

Patapon FAQ/Walkthrough

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Patapon

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-Prologue: Patapons come home

After the opening scene, sign the paper and you get the Drum of Valour. Now you can drum "Pon" with Circle button. The entire game is 4/4 beats, egde of the screen flashes every 1/4. Drum (press the buttons) at the same time as the screen flashes.

As you drum Pon, Hatapon (Flag carrier Pon) wakes up and gives you the Drum of

Strength. Now you can drum "Pata" with Square button.

You learn the basic command, move. Drummed Pata Pata Pata Pon.

As you drum commands, you and Pon take 4/4 beats alternatively. So

You: Pata Pata Pata Pon (Drum)

Patapon: Pata Pata Pata Pon (Patapons sing. You don't drum while Patapons move)

You: Pata Pata Pata Pon (Back to you, drum)

Now make your Hatapon move. You'll come across 3 Yaripons (Spear Pon). And suddenly earth shakes and dinosaur kinda creature appears. What to do? Well... Run, of course. Successful series of move commands will let you out of danger without taking any damage. Even if you get damaged, it's minimal. A couple of Zigotons appear, but they do you no harm at this point. When you cross a small tower/statue thing the mission is complete

When you get back to Patapolis, they ask your name. Which is capped at 4 characters. The default name is Kami(God). I have no idea why they'd stick with Japanese words like Hata, Yari, Kami, and more.

You've come to Patapolis, the Patapons are starving so you'll need to go get food for them. Go to the obelisk, which will let you choose which mission to play.

[MS01]

-Mission 1: Hunting on Patata Plain

Patapons need nutrition!

Capture prey to feed them meat.

There'll be no victory on an empty stomach!

When you start the mission, you'll learn the battle song (Attack command)
It goes Pon Pon Pata Pon.

If there are any enemies that are in reach of your Patapon's attack range, its eye will look more aggressive. When you give the attack command, Hatapon stands ground. And there's a limited distance away from Hatapon that other Patapons can advance to attack.

When you combo certain number of commands, you and Patapons go into Fever mode. While in Fever mode, the battle capability of Patapons increase. It would be quite hard to kill the bird enemy without going into Fever mode at this point.

Boar looking enemy will yield Leather Meat when killed (Automatically added when you finish the mission) and bird looking enemy yields Tender Meat.

Back in the Patapolis you gain access to the Altar. You can check your inventory from the Altar.

[MS02]

-Mission 2: Escape from Isolation

For as long as any Patapon can remember, they have been trapped in an isolated region surrounded by an endless stone wall patrolled by Zigotons.

In this mission you fight against Zigotons, the creatures that you first encountered during Prologue mission. When your Hatapon gets killed, it's game over.

When you break the first wall, Ban the Tatepon (Shield Pon) joins you. He is very powerful, basically kills everything in one hit. Later in the stage there's a graveyard, destroy it to get the cap of Pakapon. When you reach the end, Ban leaves you the memory of Tatepon, a shield, and passes away. Destroy the house to find a spear.

Back to the Patapolis. Now you have access to Mater, the tree of life. You can revive your fallen Patapons if you pick up their headgear, and create new Patapons. It will cost you some Ka-Chings, and combination of two items. If you fail to pick up the cap before it disappears, you can't revive that unit.

After you revive Pan the Pakapon, you can play a minigame to get branches and stones, which are required to create Yari and Tatepons. Give Pan one Leather Meat to play. Ubo Bon (Tree) will sing the first beats, and then you recreate his song by hitting circle at the right timing. If you do well, he'll drop something, ranging from a leaf (total junk) to level 1~2 branches. If you do a good job overall, Ubo Bon gives you one extra reward, branches or level 1~3 stones.

Note: Ubo Bon sings Bon BoBon BoBon pretty fast. In fact it should go

1----2----3----

O O O (Bon Bon Bon)

O O O O (Bon BoBon BoBon)

O OO OO (Ubo Bon version of Bon BoBon BoBon. Don't do this)

[MS03]

-Mission 3: Zigotons Strike Back

The Zigotons have launched a counterattack in Eyeball Forest! Soldiers wait in ambush at every turn! Quick, use the Tatepons! Victory to Patapons!

Before you go into this mission, it's a good idea to have 3 Tatepons, if you can create Mofeel Tatepon (Tender Meat + Tytanium Ore), let him stand in the very front because Mofeels are good at tanking. Also more Yaripons never hurt.

When you go into the mission, Zigotons "ambush" you (You'll see why ambush is in quotes =P) After a few ambushes, you'll be somewhat low in health and bam! You'll come across a green potion which fully heals your Patapons.

And Zigoton captiaon appears. Most of the enemy attacks will be focused on the Tatepons, so either have enough number of Tatepons or good tanker like Mofeel, or just stay in Fever mode as long as possible.

Destroy the house to get a spear and it's the end of mission.

[MS04]

-Mission 4: Crack the Zigoton Fort!

