikulee Yaripon, 1 Tikulee Tatepon (the rest are White), and this stage was still very doable.

Interlude

Meden brings it to your attention that her spider sense is tingling, and that there's a another Patapon Memory nearby, so head on out to find it!

MISSION 20: Lord Of The Mountains

Difficulty: Easy

|BOSS FIGHT: Gaeen Lvl. 1 |

I don't know about you, but I absolutely love the Boss designs. This one looks like it came straight out of Shadow of the Colussus for the PS2, sized down for the PSP. Though it looks like a frog when it's sleeping.

Gaeen has three main attacks: (1) Overhead Crush, (2) Toss Up Attack, and (3) Laser Eye Attack / Better Than Sharingan Attack.

For (1), Gaeen will raise his hands above his head, and seriously, any kid can tell you what's to come.

For (2), Gaeen cups his hands on the ground in front of him, then rushes forward and flings up any nearby Patapons.

For (3), Gaeen will stand up ramrod straight, and start powering up while his eyes flash nastily.

To counter:

(1) --> Either Retreat or Defend. Easy attack to avoid.

(2) --> Try to Retreat, but sometimes your front units are trapped behind his hands, such that when everyone else Retreats they are stuck there. In such a situation, just Defend, it's your next best alternative.

(3) --> Just Defend, damage is minimal despite my name for the attack.

This Boss is much easier than the previous ones (at this level at least), because of his larger exposed surface area and relative slowness. This means that more of your Yumipon arrow attacks connect, and it's easier to take him down.

When defeated, Gaeen drops Dekapon's Memory. Note, he drops a unique weapon, Gaeen's Horn for the Megapons, at higher levels. (I got mine when he was Level 8, but I hear you can get it earlier)

Interlude - New Unit: Dekapon!

I personally finished the game without using Dekapons at all. Once I'm done with this walkthrough, I'll experiment with them a bit more to find out just what they are good for. In any case I saved my materials for Megapons, after hearing about how good they are.

If you're good at using Dekapons let me know how you utilize them!

Rest up, there's a tough battle ahead! Take the time to pump your Patapons a little!

MISSION 21: Legendary Night Sky

Difficulty: Hard

At the beginning, Gong will be perched on some ledge (how did he get up there?) as he delivers a moving speech. Take this time to Fever up! He then challenges you to a duel: whoever bashes through 4 rocks first to rescue / kill a Patapon prisoner wins!

The camera swings over to General Gong as he makes a show of attacking the rocks on his side. It then pans back to you, so off you go! Advance to your side of the rocks and bash your way through. Note, the camera will swing away again, so if you're already in Fever, as a rule of thumb Advance once for every two Attacks you make.

(Interestingly enough, I replayed this mission and noticed something:

Gong destroys the rocks at the exact same rate as you do! This is to ensure the Dramatic Moment, when both your army and Gong reach the prisoner at the exact same moment. Once, I destroyed all four rocks at the same time, and Gong did the exact same thing! Pretty cool to watch.)

Once you're at the centre, break the cage to set the hapless Patapon free. This is where the real challenge begins.

The thing is, Gong's reinforcements come along, so behind him stands a stable of Yaripons with Fire Spears. You CAN'T kill Gong at this point, so what you need to do is defeat all his reinforcements.

To do this, I invoked the Tailwind Miracle, and kept Gong at bay with my Tatepons. My Yaripons and Yumipons then fired on the reinforcements, with both the Attack and Defend Songs depending on how much I was missing the enemies by. Just to be 100% clear, this is because arrows / spears fired with an Attack Song fly at different heights as compared to the Defend Song, so use the appropriate Song for the occasion.

I admit, this is a pretty tough mission. I experimented with Kibapons and Dekapons, but neither seemed to hold up as well as the Tatepons did. Once you kill them all, Gong will retreat, and this challenging mission will end. Part of your loot includes the Broken Sign, which will point you towards your next Ruins.

Extra Tip! Reader Ghianluca wrote to inform me that he had a different strategy for this Mission. Apparently, after saving the prisoner, keep Retreating and only Gong will follow you! This means you get to kill him first, then deal with the reinforcements separately later! I've not tried this out myself, so do give it a try. When I manage to verify it I'll say so here! Thanks, Ghianluca!

Interlude

You return to Patapolis to discover that Meden has been kidnapped. I know, the foremost question on your mind is whether we can skip saving her!?! You can't, sorry.

But no one said we had to do it immediately. Maybe her ordeal will do her some good, so we'll concentrate on other matters for now.

Two things of note: one is a new hunting ground, and the other is the Ruins that was unlocked by the Broken Sign. We'll head over to the hunting ground first since it unlocks tons of Ka-Ching + an important Minigame. After that we'll pay a visit to the new Boss and see what booty he has for us.

And then maybe after that we'll go save Meden. As you can see, I'm not overly worried about her.

MISSION 22A: Search For A Lucky Star

Difficulty: Easy

The big secret about this stage is that you're, well, on a search for a lucky star, but it won't appear when it rains. How do we get it to stop, then?

Did you spot the clue embedded in the description of this stage? Yeap, it seems that if you want to get it to stop raining, you're going to have one of your Patapon army sacrifice himself (why not Meden?). Not to worry, it's not a permanent sacrifice.

First off, equip a few of your Yaripons with the most basic gear, such that they are returned to their original 100 HP. This is to help them accomplish the act of self-sacrifice more easily.

During the stage, you should see a couple of Pink Birds, clear them out of your way. What you're looking for is the Crab. Hurt him a little to draw out his Crabby form, then sidle up and wait for him to use his pincer attack on you. After he kills any unit, PICK UP THE CAP, then kill the Crab and finish the level.

Afterwards, the rain on this stage will RANDOMLY stop. Yes, that's right, RANDOMLY. I've experimented, and sometimes it stops the very next stage after I sacrificed my Patapons, but sometimes it takes up to 15 (FIFTEEN) other battles / stages to occur before the rain stops. So don't get discouraged, just go off and fight a boss or two. Just check back every time you come to the World Map.

(If you're insecure, and worry about whether you did the Eyeball Sacrifice properly, feel free to go back and repeat it until you are very, very, VERY sure you saw that Patapon DIEEEEE in all his glory.)

When the rain stops, head back into the stage, and then DE-EQUIP your Fire-

Based weapons. This is because a Gold Bird you'll find on this stage is invulnerable to fire attacks. Once the stage begins, you'll spot only two animals, a Piccheek and a Gold Bird sleeping next to it.

The Gold Bird has low HP, so it shouldn't take more than a couple of shots to get it down. The Piccheek isn't much of a challenge either, and when it sputters it coughs up a very interesting prize... Hoshipon!

Yeap, Hoshipon's the Star that got swallowed by Piccheek. Note! When Hoshipon first flies out, there's tons of moolah all over the shop, but don't get moving just yet! Advance and Hoshipon will think you're not interested in what he's saying, and he will fly off!

What you should do, is simply wait for Hoshipon to continue his riveting tale. Advance only once per speech bubble that Hoshipon delivers. If Hoshipon accuses you of not listening, stop advancing, and just wait him out. Eventually, he will deign to reward you with a prize! Only then is it safe to advance to collect all the Ka-Ching!

The first time you do this whole routine, Hoshipon gives you the Black Star, which points you to the Claws of Guchoppa Ruins. You would have thought Hoshipon would have learnt his lesson...

...but you can actually keep repeating this process for Ka-Ching and another prize. NO, you DO NOT need to sacrifice another Patapon again. Just wait a couple of rounds, and this time round Hoshipon will yield the Kampon Cap, which unlocks the Smith Minigame!

You can repeat this ad nauseum, but Hoshipon doesn't drop any other goodies after he gives you the Kampon Cap. He should stock up on brains instead of presents, and just friggin avoid being eaten again by the Piccheek, sheesh. This star's as good as eluding predators as the ones in Mario, it seems.

UPDATE: Reader Soldier9647 writes that in his playthrough, he did not need to sacrifice any units and the rain clearing up was still triggered. All he did was to clear the stage normally, and the rain cleared randomly after that. I tried to replicate this on my third playthrough, but I grew slightly crazed trying to make the rain clear up on its own, so I can't really verify it. Thanks anyway for the tip, Soldier9647!

MISSION 22B: Claws of Guchoppa Ruins (From Black Star)

Difficulty: Medium

|BOSS FIGHT: Cioking Lvl. 1 |

Cioking has three main attacks: (1) Bubble Power, (2) Pincer Smash, and (3) Overhead Pincer Grab (I ran out of pseudo-witty names).

For (1), he will lean backwards and snap his pincers menacingly, and then release a stream of bubbles that deal minimal damage. Note! His pincers open and close AT THE EXACT SAME TIME.

For (2), he will do a similar stance as in (1), his pincers will NOT open and close at the exact same time! They no longer open and close in sync! For this Attack he smashes his pincer down in front of him for heavy damage.

For (3), he will arch over the ground in front of him, and any units he scoops

up will be thrown away / KO'ed permanently.

To counter:

- (1) --> Just keep attacking! The bubbles do put you to sleep, but they cause minimal damage!
- (2) --> Retreat! Or Defend if you have the chance!
- (3) --> Retreat! You don't want to lose units!

Thankfully, for the story battles the Crab bosses are easy enough to handle.

Your army should be sufficiently sturdy enough to withstand the occasional Pincer Smash that you can't avoid in time, and powerful enough to deal him a couple of stunning blows.

Be very alert when he starts clamping his pincers, that's the only way to differentiate between Attack (1) and (2)! When he does (1) it's your chance to lay it on him good, while you really should Retreat / Defend when it's (2) you're up against.

(Thanks a lot Dragros for pointing this out to me! You've got really keen eyes!)

If you're having problems with timing your defense after consecutive attacks, I suggest Retreating / Defending once for every time that you Attack.

Lastly, by now you should have perfected the art of chasing after a Retreating Boss, and then firing from afar by observing that look in your Patapon's eyes. This strategy will give you a lot of room in which to engage the Boss in.

There's not much else to say for him at this point, other than he seems to be one of the easier bosses, in the grand scheme of things. When you defeat him, he will drop the Earthquake Miracle.

MISSION 22C: Awakening At Gayeen - New Song: Charge Up! (From Broken Sign)

Difficulty: Easy

|BOSS FIGHT: Dogaeen Lvl. 1 |

Just to inform you, this stage is unlocked with the Black Star that Hoshipon drops in the Search For A Lucky Star Stage. Begin this stage and you'll spot another black tombstone, which holds the Power Up Song. After the tutorial you get to face off against Gaeen's elder sibling!