"At the end of the Earth, gaze upon IT and be granted true happiness." The Patapons must topple the fort to comfirm their cherished legend!

Pretty straightforward mission here. There are forts and towers, just destroy them and advance. You'll come across Don the Yumipon (Bow Pon). Yumipons really shine in Fever mode, firing 3 consecutive arrows. Don is equipped with a fire element bow, so enemies hit by it catches on fire and gets damaged until it's put out.

You'll come across a tombstone, destroy it to get the Chakachaka Song.

At the end of the mission, same deal with Ban the Tatepon.

Now you have 3 types of Patapons, and wondering what combination is good for each unit types. At this point you have access to level 2 Meat, 3 Ore, and 2 Branch. Meats from Patata Plains, Ores from forts and Ubo Bon, and Branches from Ubo Bon. Level 3 Ore would take quite a few tries so don't try to get all 6.

Any Yaripon is good at this point. I've picked Pyokola for fast movement and therefore extensive farming in Patata Plains =P But Pyokolas cost twice with almost same stats, so depends on your Ka-Ching.

For Tatepon, Mofeel is very good with high HP and Armor. But requires Lv3 Ore and Lv2 Meat, so have one at the very front and give it your best shield. For the rest of Tatepons, Pyokola works well because they'll approach enemies fast and have time to attack. So arm the first Pyokola Tatepons (Still, place them behind Mofeel) with best weapons.

I picked Gekolos for Yumipon for increased damage. Requires Lv2 Ore + Lv2 Branch or Lv3 Ore + Lv1 Branch. So probably just get one, also Yumipons are expensive Ka-Ching-wise, so it's better to have 2 regular Yumipons than 1 Pyokola Yumipon. I made one Gekolos for the sake of Steel Bow, resulting in 10-16 damage. compared to 3-6 of regular Yumipons that's very good, and in Fever mode it's devastating.

[MS05]

-Mission 5: Gong the Hawkeye

The Patapon-Zigoton conflict continues, and Gong the Hawkeye has come to strike back after losing the fort. Beware of Gong's hammer of fury!

When the mission starts, a Patapon says something about a Devil and collapses. Gong uses a scythe, despite the mission description, to send out a small tornado, damaging all your units. It's your best interest to stay in Fever mode

As you drive back Zigotons, you'll come across a captured Patapon. Break the cage to set him free and you'll receive a reward.

Keep firing away and Gong will retreat.

Back in Patapolis Priestess says the seeminly Blank Map you got from Gong actually holds information written in magic ink. The next mission is unlocked.

[MS06]

-Mission 6: Ancestral Guardian

With the BLANK MAP as their guide, the Patapons venture into unknown territories! Uncover the secrets of the hidden ruins!

This is the first real boss fight. As soon as the mission starts you will come across a tombstone, destroy it to get the Drum of Wisdom. You can drum "Chaka" You should have picked up Chaka Chaka Pata Pon scroll from mission 5. Basically it puts Tatepons into defense mode, their shield become bigger and other Patapons will still attack.

Advance, and you'll meet Dodonga. His attacks are pretty simple and not too

powerful. But be careful of his flame breath attack because Yumipons can get damaged by fire easily. As you beat it up, it may teether and drop an item. It looks like the more units you have, the more likely it will teether. Especially in Fever mode Yumipons fire insane number of arrows, that seems to increase the chance of Dodonga teethering. After some fighting he'll retreat and go to sleep just chase it and repeat. Eventually it'll go down.

You can fight bosses again, but every time you kill one, the level increases by one.

[MS07]

-Mission 7: Miracle of Lostdon

Divine artefacts are hidden in sites across the world. Beware of their loyal guardians! May this be a test of thine will, O god of the Patapons!

The priestess mentioned there's something in Patata plains. Go there first. You'll see a totem with Chaka Pon Chaka Pon sign on it. repeat a few times and a Bent Compass will pop out. Pick it up and finish the mission.

First you need to be a little distance away from Totem, and drum in beat, then it'll come out of the ground a little bit and move away. Keep repeating and a mouth-like root will give you the Bent Compass.

Second update here, looks like people are having quite some trouble with this part. First of all, stay at least one march command distance away from the totem. If the totem flips and collapses you've gotten too close. As the totem runs away, try drumming Chaka Pon Chaka Pon and see if it works. If it doesn't work, you're safe to march one time.

Another update woah. Lior suggested that you take 4 beats break after you drum Chaka Pon Chaka Pon, just like any other command. If you've been doing 8 continuous beats of Chaka Pon Chaka Pon, this should help.

Now Miracle of Lostdon should be unlocked. Destroy the tombstone and you get the Drum of Miracle. Now you can drum "Don" which doesn't do anything at the moment.

This time the boss is a little bit stronger, it's called Majidonga. Still the same old patterns, it will eventually drop the Rain Miracle.

[MS08]

-Mission 8: Desert Crossing

In ancient legend, the Patapon god crossed the desert with a rain miracle. Perform a miracle and prove thine mighty will!