This Giant attacks the same as the earlier Gaeen. That makes for three main attacks: (1) Overhead Crush, (2) Toss Up Attack, and (3) Laser Eye Attack / Better Than Sharingan Attack.

As a quick summary:

- (1) Overhead Crush --> raises his hands above his head
- (2) Toss Up Attack --> cups his hands in front, on the ground
- (3) Laser Eye Attack --> stands up straight, starts powering up

To counter:

- (1) --> Either Retreat or Defend. Easy attack to avoid.
- (2) --> Try to Retreat, but sometimes your front units are trapped behind his

hands, such that when everyone else retreats they are stuck there. In such a situation, just Defend, it's your next best alternative.
(3) --> Just Defend, damage is minimal despite my name for the attack.

As expected, Dogaeen is slightly more hardy and strong compared to Gaeen, but all the way to Level 10, these two bosses are easier than the rest. After that it's a different story, but more on that in an update.

I didn't have much use for the Power Up Song during this stage, or during other stages for that matter. I'll experiment with it more to discover when are good times to employ it, because mostly the other Songs get me by just fine.

Note though that the Power Up Song changes the Attacks your Patapons make. Here's a quick list of the different types of attacks to expect:

- Tatepons --> They do a little running jump attack.
- Yaripons --> They shoot more arrows than usual.
- Yumipons --> They do a jumping attack.
- Kibapons --> They seem to rush forwards to deal more damage than usual, and their range is significantly improved if they are not already in Fever
- Dekapons --> They do a ground smash, which stuns all enemies on stage. Bosses are unaffected by this.
- Megapons --> They shoot out red piercing notes instead of normal ones. When you Defend after Charging, you spit out yellow blocks which stick in the ground and act as barriers against approaching enemies! Thanks to DenisF who told me about this!

As a final note for the Charge Up Song, it's useful when you're out of Fever, but I can't verify if it causes that much more damage when you're already in Fever. It seems not to make any large difference in damage dealt, though for the Dekapons you still have the ground smash thing.

Interlude - New Minigame: Smith Minigame!

In some ways this is one of the more important Minigames, because it is only through this Minigame that you get access to the most powerful weapons in the game, otherwise known as the Gold Weapons. More on that in the Minigames section.

In any case, I hope you have a huge store of Mytheerial! You're going to need about eight of them to complete the collection!

MISSION 23: Meden Kidnapped

Difficulty: Easy

To pass this mission without a hitch, don't equip any Fire-Based weapons. However, for some pretty funny sound effects, keep your Fire-Based stuff. That's all you need for a pretty disturbing / gratifying scene that is well-worth the restarting of the mission.

In this mission your task is to rescue Meden from the carriage in which she is being driven off in. It looks like a simple mission, and really it is. Just keep Advancing and Attacking, once you're in Fever you basically Advance twice every three times you Attack.

The Zigatons here aren't going to give you much problem as well, so I can't even imagine how you could possibly fail this mission...

... unless you have Fire-Based Weapons! If you do, you set fire to the carriage eventually, thus dooming Meden to a fiery end. Her death scream is unlike anything you would expect from an Eyeball, and even the Ziggies chastise you for burning her.

Ok enough with the Meden hate. It's all out of my system now.

UPDATE: Reader fourtwo has written in to inform me that this stage may not be as easy as I originally listed. Apparently, if you take too long to destroy the cart, your Patapons will cross over to Toasty Desert Territory, and hot lava geysers will sprout out and decimate your Patapons.

Therefore, try your best to save Meden before you reach that bit of background with all the huge rib-cages around! If you want a video of it, you can watch the one fourtwo uploaded, at <https://www.youtube.com/watch?v=JmcyypjwLJ1c>.

Thanks fourtwo!

Interlude

I decided it was time to give my Patapons a makeover, so I grinded until I had 6 Mogyoon Yumipons, 3 Mogyoon Yaripons, and 2 Mogyoon Tatepons. I kept the White Patapons so that I would have units to try out new helms that I found.

Of course there's no need to create the same army as I did, in fact, it's better if you found an army that suits your playing style. I prefer raw power as opposed to nimbleness, hence the Mogyoons. That said, my difficulty ratings for the remaining missions are assigned from a strategic perspective, so you can still get an idea of how demanding a mission is.

There's nothing much else new to do, so just head on out to your next mission.

MISSION 24: Gong Vows To Fight

Difficulty: Hard

For this stage, prepare for a hard battle. There will be multiple waves of Ziggies, mainly Tatepons and Yaripons, a smattering of Kibapons, and most importantly, Megapons.

Megapons appear by the third wave or so, and this marks the hardest part of the mission. Again, General Gong acts as a one-Eyeball roadstop, preventing you from getting to the weaker reinforcements behind you.

Since Kibapons can't knock Gong back as well, I chose to move my units as close to Gong as possible, and then aim for the Megapons from that vantage point. Take note that the Tailwind Miracle doesn't seem to have an effect on the Megapons' attacks, thus you're not going to stop them from hurting you bad.

Take out the Megapons, and Gong will only have Makoton left. Gong will then duplicate himself as a final resort, but then only one of them has his real strength, the rest are only as good as normal Tatepons.

Once you defeat Gong, he'll either drop his Scythe or his Helmet. I personally prefer the Scythe because it's so badass, but check out their stats in the Items section to see which is more up your alley. Just reset and play this mission again until you get the item you want.

Lastly, try your best to maintain Fever in this mission. I found that with Fever it was much, much easier than without.

Interlude

Meden talks again about the Patapon obsession to see IT, and also remarks tastefully that Gong's death seems to have affected her. I have to agree, for all the billion and one friggin' tornadoes he shot at me, he was still merely trying to protect his people.

You then learn that Ciokina is the last defense before you strike at the Zigaton heart, so that's where you're headed now!

MISSION 25: Volcano Guardian

Difficulty: Easy

|BOSS FIGHT: Ciokina Lvl. 1|

Ciokina has three main attacks: (1) Bubble Power, (2) Pincer Smash, and (3) Overhead Pincer Grab.

As a quick summary:

For (1), he will lean backwards and snap his pincers menacingly, and then release a stream of bubbles that deal minimal damage. Note! His pincers open and close AT THE EXACT SAME TIME.

For (2), he will do a similar stance as in (1), his pincers will NOT open and close at the exact same time! They no longer open and close in sync! For this Attack he smashes his pincer down in front of him for heavy damage.

For (3), he will arch over the ground in front of him, and any units he scoops up will be thrown away / KO'ed permanently.

To counter:

(1) --> Just keep attacking! The bubbles do put you to sleep, but they cause minimal damage!

(2) --> Retreat! Or Defend if you have the chance!

(3) --> Retreat! You don't want to lose units!

Generally, this Crab is not all that different from Cioking. Perhaps Ciokina has slightly higher HP or damage, but you hardly get to notice the differences too. If you had no problems with Cioking, you shouldn't have any problems here too.

Upon defeating Ciokina, he drops Megapon's Memory. This, my dear reader, is the final unit that you can add to your army, and boy are the Megapons worth the wait.

Interlude - New Unit: Megapon!

Try to make some Megapons, and go test them out on your own. Although the attack power seems abysmally low, the good thing is that their notes can hit multiple times, and can also inflict status effects like Sleep occasionally. Once they become a Rarepon like say a Mogyoon, their attack potential soars

through the roof!

Once you're done head out! You're in the final stages!

MISSION 26: Across Enemy Territory

Difficulty: Easy

This mission was kinda disappointing, mainly because I expected a challenge from the Ziggerzank and Spiderton, but they're not very tough opponents. Spiderton will assume the role of Kibapon, and keep dashing to and fro within a given distance.

The Ziggerzank, on the other hand, is just lame. It fires out missiles of some sort, which do damage you but by a relatively small degree. It appears as if you cannot defeat Spiderton without destroying the Ziggerzank first, so again I just Advance as much as I can, and then continue my ranged attacks from afar.

Note, if you allow the battle to drag on further, you'll get to see Beetleton emerge to offer his services to Spiderton, but no matter how long I wait to see them cooperate, they never seem to do!

Defeating Spiderton makes him drop the Spiderton Helm, which in my opinion is a really cool and rad piece of headgear. The stats aren't the best, but damn if it doesn't look cool.

Interlude

Meden informs you about the existence of a demon gate, and suggests that sinister forces are at work here. She's not willing to say more on the topic, so it falls to you to investigate further!

MISSION 27: Facing GateGhoul Baban

Difficulty: Hard, *&@)#* hard

This stage, along with the Desert crossing stage at the beginning of the game, make up two of the hardest stages for me, so do come prepared. I strongly suggest equipping the best Stews you have too.

When you first see the stage, it's deceptively simple. General Scorpion taunts you, and random Ziggy flunkies appear. They are easily disposed of, but then the General retreats to the Demon Gate, and makes all sorts of demands like calling on the Demon Lord Baban to grant him strength, vanquish his foes (you) and file his taxes while he's at it.

The Gate quickly sprouts tons of mini-turrets, which start to launch gazillions of Fire Spears. For a moment this seemed like those old arcade aeroplane shooters where you have to dodge like a similar number of bullets. Without the proper preparations, your troops keep getting knocked back, and soon they will be in tatters.

It seems as if the only way to stem the tide of Spears, is not with the Tailwind Miracle which is useless here, but the Earthquake Miracle. Invoke the Earthquake Miracle, and in those short few seconds the Gate will not be able to fire any Spears at you.

I've only done it once, but I managed to get a succession of 3-Combo-Fevers, such that I could attack in non-Fever mode whilst the Gate was defenceless. With the Megapons this is a feasible strategy, but frankly it's impossible to get such a constant run of 3-Combo-Fevers.

Another possible strategy is to use Tatepons, Megapons and perhaps Yaripons. In Fevered Defense, the Tatepons provide sufficient cover, and the Megapons and Yaripons aren't too bad with their Defensive attacks.

So yea. There you have it. Either go with (1) Fever Spam Attacks, (2) Tatepon Fever Defense, or (3) Earthquake Miracle Spams. Eventually, after you defeat the Gate and Scorpiton, he'll drop the Scorpiton Helm, which is not too shabby a drop. Phew. Mission Complete!

Interlude

Meden is worried that the gate is only a prelude to things yet to come, and alludes to the Demon Gorl who once terrorized the world. Dundundun!

MISSION 28: Zigoton Queen

Difficulty: Easy

This is a curiously easy battle, and it made me wonder if these General Random-Animal-tons are more joke characters than anything. Here, General Beetleton only has a few soldiers with him, and when you start giving him the smack-down, out pops Queen Kharma.