Before you go into the mission, make sure you equip the Rain Miracle you just acquired.

As soon as the mission starts, you are forced to perform the miracle. Go into Fever mode by giving any command. (Pata Pata Pata Pon won't advance your Patapons, so don't worry) And then drum Don DoDon DoDon, same beat as Ubo Bon's Bon BoBon BoBon. If you succeed you go into Miracle mode, which is very similar to Ubo Bon minigame, except this time it even shows you the beats. As long as you drum the right one, it's very forgiving on the beats.

When it starts to rain, advance. There are couple Zigotons, should be no

problem. You should see couple Kacheeks (Sand) and a Gancheek. When you attack the Gancheek, it turns into a snail and runs (well not literally) away. It's slow but has quite some HP.

After chasing the Gancheek for a bit, you'll come across a talking sign. You should be prepared to perform the Rain Miracle again, because there are sand dunes which deals fire damage when destroyed. Rain will negate its effect granting you safe passage. Move on, destroy the house and you successfully crossed the desert.

Now the mission description will change to Creatures of the Sand. Now it's a hunting map. When it rains in this map Gancheek appears, and killing it will result in getting the Cap of Zakpon. You can either summon rain by using Rain Miracle, or sometimes it just rains in that map.

You can revive Fah Zakpon and unlock Pop Bean minigame. It costs one Banal Branch, and will reward you with level 1~3 vegetables which are used to create Tatepons at cheaper cost than meats. If you have trouble keeping in beat, just look at the white flash at the edge of the screen. You get up to 3 vegetables, press O when the vegetable is in the middle of the screen to catch it. Shouldn't be too hard to catch all three after a couple tries.

[MS09]

-Mission 9: Zigotons Attack

A large Zigoton force has swooped in from Mt. Bachikoi! Kami's army must be assembled to cut them off in Dodon Basin, lest Patapolis be taken!

Looks like Zigotons are back. Very straightforward mission, but Zigotons are well prepared. They are in strong formation, especially Kibatons can ruin your formation by pushing Tatepons back so Yari/Yumipons' attacks miss. Either use Chaka Chaka Pata Pon to stop them, or fight out of Fever mode so Yaripons have reduced range which will hit the enemies better.

You'll get a potion halfway through the mission, nothing special worth mentioning.

[MS10]

-Mission 10: Desert Behemoth

The heat wave on the Deplorable Desert has simmered down, but now a giant beast, Zaknel, swims through the sands. Could it be an ancestral guardian?

If you've been wondering why you face Kibatons but not have Kibapons, the Priestess tells you that this beast has swallowed the memory of a hero.

The attack pattern on Zaknel is pretty simple. First one is its head slam. It slams head down, damaging any Patapons that are right in front of it. The other patten is its earthquake attack. It stretches thin along the ground and shakes the ground, which damages all units.

Whenever Zaknel sticks its head up, start giving defence command. Defence will considerably reduce damage done to Yari/Yumipons if done right.

Kibapon (Cavalry Pon) can have 3 units maximum, is a fast melee fighter. Kibapons cost two stones to create. They are really weak when not in Fever mode, but once you go into Fever mode they'll charge through anything and can

withstand more enemy attacks too. Also due to their fast speed, they have longer attack range compared to Tatepons.

[MS11]

-Mission 11: Battle for the Oasis

Beyond the scorching Deplorable Desert lay the desert paradise, Heave Ho Oasis. Only, reports indicate that it is occupied by the Zigotons!

If you had enough Ka-Chings to create 3 Kibapons, why not put them to use right away? I created 2 regular and 1 Pyokola Kibapons and they kick some serious bottom.

In Fever mode, Kibapons will push enemies to exactly where spears and arrows land. There are a lot of Zigotons in this mission, but with the might of Kibapons, they are merely potential item drops. Just pummel through enemies and the mission would be over in no time.

You should have obtained quite a few equipments, make sure to equip them.

[MS12]

-Mission 12: Gong Returns

Gong the Hawkeye has returned to Heave Ho Oasis, and knows the Patapon legend, "At the end of the Earth, gaze upon IT and be granted true happiness."

Gong returns. His scythe attack is powerful as usual. To make things worse there are a lot of Zigotons, and even a Dekaton.

Gong says stop and says whatever he wants then attacks you. What a fair guy.

Dekaton's attack is quite strong, either use Tatepon or Kibapon in Fever mode. I once broke out of Fever mode during the fight with Gong and Dekaton and resulted in loss of all 3 Kibapons. Luckily Dekaton went down with the last Kibapon and Gong retreated soon after. You can keep your distance away from Gong and use Chaka Chaka Pata Pon to snipe Dekaton first if you're using Tatepons, or you can just go by brute force with Fever mode Kibapon.

Back in Patapolis Priestess says everything is fate, and gets a report saying Zigotons are in the Dodon Basin again.