Apparantly she's offering him assistance, but in a fit of ill-advised machismo Beetleton wants to tango with you and you alone, no third parties welcome. But she doesn't leave quite so fast, instead literally hanging around and shedding Zigaton dandruff all the way.

You basically have to wait while they finish their conversation, so just build and maintain Fever. Beware of her dandruff / fairy dust, it puts your units to sleep! Once she's out of the way, head over and show Beetleton how much juice you can make out of him.

Beetleton drops the Beetleton Helm, which kinda completes your collection of very ostentatious and garish head gear that your elderly aunts will definitely condemn.

At the end of this easy stage, it occured to me that Spiderton and gang are the very jokers the Zigatons received after bartering their souls away. Well, if it were me, I would ask for a money-back. Talk about a bad deal. I'll choose to resurrect Gong any day.

Interlude

You quickly learn that there's going to be a bodyguard of sorts standing between you and Queen Kharma! I smell another Boss!

MISSION 29: Kharma's Pet

Difficulty: Medium

|BOSS FIGHT: Shookle Lvl. 1 |

You're going to have to advance a bit before you encounter this Venus Flytrap of a Boss. Fever up - this fight can be a bloodbath if you let up your attacks!

Shookle's got a number of attacks: (1) Sleeping Gas, (2) Reactionary Sleeping Gas, (3) Jumping Jacks, and (4) Patapon Feeding Time.

For (1), she (don't ask me why) will curl her vines behind her, then squirt out gas after a few seconds

For (2), she will just spew out sleeping gas after being stunned by your attacks

For (3), she will hold her vines above her head, and then start jumping forwards onto sleeping / hapless Patapons

For (4), she will hold out her vines in front of her, pick up three units in range (though it happens rarely), and then swallow them if not stopped

To counter:

(1) --> I suggest you Retreat, because Defense won't stop the sleeping effect.

(2) --> You can't react in time to this, so the next best thing is to ensure that when you're spamming attacks you're a distance away.

(3) --> Retreat, or Defend if you don't have the time. If your units are sleeping, then well, at least they will die in their sleep. This attack seems to miss non-sleeping Patapons quite often, but hits sleeping ones almost all the time.

(4) --> It seems as if she only picks up sleeping units, so if you do have units asleep in range, just keep hitting her in the hopes that you stun her! Retreating / Defending is useless, anyway!
If she does pick them up, you still have some time to destroy the vines holding your units, which sets them free (unless it's Meden, then I suggest that you... D'oh!)

Generally, pack lots of fire weapons. They tend to make her vines burn away, thus preventing her from using Attack (4). Watching your Patapons squirm in her tummy is a sight though... you didn't know her stomach was see-through, right?

For some reason she seems very susceptible to being stunned too, though methinks this is just so she can squirt her sleep juice over your units. My melee units were useless here, they fell asleep too much, so I survived this with Megapons, Yaripons, Yumipons.

Don't worry too much though, this Level 1 Shookle is easy enough to handle. It's her upgraded versions that you fear, so for advanced strategies refer to the Shooshokle guide two missions down.

When you defeat her, she'll drop the Dark Palace Model, which points the way to the final 'hidden' Ruins in the game. You can also defeat her again later to gain Shookle's Horn, a unique weapon for Megapons.

Interlude

Meden informs you that Kharma is determined to fight to the death! As if Kharma was gonna bake cookies and come over and ask to make up. Before we take on the 'Final Showdown', we'll take a quick jaunt to the newly uncovered Ruins.

MISSION 30: Dark Palace Guardian

Difficulty: Medium

|BOSS FIGHT: Shooshookle Lvl. 1 |

She's got the same attacks as her brethren: (1) Sleeping Gas, (2) Reactionary Sleeping Gas, (3) Jumping Jacks, and (4) Patapon Feeding Time.

For (1), she will curl her vines behind her, then squirt out gas after a few seconds

For (2), she will just spew out sleeping gas after being stunned by your attacks

For (3), she will hold her vines above her head, and then start jumping forwards onto sleeping / hapless Patapons

For (4), she will hold out her vines in front of her, pick up three units in range (though it happens rarely), and then swallow them if not stopped

To counter:

(1) --> I suggest you Retreat, because Defense won't stop the sleeping effect.

(2) --> You can't react in time to this, so the next best thing is to ensure that when you're spamming attacks you're a distance away.

(3) --> Retreat, or Defend if you don't have the time. If your units are sleeping, then well, at least they will die in their sleep. This attack seems to miss non-sleeping Patapons quite often, but hits sleeping ones almost all the time.

(4) --> It seems as if she only picks up sleeping units, so if you do have units asleep in range, just keep hitting her in the hopes that you stun her! Retreating / Defending is useless, anyway!
If she does pick them up, you still have some time to destroy the vines holding your units, which sets them free

I found Shooshookle much harder than Shookle. I don't know if it's just me, but she seemed to move much faster, and once I took her to Level 4 I was having more problems with her than with any other boss.

One other thing I've seen her do, which Shookle hasn't, is to start jumping towards you even when she's still far away. When she starts doing this Retreat as much as you can, and you should be able to avoid her.

What I've found is that if you destroy all her vines, she can't even perform attack (2). A strategy that works for me is to use all ranged, then keep Fever spamming her. Alternate Attacking with Retreating, and this should ensure that your units stay out of range when Shooshookle gets stunned and squirts out her sleeping gas.

Just make sure that you're always as far away from her as possible. Retreat often, and then keep Fever attacking from far away. Use the Tailwind Miracle if necessary, this should help ensure that there's enough space between you two. If she does get closer, stop attacking, because you don't want her to squirt everyone to Lala Land.

Remember, it pays to be patient with this Boss. Once she gets up close and puts a few of your guys to sleep, then stomps on them, it's unlikely you'll be able to recover from it. With this strategy I managed to defeat her all the way to Level 10, though I used Divine Stews for the last few battles.

Don't fret too much though, at Level 1 she's certainly manageable. When she is defeated, she will drop the Storm Miracle, which rounds out all your Miracles. She also tends to drop Horns, I got an Ancient Horn from her!

Interlude

Without giving away too much, let's just say that while the next battle is the penultimate one in the story mode, your adventures don't end here. Prep up, the last few Bosses aren't exactly easy by any standard!

MISSION 31: Final Showdown!

Difficulty: Medium / Hard

Depending on how pumped your army is, this fight is either a short one or a very, very long and painful one. I suggest you pack along all ranged units, and if you've been saving up on those Divine Stews, now is a good time to use one.

When the stage begins you see Kharma flutter in, and remind you about her fantastic once-in-a-lifetime deal with the devil. Quickly build up Fever, because once she's done talking she will start raining down meteors on you.

If you're well-equipped, you should still be able to deal enough damage to her such that within a few rounds she throws in the towel. Your units should suffer just about enough damage to bring them to yellow health.

If you're not well-equipped, well, basically you are just here to roast. Your best bet is to invoke the Storm Miracle, which reduces the number of meteors raining now, and hope that the little time you bought can allow you to beat her.

UPDATE: Reader akodinito has informed me of an alternate strategy for dealing with Queen Kharma: use a mix of ranged and melee units. Apparently, your melee units will force Kharma to use magic attacks on them, which cause far less damage than the huge meteors do! akodinito's army consisted of Tatepons, Dekapons and Yumipons, and he reports that he had an easy fight, so try it out! Thanks, akodinito!

Interlude

Meden confirms that Gorl is back to terrorize the world, but in a rousing display of feascance to you, your Patapons affirm that you can save the day!

MISSION 32: Servant Of Darkness

Difficulty: Easy

Gorl, for all the hype he's got, isn't that hard after all. He's only got 4 attacks across 2 forms: (1) Purple Fireball, (2) Clutching Death, (3) Rampage, and (4) Phelgm From Hell.

|BOSS FIGHT: Gorl Lvl. 1 |

For (1), he will hold his finger out, and purple sparks will gather. He then shoots a purple fireball at you which hits for decent damage.
For (2), he will stay still, and his hands are bent in front of him. He then picks up a hapless Patapon, fries him for 999, and you lose the Cap!
For (3), he will retreat a distance, and then get ready to charge at you. This charge attack hurts quite a lot!
For (4), he will bow down like a begging puppy and start charging. Then he spits out four to five small purple fireballs that may cause your units to fall asleep.

To counter:

- (1) --> Attack / Defend. It's not a heavy attack, so try to take him down now.
- (2) --> Retreat! When he picks you up he deals a staggering 999 damage to that unit, and you don't even get the Cap back! Perm. kill!
- (3) --> Defend! It's hard to not counter this attack, you're given way too much time!
- (4) --> I choose to Retreat, but you can just take the damage if you want. It's minimal, so just hope your units wake up before they get targeted again.

CORRECTION: An alternative counter to (2), when your units are picked up by Gorl, immediately Defend, and it will cause Gorl to drop whichever unit he's currently holding! Thanks to all the readers who pointed this out!

I found this to be an easy battle. Gorl comes in as a Flying Dragon, and in this form he can do attacks (1) and (2). After you deal him enough damage, he morphs into a Flying... Dog form, which I must admit is a pretty cool visual effect.

In Flying Fido form Gorl is capable of attacks (3) and (4). Otherwise, just avoid as necessary and hit him as hard as you can! He should fall very soon!

Thanks to Exhys and Nuruhuine for pointing out the 4th Attack!

Interlude - Credits and New Game +!?!?

I shan't spoil the ending for you. Anyways, the ending is kinda interactive, and if you can't do it yourself then hey, erm, yea. I'll leave you in suspense so have fun discovering the ending for yourself!

And if you're worried that your game will end... =)

O=====O
| MATERIALS LISTINGS [000G] |
O=====O

1 - Meats

You're going to need Meats to create Tatepons, Yaripons and Dekapons. Kacheeks yield Leather Meat, the Birds give you Tender Meat, whilst Bosses drop both Dream Meat and Mystery Meat.

To get Mystery Meat easily, just keep killing the Gold Birds on levels such as World of Ooze or Search For A Lucky Star.

Level 1 - Leather Meat

Level 2 - Tender Meat
Level 3 - Dream Meat
Level 4 - Mystery Meat

2 - Ores

Ores are required to create Kibapons, Yumipons and Tatepons. Stones are a dime a dozen, while you usually get Hard Iron / Tytanium from the Dragon Bosses or from the Mountain Minigame. Later, the Robot Bosses Gaeen and Dogaeen seem to drop Mytheerial quite often.