After you finish this mission, this area becomes a hunting map called Desert Paradise. There's one Momoti, which is basically a pink Motiti. If you attack it, it will start to run away and sit down after some distance. Killing this Momoti will yield a Dusty Crystal. Also one of the Sand Kacheeks turn into a beetle looking creature called Poocheek. Kill Poocheek to get the Kimpon Cap.

You can revive Kon Kimpon and unlock the minigame. It will cost you a Tender Meat and reward you with Lv1~3 Ores. Basically you need to recreate the music. The toes light up to tell you how many notes there are, not to follow the toes as if you're performing a miracle. If you perform well, the mountain will cry an Ore.

[MS13]

-Mission 13: Guardian of Knell

A site preserving divine artefacts was found in the desert! An ancient, battle-hardened guardian awaits

the unknowing Patapon god!

Destroy the tombstone as soon as the mission starts, and you'll learn the dodge song. It goes Pon Pata Pon Pata, and quickly makes all units fall back to avoid damage.

This boss is Dokaknel, upgraded version of Zaknel. It feels like Dokaknel is about as strong as Zaknel level 3, but with the help of dodge you should be able to kill it if you can kill Zaknel level 2.

If you are having hard time killing Zaknel level 2, then you can ignore this boss at the moment and progress in the story to gain better equipments and items for Mater.

If you want some challenge, or got some scorching weapons from other bosses, or did insane amount of farming and have units like Tikulee Yumipon, Mofeel Tatepon, and Gekolos Yaripons you can try your luck.

[MS14]

-Mission 14: Zigotons Attack Again?!

A large Zigoton force has swooped in from Mt. Bachikoi AGAIN! Kami's army must face them in Dodon Basin, lest Patapolis be taken!

Zigotons are back, AGAIN. This mission is like a combination of 11 and 12. Same old fashion way horde of enemies, with occasional Dekaton.

There's a potion halfway through, total deja vu.

Again, if you have hard time staying in Fever mode, Tatepon is the way to go. Kibatons become easy prey of Chaka Chaka Pata Pon, and other than that Pon Pon Pata Pon all the way.

[MS15]

-Mission 15: Convoy Escort

The Patapons are building a fort in Dodon Basin to stave off the constant Zigoton raids. Escort the food and supply convoy to the frontlines!

Priestess Meden (I've been calling her "Priestess", now I'll start calling her Meden. Is this the first time she tells you her name or did I miss her name earlier on?) came up with the idea of building a fort in Dodon Basin so the Patapons can peacefully go to sleep.

You'll escort the convoy through Patata Plains, the area is filled with Zigoton ambushes. Make sure the convoy stays safe, go as fast as possible to prevent the convoy from getting damaged.

Later you'll come across Yumitons equipped with Flame Bows. If you let your Yumipons or the convoy get hit, they'll catch on fire and keep getting damaged. Defeat them quickly, preferably with Fever mode Kibapons, and if you're lucky rain will help you from catching fire.

The mission ends when Patapons and convoy cross the finish line.

I've come across some decent equipments like Scorching Spear, Flame Bow, Ice Shield, Fast Horse. So I went back and killed all bosses till they are level 3~4. While doing so I got a few level 3 Ore/Branches, one Mytheerial,

level 4 Ore, and Dokaknel's Fang, a moderate damage spear with high critical chance.

[MS16]

-Mission 16: Despair

Those who approach Mt. Bachikoi face a plethora of deadly traps. How will the Patapons ever manage to topple the fortified Zigoton stronghold?

You've constructed a fort, and found a Zigoton castle. Always being out teched huh.

As the title suggests, you're gonna feel it. Really. Destroy a tower at the beginning, then you'll see stronger towers. Still goes down pretty easily. And surprisingly soon, you arrive at the castle.

The castle is a monster. There are bunch of archers at the top of the castle, bunch of Yaritons with Scorching Spear, a boulder trap and a spike trap.

No way... There's gotta be a way to beat this stage...
Well, despair =)

After you fail the mission talk to Meden, you'll get a report saying a catapult is found. Let's go steal it.

[MS17]

-Mission 17: Ray of Hope

A new siege weapon is needed to topple the Mt. Bachikoi fortress. Fortunately, the Zigotons happen to have one! Steal it from under their noses!

When the mission starts you'll find a catapult and some Zigotons. Eliminate the Zigotons and you gain control of the catapult. The catapult deals some serious damage, so this stage shouldn't be too hard.

The weather in this mission is bad, when thunder strikes, it damages anything that's hit friend or foe. The damage isn't too fearful but it can be annoying. Occasionally units hit will catch on fire.

Back in Patapolis Meden questions what use a rock throwing thing would be. Well if you saw the damage catapult deals, there'd be no question.

After clearing this mission it turns into a hunting map called World of Ooze. You'll find Parcheeks, which look like yellow Kacheeks but when you hit it, it turns into a crab like creature. Defeat it to obtain the Gashapon Cap. Also you'll find a yellow Motiti, this one's a Gold Motiti. You'll need a non-fire weapon and since it runs away very quickly get into fever mode and attack from maximum distance. Killing the Gold Motiti will give you the Tailwind Miracle.