You're going to want to stock up on MYtheerial, since you also need at least 8 of it to create all the Gold Weapons. That means try to conserve stocks of it! If you need to create Kibapons, Yumipons or Tatepons, use the other Level 4 material so you can conserve Mytheerial!

Level 1 - Stone
Level 2 - Hard Iron
Level 3 - Tytanium
Level 4 - Mytheerial

3 - Woods

Woods are required for Yaripons, Yumipons and Megapons. Cherry Trees drop quite often from the Tree Minigame, and if you're lucky you can score a number of Hinoki from the game too.

As for Super Cedar, I've had the most luck getting them from the Sand Worm and Dragon Bosses.

Level 1 - Banal Branch
Level 2 - Cherry Tree
Level 3 - Hinoki
Level 4 - Super Cedar

4 - Metals

You're going to need Metals to create Dekapons and Megapons. Since there are fewer units which require this, there's less pressure to stock up on these.

On the other hand it's not thatttt easy to get Metals too. Crabs yield Alloys, and it isn't too hard to squeeze rarer Metals from them. The Smith Minigame also yield Metals, and after you finish making all the Gold Weapons, the conversion rate is one Mytheerial for one Magic Alloy.

Level 1 - Sloppy Alloy
Level 2 - Hard Alloy
Level 3 - Awesome Alloy
Level 4 - Magic Alloy

5 - Vegetables

You get these from the Flower Minigame, and are required to make Stews. The Plant Bosses also drop these materials quite frequently!

And it turns out that the Vegetables can be used to substitute Meats in the

creation of new Patapons! It's a one-for-one substitution, so the Eyeball Cabbage substitutes for the Leather Meat, the Crying Carrot for the Tender Meat, and so on.

The benefit to this, it seems, is that the overall Ka-Ching required to create the Patapon is lower! Way to go on sending a subtle message on vegetarianism there, Sony.

Thanks to Cypher1386 on the gameFAQs boards who brought this to the public's attention!

Level 1 - Eyeball Cabbage
Level 2 - Crying Carrot
Level 3 - Predator Pumpkin
Level 4 - Hazy Shroom

6 - Stews

You get these from the Cooking Minigame, and are quite a vital addition to the equipment your Patapon bring into battle.

This is a quick summary of the effects Stews have on your army. Note, the stat changes are slightly different for different Rarepons, and the following numbers are based on the white Patapons.

Level 1 - Gnarly Stew --> HP +20
Level 2 - Tasty Stew --> HP +40, Damage +1, Resist KB / Resist Cnc increase
Level 3 - King's Stew --> HP +60, Damage +2, Crit Chance +10, Resists + 10
Level 4 - Divine stew --> HP +100, Damage + 5, all stats increase except Speed,
Attacks are now Fire-Based

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O=====O
|                ARMOUR AND WEAPONS LISTINGS [000H]                |
O=====O
*****
```

These are the listings of the items you can get for your Patapons, in order of increasing strength / utility.

Note that the Optimize Army function is not 100% useful, as there are times when you want to swop out certain items for different effects. For example, during boss fights the Sleep Sword may not be as useful as another sword with higher chance of Critical Damage.

Also note that certain Bosses drop unique equipment, such as Dokaknel dropping the unique Dokaknel's spear, so you can keep killing those Bosses to get the stuff you want.

Note also, that all stats below are for the White Patapons. I discovered that the numbers differ slightly if you are using Rarepons instead of the regular White Patapons, but you're mad if you think I'll list all the numbers for all the different Rarepons.

And here's a quick explanation of what the different fields for the stats mean:

- HP - Patapon's health.
- Damage - How badass said Patapon is.
- Speed - Attack / Movement speed, the lower the number, the more attacks per round.
- Armour vs Inf. - Defense against infantry units.

- Armour vs Arw. - Defense against arrows.
- Armour vs Spr. - Defense against spears.
- Armour vs Lnc. - Defense against halberds.
- Crit Chance - How often Patapon hits for critical damage.
- KB Chance - How often Patapon's hits knock the enemy backwards.
- Cnc Chance - How often Patapon's hits concuss the enemy, and make them fall asleep.
- Resist vs Crit.- Resistance against criticals, the higher the better.
- Resist vs KB. - Resistance against knock back, the higher the better.
- Resist vs Cnc. - Resistance against concussive attacks, more is better.

Also, it appears as if some versions of the game lists "Armour vs. Spr." as "Armour vs. c." in the detailed stats screen, but yea it's the same thing.

Quick Explanation About Speed / Armour Percentages

Reader six_digit observed that equipment affect Speed / Armour through a multiplier effect: For example, the Wind Helm doesn't simply subtract 0.20 sec from Speed, but it multiplies the Speed value by 90%. To the layman, this means that now the Patapon's moving 10% faster.

Armour % are affected the same way as well, so effectively Armour stacks. I'll edit the Item Listings to include a value to show how much faster / slower that equipment makes you.

(If there's any problems with my mathematics, apologies to my math teachers at school. Just drop me a note explaining my mistake please, I'm a slow learner!)

I'll end this section by thanking six_digit again for sharing his data with me, and will include here his succinct and clear explanation:

```

-----
| (thanks six_digit!) |
| |
| I'd very much like to point out the way speed and armour bonuses from items |
| don't exactly stack linearly. From data I collected, both of these |
| attributes stack as a multiplier rather than an addition. |
| |
| First dealing with the speed stat. I'll use as an example, the divine sword |
| and divine shield. They both reduce the speed stat. |
| |
| ~speeds~ (norm) ~ (sword) ~ (shield) ~ (both) |
| regular tatepon ~ 2.00 ~ 1.00 ~ 1.80 ~ 0.90 |
| tikulee tatepon ~ 1.00 ~ 0.50 ~ 0.90 ~ 0.45 |
| |
| This suggests that the bonus provided is a multiplier, with the sword at 0.5 |
| and the shield at 0.9. Penalties seem to apply the same way as a multiplier |
| of 1.1 in the case of an Ultra Heavy Shield. |
| |
| On the same line of thinking, the armour stats are also multipliers on |
| damage taken. |
| |
| ~armour vs inf~ (norm) ~ (divine shield) |
| regular tatepon ~ 40% ~ 46% |
| mofeel tatepon ~ 52% ~ 57% |
| |
| ~armour vs arw~ (norm) ~ (divine shield) |
| regular tatepon ~ 0% ~ 10% |

```


|mofeel tatepon~~~50%~~~~~55%

|Reversing the percentage would make the relationship clearer.

|~damage fr inf~~(norm)~~~(divine shield)

|regular tatepon~~60%~~~~~54%

|mofeel tatepon~~~48%~~~~~43%

|~damage fr arw~~(norm)~~~(divine shield)

|regular tatepon~~100%~~~~~90%

|mofeel tatepon~~~50%~~~~~45%

|These numbers suggests that a divine shield adds a 0.90 multiplier on
|damage received from all 4 sources.

1 - HELMS

Wooden Helm

(You begin with this.)

Iron Helm

HP +20

Steel Helm

HP +40

Armour vs Inf. Tatepon +06%, Yaripon +10%, Yumipon +10%, Kibapon +06%

Armour vs Arw. Tatepon +10%, Yaripon +06%, Yumipon +08%, Kibapon +08%

Armour vs Spr. Tatepon +10%, Yaripon +08%, Yumipon +08%, Kibapon +08%

Armour vs Lnc. Tatepon +06%, Yaripon +10%, Yumipon +10%, Kibapon +06%

Wind Helm

HP +60

Speed -0.20 sec (10% faster)

Armour vs Inf. Tatepon +06%, Yaripon +10%, Yumipon +10%, Kibapon +06%

Armour vs Arw. Tatepon +10%, Yaripon +06%, Yumipon +08%, Kibapon +08%

Armour vs Spr. Tatepon +10%, Yaripon +08%, Yumipon +08%, Kibapon +08%

Armour vs Lnc. Tatepon +06%, Yaripon +10%, Yumipon +10%, Kibapon +06%

Improves resistance to fire-based attacks

Strength Helm

HP +80

Damage +0 / +5

Armour vs Inf. Tatepon +06%, Yaripon +10%, Yumipon +10%, Kibapon +06%

Armour vs Arw. Tatepon +10%, Yaripon +06%, Yumipon +08%, Kibapon +08%

Armour vs Spr. Tatepon +10%, Yaripon +08%, Yumipon +08%, Kibapon +08%

Armour vs Lnc. Tatepon +06%, Yaripon +10%, Yumipon +10%, Kibapon +06%

Ancient Helm

HP +100

Damage +1 / +1

Speed -0.20 sec (10% faster)

Armour vs Inf. Tatepon +06%, Yaripon +10%, Yumipon +10%, Kibapon +06%

Armour vs Arw. Tatepon +10%, Yaripon +06%, Yumipon +08%, Kibapon +08%

Armour vs Spr. Tatepon +10%, Yaripon +08%, Yumipon +08%, Kibapon +08%

Armour vs Lnc. Tatepon +06%, Yaripon +10%, Yumipon +10%, Kibapon +06%

Crit Chance +10%

KB Chance +10%

Cnc Chance +10%

Resist vs Crit. +10%
Resist vs KB. +10%
Resist vs Cnc. +10%

Giant Helm "Turtle"

HP +200
Speed +0.20 sec (10% faster)
Armour vs Inf. Tatepon +12%, Yaripon +20%, Yumipon +20%, Kibapon +13%
Armour vs Arw. Tatepon +20%, Yaripon +12%, Yumipon +16%, Kibapon +16%
Armour vs Spr. Tatepon +20%, Yaripon +16%, Yumipon +16%, Kibapon +16%
Armour vs Lnc. Tatepon +12%, Yaripon +20%, Yumipon +20%, Kibapon +13%
KB Chance +20%
Cnc Chance +20%
Resist vs KB. +20%
Resist vs Cnc. +20%

Divine Helm

HP +150
Damage +5 / +10
Speed -1.00 sec (100% faster)
Armour vs Inf. Tatepon +12%, Yaripon +20%, Yumipon +20%, Kibapon +13%
Armour vs Arw. Tatepon +20%, Yaripon +12%, Yumipon +16%, Kibapon +16%
Armour vs Spr. Tatepon +20%, Yaripon +16%, Yumipon +16%, Kibapon +16%
Armour vs Lnc. Tatepon +12%, Yaripon +20%, Yumipon +20%, Kibapon +13%
Crit Chance +60%
KB Chance +60%
Cnc Chance +60%
Resist vs Crit. +10%
Resist vs KB. +10%
Resist vs Cnc. +10%

Bunny Head

HP +80
Damage +0 / +20
Speed -0.40 sec
Crit Chance +30%

Gong's Helm

HP +30
Damage +1 / +2
Speed -0.20 sec (10% faster)
Armour vs Inf. Tatepon +12%, Yaripon +20%, Yumipon +20%, Kibapon +13%
Armour vs Arw. Tatepon +20%, Yaripon +12%, Yumipon +16%, Kibapon +16%
Armour vs Spr. Tatepon +20%, Yaripon +16%, Yumipon +16%, Kibapon +16%
Armour vs Lnc. Tatepon +12%, Yaripon +20%, Yumipon +20%, Kibapon +13%
Crit Chance +20%
KB Chance +20%
Cnc Chance +20%

Scorpton Helm

HP +50
Damage +5 / +5
Adds Sleep-Inducing effect to attacks

Spiderton Helm

HP +80
Crit Chance +50%

Beetleton Helm

HP +200

Speed +0.40 sec (20% slower)

(Is supposed to add to strength too, but I guess they meant HP)

2 - SHIELDS

Wood Shield

(You begin with this.)

Iron Shield

HP +10

Resist vs Crit. +10%

Resist vs KB. +10%

Resist vs Cnc. +10%

Steel Shield

HP +20

Resist vs Crit. +20%

Resist vs KB. +20%

Resist vs Cnc. +20%

Helps prevent status inflictions too.

Ice Shield

HP +30

Resist vs Crit. +30%

Resist vs KB. +30%

Resist vs Cnc. +30%

Counteracts flame attacks.

Ultra Heavy Shield

HP +50

Speed +0.20 sec (10% slower)

Resist vs Crit. +40%

Resist vs KB. +200%

Resist vs Cnc. +40%

Slows down your speed.

Ancient Shield

HP +100

Speed -0.20 sec (10% faster)

Resist vs Crit. +50%

Resist vs KB. +50%

Resist vs Cnc. +50%

Giant Shield "Octagon"

HP +60

Armour vs Inf. +30%

Armour vs Arw. +50%

Armour vs Spr. +50%

Armour vs Lnc. +30%

Resist vs Crit. +10%

Resist vs KB. +10%

Resist vs Cnc. +10%

Supposedly neutralizes most damage.

Divine Shield

HP +80

Speed -0.20 sec (10% faster)

Armour vs Inf. +06%

Armour vs Arw. +10%

Armour vs Spr. +10%
Armour vs Lnc. +06%
Resist vs Crit. +60%
Resist vs KB. +200%
Resist vs Cnc. +60%
Neutralizes Fire-Based attacks as well

3 - YARIPON WEAPONS: SPEARS

Wooden Spear

(You begin with this.)

Iron Spear

Damage +2 / +3
KB Chance +20%

Steel Spear

Damage +3 / +4
Crit Chance +10%
KB Chance +20%
Cnc Chance +10%
Supposedly attacks faster, not verified.

Scorching Spear

Damage +4 / +5
Crit Chance +20%
KB Chance +40%
Adds flame to your attacks, sets enemies on fire.

Dokaknel's Fang

Damage +2 / +3
Crit Chance +50%
KB Chance +20%
Cnc Chance +20%
Makes your attacks piercing as well.

Ancient Spear

Damage +5 / +10
Speed -1.60 sec (80% faster)
Crit Chance +20%
KB Chance +50%
Cnc Chance +20%
Supposedly launches a 2nd Spear even before the 1st hits.

Giant Spear "Bullet"

Damage +20 / +40
Speed +2.00 sec
Crit Chance +10%
KB Chance +80%
Cnc Chance +50%

Divine Spear

Damage +5 / +10
Speed -1.60 sec (80% faster)
Crit Chance +20%
KB Chance +50%
Cnc Chance +20%
Supposedly launches a 2nd Spear even before the 1st hits.
Adds flame to your attacks, sets your enemies on fire.

Spear of Protection (From Demo only)

HP +120
Damage +2 / +5
Armour vs Inf. +20%
Armour vs Arw. +12%
Armour vs Spr. +16%
Armour vs Lnc. +20%
Crit Chance +10%
KB Chance +40%
Cnc Chance +10%
Resist vs Crit.+10%
Resist vs KB. +10%
Resist vs Cnc. +10%

4 - TATEPON WEAPONS: AXES / SWORDS

Tin Axe

(You begin with this.)

Iron sword

Damage +0/ +5
Cnc Chance +20%

Steel Axe

Damage +0 / +10
Speed -0.20 sec (10% faster)
Crit Chance +30%
KB Chance +10%
Cnc Chance +10%

Sleep Sword

Damage +00 / +15
KB Chance +20%
Puts your enemies to sleep.

Flame Sword

Damage +0 / +20
Crit Chance +20%
KB Chance +20%
Adds flame to your attacks, sets your enemies on fire.

Ancient Axe

Damage +5 / +5
Speed -1.60 sec (80% faster)
Crit Chance +50%
KB Chance +20%
Cnc Chance +20%

Giant Sword "The Butcher"

Damage +0 / +100
Speed +4.00 sec (200% slower)
Crit Chance +10%
KB Chance +80%
Cnc Chance +50%

Divine Sword

Damage +20 / +20
Speed -1.00 sec (50% faster)

Crit Chance +100%

KB Chance +100%

Cnc Chance +100%

Adds flame to your attacks, sets your enemies on fire.

Gong's Scythe

Damage +0 / +30

Crit Chance +250%

5 - YUMIPON WEAPONS: BOWS

Wooden Bow

(You begin with this.)

Steel Bow

Damage +2 / +5

Crit Chance +20%

Flame Bow

Damage +3 / +6

Crit Chance +30%

Adds flame to your attacks, sets your enemies on fire.

Piercing Bow

Damage +4 / +7

Crit Chance +40%

Adds Piercing to your attacks.

Ancient Bow

Damage +5 / +10

Speed -1.20 sec (60% faster)

Crit Chance +100%

Giant Bow "Failnaught"

Damage +0 / +100

Speed +4.00 sec

Divine Bow

Damage +10 / +15

Crit Chance +100%

KB Chance +100%

Cnc Chance +100%

Adds both flame and Piercing to your attacks.

6 - KIBAPON WEAPONS: HALBERDS

Wooden Halberd

(You begin with this.)

Iron Halberd

Damage +1 / +2

Crit Chance +10%

KB Chance +10%

Cnc Chance +10%

Steel Halberd

Damage +2 / +3

Crit Chance +30%

Deflecting Halberd

Damage +3 / +5
Crit Chance +20%
KB Chance +50%

Flame Halberd

Damage +4 / +6
Crit Chance +40%
Adds flame to your attacks, sets enemies on fire.

Ancient Halberd

Damage +6 / +10
Crit Chance +50%
KB Chance +20%
Cnc Chance +20%

Giant Halberd "Grizzly"

Damage +4 / +40
Speed +2.00 sec (100% slower)
Crit Chance +20%
KB Chance +50%
Cnc Chance +100%

Divine Halberd

Damage +8 / +10
Speed -0.60 sec (30% faster)
Crit Chance +100%
KB Chance +100%
Cnc Chance +100%

7 - KIBAPON WEAPONS: HORSES

Horse

(You begin with this.)

Fast Horse

HP + 10
Damage +0 / +1
KB Chance +10%
Cnc Chance +10%

Tough Horse

HP + 30
Damage +1 / +1
Armour vs Inf. +16%
Armour vs Arw. +20%
Armour vs Spr. +20%
Armour vs Lnc. +16%

Strong Horse

HP + 20
Damage +1 / +4
Cnc Chance +20%

Crimson Horse

HP + 40
Damage +2 / +2
KB Chance +50%

Ancient Horse

HP +60
Damage +1 / +3
Armour vs Inf. +14%
Armour vs Arw. +30%
Armour vs Spr. +30%
Armour vs Lnc. +14%
Crit Chance +10%
Resist vs Crit.+10%
Resist vs KB. +10%
Resist vs Cnc. +10%

Deep Impact

HP +80
Damage +6 / +6
Armour vs Inf. +08%
Armour vs Lnc. +08%
Crit Chance +30%
Cnc Chance +50%
Resist vs KB. +50%
Resist vs Cnc. +50%

Divine Horse

HP +100
Damage +2 / +5
Speed -0.40 sec (20% faster)
Armour vs Inf. +08%
Armour vs Arw. +10%
Armour vs Spr. +10%
Armour vs Lnc. +08%
Crit Chance +20%
KB Chance +20%
Cnc Chance +20%
Resist vs Crit.+20%
Resist vs KB. +20%
Resist vs Cnc. +20%

6 - DEKAPON WEAPONS: MACES

Club