To use the Tailwind Miracle, equip it first and the same Don DoDon DoDon command. Wind Miracle will allow the wind direction to be in favor of you, so increased range of your ranged attacks and reduced range of enemy ranged attacks.

When you revive Rah Gashapon at Patapolis, you unlock the cooking minigame. Simmer Slurp will throw ingredients, and let Rah Gashapon slice them. You'll receive level 1~4 stew depending on how well you did. The effect of the stews are in the item section.

[MS18]

-Mission 18: Door of Promise

The Kami army has captured the Zigoton Catapult, and is heading for Mt. Zigoton to crack the castle gate. Deliver the catapult to the gate in one piece!

Escort the catapult to the castle. Occasionally it will give you extra fire power by throwing rocks at Zigotons as well. For some weird reason I chose to use Kibapons and ended up losing all of them about at the same time as the castle went down. Just let catapult do the work while you bring your fever up by doing Chaka Chaka Pata Pon or Pon Pata Pon Pata. And the rest is just cleaning up leftovers.

Back in Patapolis you find out the catapult has broken down. The next stop is Dekaton Tower, and there's a great forewind. Sound like you'll need the Tailwind Miracle, go get it if you haven't. Make sure you equip it too.

[MS19]

-Mission 19: Battle! Bachikoi Fort

The windmill at Dekaton Tower blows a powerful forewind inside Mt. Bachikoi castle. If only a miracle would create an opposing tail wind...

When the mission starts a sign tells you a tailwind will stop the windmill. Use the Tailwind Miracle as soon as you have the chance. There are 2 patterns that are only half half the length of other ones, PoPoPon and PoPaPon should be drummed almost immediately after the pattern finishes. Failing to complete all patterns result in loss of Miracle Duration.

You shouldn't have problem with the first towers, the spears aren't affected by your Tailwind Miracle much, so you could get damaged but not much. When you reach the windmill, perform the miracle and you'll see Yumitons become totally useless. Just handle the Dekatons and windmill should go down pretty easily. If you happen to run out of Miracle just simply do it again.

[MS20]

-Mission 20: Lord of the Mountains

An alarming report of a large moving stone has sent shockwaves through the Patapon ranks. Help the Patapons unmask this geological aberration!

You fight a stone boss Gaeen. His attack patterns are fist smash attack, and shooting laser from its eyes. Fist attack can be easily avoided with dodge. For laser attacks, either dodge or defence (Tatepon).

Defeating Gaeen will net you the Dekapon's Memory. Now you can create Dekapon. Dekapons are slow heavy melee attackers. You can only create 3 just like Kibapons.

[MS21]

-Mission 21: Legendary Night Sky

It is believed that brave fallen warriors sleep as stars in the sky. Gong is determined to win many great battles, so that when he joins his ancestors in the night sky, he can hold his head high.

Sounds like Gong will be back again. When the mission starts you see Gong doing his thing, you can build up Fever even if Patapons will stay still. And he challenges you. Save the prisoner and you'll get the Broken Sign. He'll then summon several Zigotons, mainly Yaritons and Yumitons. I had tailwind by coincidence, and it helped a lot. So it may be a good idea to bring Tailwind Miracle just in case.

This is a very short mission, if you have trouble beating it, upgrade your units or try to stay in Fever mode.

Back in Patapolis Meden is gone...

After clearing the mission it turns into a hunting stage "Search for a Lucky Star" When the weather is bad you'll just find a Momoti and Parcheek. Wait until it's sunny by doing other missions.

If you enter this area when it's sunny, you'll find Picheek and Motsitsi. Kill the Picheek and a gold star will appear. If you keep listening it will give you a Black Star. Also don't forget to pick up all the Ka-Chings the star drops.

Instead of constantly giving march command to pick up Ka-Chings, you'll need to sit and listen to what the star has to say. When the star is on the right half of the screen you can use march to catch up, but keep listening until you get the item.

Once you have the Black Star, you can do other missions like 22 or newly unlocked 23, until it's sunny in that map again. Defeat Picheek again to find Hosipon devoured by Picheek again, this time you're rewarded with Cap of Kampon.

Revive Ton Kampon to unlock the anvil minigame. It costs you an Ore, and you are rewarded either a weapon or an Alloy. Fwoosh Famoose will press the pump, and you hit the anvil that many times in beat. If you successfully finish the minigame using Mytheerial, you'll be rewarded with Divine weapons for the first 9 times, one for each type of equipment. After that you'll only get Magic Alloys. Also if you make 2 mistakes or more you get Magic Alloy.

If you're not perfect at it, save before you play because collecting more than 9 Mytheerials take longer than save and load. In fact, when you get the hang of it you shouldn't even need to save and load. I saved, and loaded 6 times for my first success. Saved. My second success came immediately after. Saved again. I blew one, loaded. Made 7 Divine equipments in a row after that, of course I saved after each.