(You begin with this.)

Iron Hammer

HP +10
Damage +0 / +5
KB Chance +10%

Steel Mace

HP +20
Damage +0 / +10
Crit Chance +40%
KB Chance +10%

Nail Studded Bat

HP +40
Damage +5 / +15
Crit Chance +20%
KB Chance +20%

Dream Weaver

HP +50
Damage +0 / +20
KB Chance +20%
Cnc Chance +30%
Puts your enemies to sleep (the temporary kind).

Ancient Hammer

HP +100
Damage +10 / +10
Speed -1.60 sec (80% faster)
Armour vs Inf. +10%
Armour vs Arw. +10%
Armour vs Spr. +10%
Armour vs Lnc. +10%
Crit Chance +20%
KB Chance +20%
Cnc Chance +20%
Resist vs Crit. +10%
Resist vs KB. +10%
Resist vs Cnc. +10%

Morning Star "Giganto"

HP +60
Damage +0 / +120
Speed +4.00 sec (200% slower)
KB Chance +50%
Cnc Chance +50%

Divine Axe

HP +80
Damage +0 / +30
Speed -1.00 sec (50% faster)
Crit Chance +80%

7 - MEGAPON WEAPONS: SAXOPHONES

Wood Horn

(You begin with this)

Steel Horn

HP +20
Damage +2 / +4

Gaeen's Horn

HP +30
Damage +3 / +3
Cnc Chance +50%
Causes enemies to lose their will to fight, and fall to their knees.

Ciokin's Horn

HP +50
Damage +3 / +5
Puts enemies to sleep (the temporary kind).

Shookle's Horn

HP +60
Damage +3 / +6

KB Chance +50%

Ancient Horn

HP +100
Damage +5 / +5
Speed -1.60 sec (80% faster)
Armour vs Inf. +10%
Armour vs Arw. +05%
Armour vs Spr. +10%
Armour vs Lnc. +10%
Crit Chance +20%
KB Chance +20%
Cnc Chance +20%
Resist vs Crit.+10%
Resist vs KB. +10%
Resist vs Cnc. +10%

Divine Horn

HP +80
Damage +0 / +10
Speed -1.00 sec (50% faster)
Crit Chance +60%

O=====O
| PATAPON UNIT COMBINATIONS [000J] |
O=====O

People often ask, when should I start making Rarepons?

The short answer is it depends on how much you need that extra boost in your Missions. Personally, I didn't start making Rarepons until Mission 14, the Guardian of Knell stage. It was mainly because I liked a challenge, and am a packrat when it comes to amassing resources.

I also didn't like how the Tier 1 Rarepons were not future-proof, since the Tier 2 ones were just round the corner. That said, I've heard of players having a great time using Tier 1 Rarepons, and then only upgrading them much later, so really it's up to you.

Q: Do I even really need Rarepons?

A: Er, yes. The Bosses / enemies get progressively harder, and the weapon drops don't make up entirely for your lack of firepower. So spring for the Ka-Ching and materials, you cheapskate.

Q: Why would I NOT want a Rarepon?

A: Sometimes, Helms give bonus effects that outweigh the benefits of Rarepons. You also want some White ones around to check out the cool art for the Helms.

Q: When selecting units for my army, can I shift their positions around? For example, can I shift Yumipons in front of Tatepons?

A: No you can't. They have different fixed priorities, so just choose which units you want, and go with whatever formation the game gives you.

Q: Which Rarepons should I get?

A: It depends on what you are going to use them for. Here's a quick summary, with the listed Rarepons in increasing order of desirability:

For Melee Tanks --> Mofeel (against non-Fire enemies) / Barsala /

Mogyoon

For Melee Damage Dealers --> Gekolos / Tikulee / Barsala / Mogyoon
For Ranged Tanks --> Wert. Are you familiar with strategy games?
For Ranged Damage Dealers --> Gekolos / Tikulee / Mogyoon

Note that I have a heavy preference for Mogyoons. I haven't discovered how Barsalas can be more effective, since the movement speed reduction is not a big thing for me.

Q: Can you explain the movement speed thing a bit more?

A: Slower units eventually end up behind their counterparts, even if you order them first. Thus, if say you had 5 White Tatepons and 1 Mogyoon Tatepon, the Mogyoon will eventually end up lagging at the back.

The thing is, this means that the Mogyoon can't contribute as much anymore. You'll notice that only the front few Tatepons get to attack, so effectively you're losing the support of the Mogyoon.

There are ways to counter this, such as Retreating (which kinda resets the order) or by waiting for the front few to be knocked back. Also note that slower units Retreat slower, so they may still suffer the full brunt of enemy attacks.

The reason I don't really mind movement speed, is because eventually I end up with a lot of Mogyoons, so everyone's about the same speed again.

Q: I'm trying to figure out which Patapons to use in battle. Any tips?

A: Here's a quick summary of what I found each Patapon class useful for, with more details in the respective sections:

Kibapon --> Use them to break through enemy defenses, since they have good knockback. In Fever they are great for pushing the enemy back advancing quickly. Without Fever, they are quite crappy.

Tatepon --> Balanced unit. Great for defending and absorbing damage, and good for holding enemies at bay while your ranged Patapons kill them. Not fantastic for damage dealing, though.

Yaripon --> Good ranged unit, in Fever their range increases. Essential for hunting.

Yumipon --> Great ranged unit. In Fever they are even more valuable, since they get Triple Shot which greatly increases their utility.

Dekapon --> Powerful melee units, but they don't defend as well as the Tatepons. They seem to attack a bit slower too.

Megapon --> Great ranged unit. Without Fever they shoot tons of Blue Notes, and in Fever they shoot Red Notes which pierce through enemies. Their attacks are also supposed to cause status ailments.

The Rarepons, And Their Unique Attributes

Pykola (Red) = Movement boost
Gekolos (Yellow) = Small Atk boost, increased resistance to fire
Mofeel (Purple) = Large Def boost, increased vulnerability to fire
Tikulee (Blue) = Medium Atk boost
Mogyoon (Horny Light Purple) = Super Atk boost, slow movement
Barsala (Angelic Green) = Large universal stat boot, no weak points

Additional Background On The Patapons

Reader Nuruhuine sent in this extremely interesting piece of the names of the

Patapons, something which I would not have been able to add since I'm not that familiar with the Japanese language.

|Tatepon comes from "tate" which means "shield" in japanese. |
|Yaripon comes from "yari" which means "spear" in japanese. |
|Yumipon comes from "yumi" which means "bow" in japanese. |
| |
|Kibapon is a bit more tricky to explain. Basically, when you get on something |
|to fight, may it be a horse for a serious to-death fight, or on your friend's |
|shoulders for a friendly brawl with some other friends (which basically |
|mimics the to-death fight on the horse), it is called "kibasen". It basically |
|means that you're not fighting on foot, but on a horse's back. By the way, |
|"kiba" is composed f 2 kanjis: "ki" which means to get on something, and "ba" |
|which means horse. |
| |
|Dekapon comes from "dekai" which is an adjective in japanese that means |
|"large", "big". |
|Megapon though, I don't really know, but it might come from "megaloman", as |
|in someone really fond of music. Well it makes sense to me anyway. |

Nuruhuine also writes about the gibberish the Patapons yell, some of which apparently really is Japanese:

|Every now and then, when some of your units get hit, you may hear one of |
|them scream: "konoyaro!" It means "you bastard!" or any similar insult. Of |
|course, it's in Japanese. |

Thanks Nuruhuine for the information!

|1 - KIBAPON |

Use them a lot if you are comfortable with getting and maintaining Fever, as they are very effective in Fever. Without Fever they move slowly, have limited range, and attack about as frequently as a grandmother (though some old ladies are indeed feisty).

I find their utility limited, because when I knock back enemies, my ranged units have to reshift to target the enemies again. This takes up time and is not as efficient as I would like. Furthermore, the three Kibapons you're limited to reduces their raw damage dealing capacity.

Use them on missions where you are facing off a lot of ranged enemy units, and can't break through close enough to target them. Just keep that Fever going.

Combinations

Stone + Stone = Normal (200)
Stone + Hard Iron = Pykola (Red) (400)
Stone + Tytanium = Gekolos (Yellow) (600)
Stone + Mytheerial = Mofeel (Purple) (800)

Hard Iron + Tytanium = Mofeel (Purple) (800)
Hard Iron + Mytheerial = Tikulee (Blue) (1000)

Tytanium + Tytanium = Tikulee (Blue) (1000)
Tytanium + Mytheerial = Mogyoon (Horny Light Purple) (1200)

Mytheerial + Mytheerial = Barsala (Light Angelic Green) (1400)

PYKOLA ~ Kibapon

Damage +3 (11-13)
Cnc. Chance +30% (50%)

GEKOLOS ~ Kibapon

Damage +5 (13-15)
Speed -0.40 sec (1.60 sec)
Crit. Chance +10% (20%)
Resist vs Crit. +20% (30%)
Resist vs Cnc. +20% (30%)

MOFEEL ~ Kibapon

HP + 100 (250)
Armour vs Inf. +16% (36%)
Armour vs Arw. +50% (50%)
Armour vs Spr. +50% (50%)
Armour vs Lnc. +12% (36%)

TIKULEE ~ Kibapon

HP +50 (200)
Speed -1.00 sec (1.00 sec)
Crit Chance +80% (90%)

MOGYOON ~ Kibapon

HP +100 (250)
Damage +30 / +50 (38-60)
Speed +0.60 sec (2.60 sec)
Armour vs Inf. +08% (28%)
Armour vs Arw. +10% (10%)
Armour vs Spr. +10% (10%)
Armour vs Lnc. +08% (28%)
Crit Chance +20% (30%)
KB Chance +50% (70%)
Cnc Chance +50% (70%)
Resist vs Crit.+20% (30%)
Resist vs KB. +20% (30%)
Resist vs Cnc. +20% (30%)

BARSALA ~ Kibapon

HP +150 (300)
Damage +10 / +15 (18-25)
Speed -0.40 sec (1.60 sec)
Crit Chance +50% (60%)

|2 - TATEPON|

Although you get them from very early on, they remain relevant for a good portion of the game. I only fully phased them out when I got my Megapons.

First, they are great for holding off enemy forces. When you're Advancing, they also start absorbing damage, and this is evidenced by the little force-field like things that surround them as enemies hit.

Secondly, when defending they also help absorb the brunt of enemy attacks, such as when you see enemy Kibapons come charging from a distance away. Lastly, they are not shabby when it comes to dealing damage too.