Having trouble? Maybe looking at the table below could help. P is one hit, PP is obviously two hits.

First : P P P P PP P P P PP P P P
Second: PP PP P PP PP PP PP P
Third : P PP P PP PP PP P P PP PP P P PP P PP PP
Fourth: P P PP P

[MS22]

-Mission 22: Awakening at Gayeen
This mountain range is enshrouded in myth. Perhaps the most famous is about a stone race which was annihilated in a conflict with Patapon ancestors.

This is unlocked by obtaining the Broken Sign. As soon as the mission starts destroy the tombstone and learn Pon Pon Chaka Chaka Song. You charge up using this command and the next time you attack, your attack motion will be the same as that of Fever mode, or increased damage.

Dogaean is an upgraded version of Gaeen, nothing really worth mentioning other than that.

[MS23]

-Mission 23: Claws of Guchoppa Ruins

What secret is hidden in the ancient ruins indicated by the black star? We may never know, since the giant claw marks confirm the rumours that a merciless, bloodthirsty guardian protects it.

This mission is unlocked by getting Black Star from the Lucky Star. You'll fight Cioking here. It does two types of claw attacks and a bubble attack. First claw attack is when it raises the claws and smashes down. Damages range of Patapons including Hatapon. Dodge is the best way to go, since Hatapon can go down in couple hits of this. The second one is when it leans forward and slices your Patapon. The bubble attack can put units to sleep so be aware of that as well.

When you defeat Cioking for the first time, you get the Earthquake Miracle. When you cast the Earthquake Miracle, Zigotons will fall down. This can be very useful in tough fights, because they won't be able to attack you while you fire away whatever you have.

If you find Cioking too difficult, come back later, preferably after beating mission 26.

[MS24]

-Mission 24: Meden Kidnapped

A cavalry rides off, and a scream pierces the desert sky! Meden has been whisked away from Patapolis by the Zigotons, and you must save her!

Meden is kidnapped by Makoton. A cart carrying Meden will move slowly but steady. Makoton will bother you but ignore him and catch up with the cart also raising your Fever combo. Once you've caught up (Like half to 1/3 screen away) and in Fever mode, just fire away. The cart will get damaged and eventually explode.

The mission ends as soon as the cart is destroyed.

One thing to watch out for is Meden burning. Do not bring weapons that can cause fire, also equip King's stew instead of Divine for the same reason. The cart can catch on fire, but as it gets partially destroyed the fire goes out. Meden will say she's burning and such, you need to hurry otherwise she may be toasted.

[MS25]

-Mission 25: Gong Vows to Fight

The Zigoton Queen Kharma, determined to stop the Patapons, forms an unholy alliance with the devil. Despite this, Gong swears to defend the honour of the Zigotons. In the name of the Queen!

Gong's final battle. I recommend Tate, Yari, Yumipon combination and Tailwind Miracle equipped. Also stick in the best stew you have if any.

Gong charges at you as soon as the mission starts. Push him back with attack command, and he'll fall back a bit. There are stone barricades that you can destroy to gain potions. Several Zigotons appear, you should be in Fever mode now, just kill them all to find more potions when Gong falls back again.

When Makoton appears he summons Megatons. Since Patapons' main target is Gong, it's hard to kill them. You can either use the Tailwind Miracle to get rid of them first, or dodge-attack combo will result in some arrows flying all the way to Megatons. Or if you learned the Earthquake Miracle, it could be of good use here but personally Tailwind Miracle would work better. Gong is still in the way so knocking down Megatons will just buy you time, opposed to eliminating them for good.

Get rid of the Megatons and Gong will fall back for the last time. This time he creates clones of himself, but this part is easier than the Megatons part... Eventually Gong will drop his scythe and collapse, and Makoton runs away.

[MS26]

-Mission 26: Volcano Guardian

The Kami army is advancing in full force, and is just in range of Zigoton territory. However, they suddenly receive news of a giant beast at Bovo Volcano. How will they overcome this new threat?

If you've been following my guide, especially mission 23, you'll find this boss, Ciokina, weaker than Cioking. In fact Cioking is the upgraded version of Ciokina, but since Cioking can be unlocked earlier I just went with this way.

Same patterns, weaker than Cioking, It drops Megapon's Memory when defeated. Or if you make it teether you could get it earlier but no difference there.

Now you can create Megapons. I think it's a pun of megaphone. You can create 3 of them, they attack using sound. The mechanism behind this will be explained in Pon Pon Chaka Chaka Effect section.

[MS27]

-Mission 27: Across Enemy Territory

Kharmia, the Zigoton Queen, has made a pact with the devil, and has sent General Spiderton and his evil tank, the Ziggerzank, to engage the approaching forces of Kami.

Wow finally some translated name here, Spiderton! This mission is very very short. There are only two enemies, Spiderton and Ziggerzank.