A nice effect is defending during Fever, because their shields enlarge and apparently absorb more damage. Also, when you do the Charge Up Song, and then attack, Tatepons rush forward and do a little jumping attack that's pretty cool.

Leather Meat + Stone = Normal (120)
Leather Meat + Hard Iron = Pykola (Red) (240)
Leather Meat + Tytanium = Gekolos (Yellow) (360)
Leather Meat + Mytheerial = Mofeel (Purple) (480)

Tender Meat + Stone = Pykola (Red) (240)
Tender Meat + Hard Iron = Gekolos (Yellow) (360)
Tender Meat + Tytanium = Mofeel (Purple) (480)
Tender Meat + Mytheerial = Tikulee (Blue) (600)

Dream Meat + Stone = Gekolos (Yellow) (360)
Dream Meat + Hard Iron = Mofeel (Purple) (480)
Dream Meat + Tytanium = Tikulee (Blue) (600)
Dream Meat + Mytheerial = Mogyoon (Horny Light Purple) (720)

Mystery Meat + Stone = Mofeel (Purple) (480)
Mystery Meat + Hard Iron = Tikulee (Blue) (600)
Mystery Meat + Tytanium = Mogyoon (Horny Light Purple) (720)
Mystery Meat + Mytheerial = Barsala (Light Angelic Green) (840)

PYKOLA ~ Tatepon

Damage +3 (13-18)
Cnc. Chance +30% (70%)

GEKOLOS ~ Tatepon

Damage +5 (15-20)
Speed -0.40 sec (1.60 sec)
Crit. Chance +10% (40%)
Resist vs Crit. +20% (40%)
Resist vs Cnc. +20% (40%)

MOFEEL ~ Tatepon

HP + 100 (200)
Armour vs Inf. +12% (12%)
Armour vs Arw. +50% (50%)
Armour vs Spr. +50% (50%)
Armour vs Lnc. +12% (52%)

TIKULEE ~ Tatepon

HP +50 (150)
Speed -1.00 sec (1.00 sec)
Crit Chance +80% (110%)

MOGYOON ~ Tatepon

HP +100 (280)
Damage +30 / +50 (35-65)
Speed +0.60 sec (2.60 sec)
Armour vs Inf. +06% (46%)
Armour vs Arw. +10% (10%)
Armour vs Spr. +10% (10%)
Armour vs Lnc. +06% (46%)
Crit Chance +20% (20%)
KB Chance +50% (60%)
Cnc Chance +50% (90%)
Resist vs Crit.+20% (40%)
Resist vs KB. +20% (40%)
Resist vs Cnc. +20% (40%)

BARSALA ~ Tatepon

HP +150 (330)
Damage +10 / +15 (15-30)
Speed -0.40 sec (1.60 sec)
Crit Chance +50% (50%)

|3 - YARIPON|

Yaripons as ranged units are good, and remain vital to every successful army. In Fever mode they jump and attack, extending their range significantly. Also, when Defending, they do this huge-ass jump when laser beams or Fireballs hit them, such that they take minimal damage and retaliate at the same time. Cool shit. All NBA first-team possibles, really.

The only drawback as compared to Yumipons is that they don't receive the same sort of crazy attack boost, but that's alright. Their weapons tend to hit for more damage than the Bows do too, so that's another plus. Frankly, it's hard to imagine a situation where you wouldn't want them on your team.

If your Yumipon spears aren't hitting the enemy, try out other Songs. The Defense Song makes them attack a bit closer, so try out different Songs, or try advancing forwards a bit more then Attacking again.

Leather Meat + Banal Branch = Normal (80)
Leather Meat + Cherry Tree = Pykola (Red) (160)
Leather Meat + Hinoki = Gekolos (Green) (240)
Leather Meat + Super Cedar = Mofeel (Purple) (320)

Tender Meat + Banal Branch = Pykola (Red) (160)
Tender Meat + Cherry Tree = Gekolos (Yellow) (240)
Tender Meat + Hinoki = Mofeel (Purple) (320)
Tender Meat + Super Cedar = Tikulee (Blue) (400)

Dream Meat + Banal Branch = Gekolos (Yellow) (240)
Dream Meat + Cherry Tree = Mofeel (Purple) (320)
Dream Meat + Hinoki = Tikulee (Blue) (400)
Dream Meat + Super Cedar = Mogyoon (Horny Light Purple) (480)

Mystery Meat + Banal Branch = Mofeel (Purple) (320)
Mystery Meat + Cherry Tree = Tikulee (Blue) (400)
Mystery Meat + Hinoki = Mogyoon (Horny Light Purple) (480)
Mystery Meat + Super Cedar = Barsala (Light Angelic Green) (560)

PYKOLA ~ Yaripon

Damage +3 (13-18)
Cnc. Chance +30% (30%)

GEKOLOS ~ Yaripon

Damage +5 (15-20)
Speed -0.40 sec (1.60 sec)
Armour vs Arw. -12% (28%)
Crit. Chance +10% (40%)
Resist vs Crit. +20% (20%)
Resist vs Cnc. +20% (20%)

MOFEEL ~ Yaripon

HP + 100 (200)
Armour vs Inf. +20% (20%)
Armour vs Arw. +30% (70%)
Armour vs Spr. +40% (60%)
Armour vs Lnc. +20% (20%)

TIKULEE ~ Yaripon

HP +50 (150)
Speed -1.00 sec (1.00 sec)
Crit Chance +80% (110%)

MOGYOON ~ Yaripon

HP +100 (200)
Damage +30 / +50 (40-65)
Speed +0.60 sec (2.60 sec)
Armour vs Inf. +10% (10%)
Armour vs Arw. +06% (46%)
Armour vs Spr. +08% (28%)
Armour vs Lnc. +10% (10%)
Crit Chance +20% (50%)
KB Chance +50% (100%)
Cnc Chance +50% (50%)
Resist vs Crit. +20% (20%)
Resist vs KB. +30% (50%)
Resist vs Cnc. +20% (20%)

BARSALA ~ Yaripon

HP +150 (250)
Damage +10 / +15 (20-30)
Speed -0.40 sec (1.60 sec)
Crit Chance +50% (80%)

Yumipons extremely effective as ranged units. Primarily because in Fever they shoot our 3 arrows per Attack turn, so this basically gives you 18 Yumipons worth of firepower. Plus their range extends too!

It's rare to have your Yumipons move to the front lines, since it would require everyone else in front of them to die. Which is not a very good thing. But I needn't tell you they are crap as melee units, since their arrows don't hit and they die really fast.

You'll also notice that when Attacking, Yumipons position themselves to attack the closest enemy. This means that sometimes they will hit, say, the enemy Tatepons in your path, instead of the irritating enemy Yumipons at the back. To deal with this, either invoke the Tailwind Miracle, or Advance your troops and then attack again.

Lastly, the Charge Up Song makes them shoot more arrows, but it seems that this is still less than what they normally fire when in Fever.

Banal Branch + Stone = Normal (150)
Banal Branch + Hard Iron = Pykola (Red) (300)
Banal Branch + Tytanium = Gekolos (Yellow) (450)
Banal Branch + Mytheerial = Mofeel (Purple) (600)

Cherry Tree + Stone = Pykola (Red) (300)
Cherry Tree + Hard Iron = Gekolos (Yellow) (450)
Cherry Tree + Tytanium = Mofeel (Purple) (600)
Cherry Tree + Mytheerial = Tikulee (Blue) (750)

Hinoki + Stone = Gekolos (Yellow) (450)
Hinoki + Hard Iron = Mofeel (Purple) (600)
Hinoki + Tytanium = Tikulee (Blue) (750)
Hinoki + Mytheerial = Mogyoon (Horny Light Purple) (900)

Super Cedar + Stone = Mofeel (Purple) (600)
Super Cedar + Hard Iron = Tikulee (Blue) (750)
Super Cedar + Tytanium = Mogyoon (Horny Light Purple) (900)
Super Cedar + Mytheerial = Barsala (Light Angelic Green) (1050)

PYKOLA ~ Yumipon

Damage +3 (6-9)
Cnc. Chance +30% (30%)

GEKOLOS ~ Yumipon

Damage +5 (8-11)
Speed -0.40 sec (1.60 sec)
Armour vs Arw. -16% (4%)
Crit. Chance +10% (10%)
Resist vs Crit. +20% (20%)
Resist vs Cnc. +20% (20%)

MOFEEL ~ Yumipon

HP + 100 (200)
Armour vs Inf. +20% (20%)
Armour vs Arw. +40% (60%)

Armour vs Spr. +40% (60%)
Armour vs Lnc. +20% (20%)

TIKULEE ~ Yumipon

HP +50 (150)
Speed -1.00 sec (1.00 sec)
Crit Chance +80% (90%)

MOGYOON ~ Yumipon

HP +100 (200)
Damage +30 / +50 (33-56)
Speed +0.60 sec (2.60 sec)
Armour vs Inf. +10% (10%)
Armour vs Arw. +08% (28%)
Armour vs Spr. +08% (28%)
Armour vs Lnc. +10% (10%)
Crit Chance +20% (30%)
KB Chance +50% (50%)
Cnc Chance +50% (50%)
Resist vs Crit.+20% (20%)
Resist vs KB. +20% (20%)
Resist vs Cnc. +20% (20%)

BARSALA ~ Yumipon

HP +150 (250)
Damage +10 / +15 (13-21)
Speed -0.40 sec (1.60 sec)
Crit Chance +50% (60%)

|5 - DEKAPON|

I haven't really used Dekapons that much, since I didn't like the way they lumbered around. Their higher HP and damage output capacities didn't offset the disadvantages of not being able to Defend as well as Tatepons, or the lack of equipment you can foist onto them.

That said, I haven't developed many strategies using them. Shall update more once I get the chance to play around with them a bit more. I used for them battles where I don't have to maneuver much, and need only just bash as hard as fast as possible. One mission like this is Mission 24, where Meden is kidnapped and you have to destroy her cart ASAP.

One good thing about them is that when when you do the Charge Up Song, and then attck, Dekapons unleash this ground-smash which has more knockback and has a chance of stunning other enemies for a bit, which helps break up their attacks.

Sloppy Alloy + Leather Meat = Normal (250)
Sloppy Alloy + Tender Meat = Pykola (Red) (500)
Sloppy Alloy + Dream Meat = Gekolos (Yellow) (750)
Sloppy Alloy + Mystery Meat = Mofeel (Purple) (1000)

Hard Alloy + Leather Meat = Pykola (Red) (500)
Hard Alloy + Tender Meat = Gekolos (Yellow) (750)
Hard Alloy + Dream Meat = Mofeel (Purple) (1000)
Hard Alloy + Mystery Meat = Tikulee (Blue) (1250)

Awesome Alloy + Leather Meat = Gekolos (Yellow) (750)
Awesome Alloy + Tender Meat = Mofeel (Purple) (1000)
Awesome Alloy + Dream Meat = Tikulee (Blue) (1250)
Awesome Alloy + Mystery Meat = Mogyoon (Horny Light Purple) (1500)

Magic Alloy + Leather Meat = Mofeel (Purple) (1000)
Magic Alloy + Tender Meat = Tikulee (Blue) (1250)
Magic Alloy + Dream Meat = Mogyoon (Horny Light Purple) (1500)
Magic Alloy + Mystery Meat = Barsala (Light Angelic Green) (1750)

PYKOLA ~ Dekapon

HP +30 (330)
Damage +5 (20-25)
Cnc. Chance +50% (100%)

GEKOLOS ~ Dekapon

HP + 50 (350)
Damage +8 (23-28)
Speed -0.40 sec (1.60 sec)
Crit Chance +20% (20%)
Resist vs Crit. +30% (30%)
Resist vs Cnc. +30% (60%)

MOFEEL ~ Dekapon

HP + 200 (500)
Armour vs Inf. +20% (20%)
Armour vs Arw. +50% (50%)
Armour vs Spr. +50% (50%)
Armour vs Lnc. +20% (20%)

TIKULEE ~ Dekapon

HP +100 (400)
Speed -1.00 sec (1.00 sec)
Crit Chance +60% (60%)

MOGYOON ~ Dekapon

HP +200 (500)
Damage +0 / +80 (15-100)
Speed +0.60 sec (2.60 sec)
Armour vs Inf. +10% (10%)
Armour vs Arw. +10% (10%)
Armour vs Spr. +10% (10%)
Armour vs Lnc. +10% (10%)
Crit Chance +10% (10%)
KB Chance +80% (130%)
Cnc Chance +80% (130%)
Resist vs Crit.+20% (20%)
Resist vs KB. +20% (50%)
Resist vs Cnc. +20% (50%)

BARSAALA ~ Dekapon

HP +300 (600)
Damage +20 / +30 (35-50)

Speed -0.40 sec (1.60 sec)
Crit Chance +60% (60%)

|6 - MEGAPON|

Ooh, Megapons.

When I first saw them, as well as their stats, I was quite sure I had just unlocked the most effeminate and useless Patapon ever. I mean, damage of 1-1?

In battle though, it's a different matter. Megapons' attacks PUT ENEMIES TO SLEEP. Of course this is not 100%, but I really appreciated this. Furthermore, once you upgrade them to Mogyoon, they turn into really insane powerhouses.