Spiderton is a Kibatou, it seems like he has quite high knockback stat, if you face him with your Kibapons, he'll probably push you away every time.

Ziggerzank on the other hand has low attack and low health. Soon after you go into Fever mode, your Yumipons will take care of Ziggerzank faster than expected.

Just keep attacking, Spiderton will leave his helm and die. Not as fearful as he sounded right?

[MS28]

-Mission 28: Facing GateGhoul Baban

The Zigoton Queen Kharma has taken the few Zigoton warriors she has left and sold their souls in a pact with the devil. Now, they are evil minions of the dark lord!

Scorpiton, who's wearing a helm that's hard to miss, is a hero Yariton. Because all enemies are Yaritons, Kibapon works great here. In Fever mode they will have a very hard time hitting your Patapons.

If you wipe out the Yaritons, Scorpiton falls back behind Baban the gate. After a short conversation Baban starts firing demonic projectiles, or you can say they're just mere arrows. You can either use the Tailwind Miracle and fire arrows from a distance, or brute force always works.

After Baban is destroyed Scorpiton should be easy. Again this guy leaves a helm behind, Scorpiton Helm. Mission ends when you kill both Baban and Scorpiton.

[MS29]

-Mission 29: Zigoton Queen

Kharma has made a pact with the devil, Gorl. Now, the army of Kami faces General Beetleton, Gorl's tough-skinned right-hand man. Can the Patapons defeat such an unworldly beast?

When the mission starts you'll find Beetleton. When you engage him Kharma, the Zigoton Queen, appears from the sky (apparently she's a Mothton =P). She hovers around and spreads powder that damages and puts Patapons to sleep. Your melee Patapons will be constantly put to sleep, it's quite annoying but thankfully not too damaging.

Beetleton occasionally smashes the ground to knock down all Patapons, besides that he's just a Dekaton with super high HP.

A few Yaritons wearing Scorpiton Helm will appear from time to time, defeating them to get a potion. You'll come across plenty of potions, so this mission won't be too hard although quite long.

Kharma kindly tells you if Beetleton is low on health or close to death. She will eventually chicken out and Beetleton faces his death like a true warrior, which means he dies with Beetleton Helm left behind.

There's no real strategy involved in this mission. Just keep firing ranged attacks and keep pushing melee fighters because the sleeping powder doesn't work every time.

[MS30]

-Mission 30: Kharma's Pet

The army of Kami has advanced, but comes up against a strange lifeform. An imprudent Patapon is lured by a sweet scent, and is suddenly snatched up by a tangle of tentacles! Save your captured ally!

This boss is called Shookle. Its main attack is sleeping gas, which doesn't do much damage and doesn't always inflict sleep either.

Because its minimal movement you can bring Mega, Yari, Yumipon combination and still not have problem with HP.

When defeated Shookle will drop a Dark Palace Model.

[MS31]

-Mission 31: Dark Palace Guardian

This newly-discovered site hides a divine artefact, but the beast which lurks there uses a sweet scent to lull Patapons to sleep. When they wake up, they'll be covered in stomach acids!

This stage is unlocked by getting a Dark Palace Model by defeating Shookle. The boss here, Shooshookle, is an upgraded version of Shookle, so same pattern applies.

When defeated Shooshookle will drop the Storm Miracle. Storm Miracle is basically two miracles in one, Rain and Tailwind. You get the goodness of both at the cost of miracle performing difficulty. The patterns are more difficult than Rain or Tailwind, but once you know what to expect shouldn't be a problem at all.

[MS32]

-Mission 32: Final Showdown!

Kharmas pact with the devil has transformed her into a witch, and the Dark Lord will not be calmed until the very earth is barren. Even Earthend is at risk unless these monsters are defeated!

Finally the last battle... Kharma is cornered but still putting up a fight by herself. When you approach her she'll start summoning meteors which burns your Patapons and make them panic. It's more annoying than damaging, although range Patapons can lose some health. After a short beating she runs away.. Huh?

This mission should take less than 2 minutes, a short mission indeed.

[MS33]

-Mission 33: Servant of Darkness

Almighty must face the evil Gorl, who has the power to obliterate the earth itself. Only the army of Kami can stand up to this dire threat!

Turns out this is the final battle. You face Gorl.

In its witch form, there are two patterns. One is firing a magic ball. Before launching it Gorl puts both hands forward and charges up, it can be easily dodged or you can use defence command as well but your Patapons may catch on fire so I recommend dodging.

When Gorl is damaged by a certain amount it turns into a more bird looking form. It will fall back entire length of screen and charge at you. I strongly recommend dodging, because you can entirely dodge the attack and have lots of time left over to counter attack.