You would note (no pun intended... ok maybe a bit) that Megapons' attack notes spray all over the place like a messy sneezer. Furthermore, unlike arrows which damage once for every arrow, these attack notes tend to cause damage more than once. You would see this most with Bosses.

Thus, once you get Mogyoon Megapons, the notes start flying around and hitting multiple times for 30-50 damage! And this is not counting their equipped weapons too! They deserve to be gushed about.

When they are in Fever, their notes change colour, and become these red things which have piercing qualities. You can also achieve this effect by using the Charge Up Song, then attacking.

I like having a full ranged attack team, since when fully upgraded your Yumipons, Yaripons and Megapons deliver a megaton-bomb's worth of damage. The only drawback to this is that they don't handle melee Zigatons well, since their attacks tend to fly over the closest enemy units.

To counter this, use the Defend Song, and Patapons shoot their notes forwards instead of their usual upwards-at-an-angle attack. You can also use the Charge Up Song which makes their notes shoot forwards, or simply stay in Fever.

A quick addition about the yellow notes you see on the tips screens: do the Charge Up Song, then the Defend Song, and your Megapons will spit out these huge yellow note things, which stick in the ground and hurt enemies who walk into it. It causes Knock Back for normal Zigatons, but doesn't really impede the onslaught of Bosses though. Thanks to DenisF for telling me about this!

I love Megapons, and so would you.

Sloppy Alloy + Banal Branch = Normal (300)
Sloppy Alloy + Cherry Tree = Pykola (Red) (600)
Sloppy Alloy + Hinoki = Gekolos (Dream) (900)
Sloppy Alloy + Super Cedar = Mofeel (Purple) (1200)

Hard Alloy + Banal Branch = Pykola (Red) (600)
Hard Alloy + Cherry Tree = Gekolos (Dream) (900)
Hard Alloy + Hinoki = Mofeel (Purple) (1200)
Hard Alloy + Super Cedar = Tikulee (Blue) (1250)

Awesome Alloy + Banal Branch = Gekolos (Dream) (900)
Awesome Alloy + Cherry Tree = Mofeel (Purple) (1200)
Awesome Alloy + Hinoki = Tikulee (Blue) (1500)
Awesome Alloy + Super Cedar = Mogyoon (Horny Light Purple) (1800)

Magic Alloy + Banal Branch = Mofeel (Purple) (1200)
Magic Alloy + Cherry Tree = Tikulee (Blue) (1500)
Magic Alloy + Hinoki = Mogyoon (Horny Light Purple) (1800)
Magic Alloy + Super Cedar = Barsala (Angelic Light Green) (2100)

PYKOLA ~ Megapon

Damage +3 (4-4)
Cnc. Chance +30% (30%)

GEKOLOS ~ Megapon

Damage +5 (6-6)
Speed -0.40 sec (1.60 sec)
Armour vs Arw. -10% (40%)
Crit Chance +10% (10%)
Resist vs Crit. +20% (20%)
Resist vs Cnc. +20% (20%)

MOFEEL ~ Megapon

HP + 100 (320)
Armour vs Inf. +20% (20%)
Armour vs Arw. +25% (75%)
Armour vs Spr. +50% (50%)
Armour vs Lnc. +20% (20%)

TIKULEE ~ Megapon

HP +50 (270)
Speed -1.00 sec (1.00 sec)
Crit Chance +80% (80%)

MOGYOON ~ Megapon

HP +100 (320)
Damage +30 / +50 (31-51)
Speed +0.60 sec (2.60 sec)
Armour vs Inf. +10% (10%)
Armour vs Arw. +05% (55%)
Armour vs Spr. +10% (10%)
Armour vs Lnc. +10% (10%)
Crit Chance +20% (20%)
KB Chance +50% (50%)
Cnc Chance +50% (50%)
Resist vs Crit.+20% (20%)
Resist vs KB. +20% (20%)
Resist vs Cnc. +20% (20%)

BARSALA ~ Megapon

HP +150 (370)
Damage +10 / +15 (11-16)
Speed -0.40 sec (1.60 sec)
Crit Chance +50% (50%)

=====O

I'm only going to give brief instructions here, I suspect there will be people who will produce detailed FAQs on these in time to come. If there aren't, and people have problems with these, I'll come back and buff up this section.

1 - Tree Minigame

UNLOCKED : Get the Pakapon Cap from Mission 2.

REQUIRES : One Leather Meat per play.

WHY PLAY IT: Easy source of Wood (Levels 1 - 3), and more rarely Ores (Level 1 - 3). Oh, and CRAPLOADS of useless leaves.

Basically the Bon Bon Tree sings a set of 8 songs, comprised of a wide range of notes (ok fine just Bon). Once he's done singing, just press Circle the same number of times he sang 'Bon' in the last song.

It's an easy Minigame, and the rewards are good at the beginning. I remember getting my first Tytanium here! You'll need Ores quickly to build your army at the start.

BTW, is it not disturbing that you're picking up the remnants of dandruff from a talking tree?

But hey you're a God of talking walking Eyeballs, so it shouldn't faze you.

2 - Flower Minigame

UNLOCKED : Get the Zakpon Cap from Mission 8.

REQUIRES : One Banal Branch per play.

WHY PLAY IT: Main source of Vegetables, though the last few Plant Bosses do drop Vegetables regularly too. You need these to make Stews!

Basically, just keep tapping Circle at a steady rhythm. You should be able to hear the proper tempo from the "Oh oh oh" that the Flower sings.

You know you're doing it right if the Flower's mood starts improving and eventually smiles. If the Flower starts frowning and flipping you the finger, you're probably pressing Circle too fast, too slow, or at an inconsistent pace.

You'll know what type of veggies you're going to get by how happy the Flower has been throughout the game: If she were continually ecstatic, then you are going to receive higher grade veggies. If you missed a couple of beats, then you get the leftovers she pooped out.

When she decides to reward you, she'll throw the veggies up in the air, and you have to catch them as they come down. Listen for the sound of the veggies

falling, and press Circle just before the falling sound ends. Zakpon should jump up and catch them.

You'll have to try a few times with this, because you need to remember just how long the sounds go on for. It's quite a tricky Minigame, if you ask me. And er, this is pretty embarrassing, but I have no idea what the higher level veggies are for. You only need Eyeball Cabbages for the Cooking Minigame... so...

3 - Mountain Minigame

UNLOCKED : Get the Kimpon Cap from Mission 14B.
REQUIRES : One Tender Meat per play.
WHY PLAY IT: Good source of Hard Irons or Tytaniums!

Ok this Minigame drove me up the wall. What happens is that the Mountain's toes light up in a song, either Single-Beats or Double-Beats. A typical song he would play is:

Tap, Tap, Tap, Pause, Tap, Tap, Tap-Tap

As you can see, you're expected to mimic this by pressing Circle. I had problems adapting to this bloody rhythm after coming back from a 4-Beat mission but it's definitely doable.

The best I can say is practise. But trust me, the whiny Mountain's 'Noooo' everytime you screw up makes you a twisted person inside, especially if you keep screwing up like me.

4 - Cooking Minigame

UNLOCKED : Get the Gashapon Cap from Mission 17.
REQUIRES : One Eyeball Cabbage per play.
WHY PLAY IT: Only source of Stews!

It's a fun and very rewarding Minigame. Basically, just time your Circle presses perfectly to slice the food before they drop in. Look at the Pot's face to see if you did it right.

If you get a perfect run, you get Divine Stew, which really is quite good!

5 - Smith Minigame

UNLOCKED : Get the Kampon Cap from Mission 22A
REQUIRES : Either one Hard Iron, or one Mytheerial per play.
WHY PLAY IT: Only place for Divine Weapons! And Alloys too!

You want this game for the Divine Weapons, pure and simple. However, to get them you must offer up the Mytheerial, the Hard Irons (even on a perfect run) will only net you Alloys up to Level 3 (Awesome Alloy).

The game consists of four cycles. Cycle 1 - 3 are in increasing speeds, while Cycle 4 goes back to a slow speed.

What happens is that the Fwoosh Famoose the Furnace Guy will tap his right leg which is when you'll hear the Furnace Fart. Right after, you hit Circle to temper the Ore. He either blows the bellows in Single-Beats or Double-Beats, so tap Circle accordingly.

At the beginning of each cycle you'll keep hearing the Furnace Fart, so look closely at his right leg to tell how much times you should press Circle.

Cycle 1 is easy, Cycle 2 is tougher, and Cycle 3 is killer. Here, your double-taps must be the springy sort, so that they don't overlap into the next beat(s). It's not easy, but practise to get the hang of it.

When you do a perfect run, or just miss one or two beats with the Mytheerial,

you'll get a Divine Weapon. The Furnace apparently gives them out in a set order, so you must get one before you can get the next. Once you get all of them, getting a perfect run here will only net you Magic Alloys. If you screw up slightly, you also get Magic Alloys instead of Divine Weapons.

I had originally thought that there was a set order in which the Gold Weapons would be produced, but it seems as if the order is fixed only for your particular game. That means that my fixed order is going to be different from yours, so there's no need for me to list mine here! Just know that it comes in a fixed order! Thanks, Waynec02!

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|                                     |
|                               FINISH! [000L]                               |
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*****
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My goodness what an insane amount of work this FAQ took. Anyways, do go out and get this game if you haven't! It's apparently even cheaper in the US, apparently because the marketing guys at Sony were worried that the people wouldn't take to such a genre-mashing game.

Thanks for reading this far, send me any questions you have about the game, and would love to hear any feedback you have about this guide! In future revisions I'll try to include a detailed Boss guide, so that we can figure out how to tackle them at higher levels!

Thanks too for all the people who've helped in the updating of this guide, your emails of support and information I missed out really helped to make all this more robust!

Pon-Pata-Pon-Pata for now!

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