Damage it in its bird form and it will turn back into the witch form. Repeat

until dead. When you win, ending awaits

Materials

[MTRL]

There are 5 kinds of materials. Each kind has 4 levels, and where to get them are listed below each material. Boss drops are mentioned on Boss section

-Meat

- Lv1: Leather Meat also called Cafeteria Meat
Kacheek, Kacheek (Sand), Kacheek (Swamp), Gancheek
- Lv2: Tender Meat
Motiti
- Lv3: Dream Meat also called Succulent Meat
Momoti
- Lv4: Mystery Meat
Motsitsi

-Ore

- Lv1: Stone
Kacheek, Motiti, Kacheek (Sand), Kon Kimpon, Pan Pakapon minigame
- Lv2: Hard Iron
Gancheek, Kon Kimpon, Pan Pakapon minigame
- Lv3: Tytanium Ore also called Titanium Ore
Kacheek (Sand), Kon Kimpon, Pan Pakapon minigame
- Lv4: Mytheerial also called Mythril
Boss only

-Branch

- Lv1: Banal Branch also called Wood Branch
Kacheek, Pan Pakapon minigame
- Lv2: Cherry Tree
Poocheek, Pan Pakapon minigame
- Lv3: Hinoki
Poocheek, Kacheek (Swamp), Pan Pakapon minigame
- Lv4: Super Cedar
Boss only

-Vegetable

- Lv1: Eyeball Cabbage
Fah Zakpon minigame
- Lv2: Crying Carrot also called Blood Carrot
Fah Zakpon minigame
- Lv3: Predator Pumpkin
Fah Zakpon minigame
- Lv4: Hazy Shroom also called Moor Morel
Boss only

-Alloy

Lv1: Sloppy Alloy also called Blunt Alloy
Parcheek, Ton Kampon minigame
Lv2: Hard Alloy
Parcheek, Ton Kampon minigame
Lv3: Awesome Alloy
Parcheek, Ton Kampon minigame
Lv4: Magic Alloy
Ton Kampon minigame

Patapon Creation

[CRTE]

There are 6 kinds of Patapon units.

Yaripon : Meat + Branch
TatePon : Vegetable + Ore, or Meat + Ore
YumiPon : Branch + Ore
Kibapon : Ore + Ore
Dekapon : Alloy + Vegetable, or Alloy + Meat
Megapon : Alloy + Branch

There are 7 kinds of Patapon ranks. Lv x + Lv y means level of ingredients required to obtain that rank. Refer to the item section above to figure out what level a material is.

Patapon : Basic patapon. Basic cost.
Lv 1 + Lv 1
Pyokola : Movement boost, nullify destabilisation. Basic cost * 2
Lv 2 + Lv 1, Lv 1 + Lv 2
Gekolos : Attack boost (Small), flame resistance. Basic cost * 3
Lv 3 + Lv 1, Lv 2 + Lv 2, Lv 1 + Lv 3
Mofeel : Defence boost (Large), vulnerable to flame. Basic cost * 4
Lv 4 + Lv 1, Lv 3 + Lv 2, Lv 2 + Lv 3, Lv 1 + Lv 4
Tikulee : Attack speed boost (Medium), increased critical rate. Basic cost * 5
Lv 4 + Lv 2, Lv 3 + Lv 3, Lv 2 + Lv 4
Mogyoon : Attack boost (Super), reduced movement. Basic cost * 6
Lv 4 + Lv 3, Lv 3 + Lv 4
Barsala : Universal stat boost (Large), no weak points. Basic cost * 7
Lv 4 + Lv 4

For example, if you want Mogyoon Megapon, Magic Alloy + Hinnoki (Lv 4 + Lv 3)
or Awesome Alloy + Super Cedar (Lv 3 + Lv 4).

Here's the basic cost of each unit.

Yaripon: 80
TatePon: 100 (Vegetable + Ore), 120 (Meat + Ore)
Yumipon: 150
Kibapon: 200

Dekapon: 200 (Alloy + Vegetable), 250 (Alloy + Meat)

Megapon: 300

Simply multiply the number indicated at the end of above description to basic cost. For example Tikulee Dekapon using Vegetable would be $200 * 5 = 1000$

Let me explain the stats a little bit as well.

Reborn, Missions, HP, Damage are quite intuitive.

Speed is how long it takes for Patapon to attack, if it's very low multiple attacks in one command is possible.

Armour vs Inf. is armour against axe/sword/scythe/club attacks.

Armour vs Arw. is armour against arrow attacks.

Armour vs Spr. is armour against spear attacks.

Armour vs Lnc. is armour against lance attacks.

Crit Chance is chance of dealing critical damage.

KB Chance is chance of knocking back enemies that are hit.

Cnc Chance is chance of teethering enemies that are hit.

Resist vs Crit/KB/Cnc is resistance against those effects.

Equipments

[EQMT]

The format I chose for equipments stats are Dmg +x-y (x is increase of minimum damage, y is increase of maximum damage), Crit +% (Critical chance increase), KB +% (Knockback chance increase), Cnc +% (Teether chance increase).

Speed +100% will reduce the time by 50%, for example 2.6 sec and Speed +100% will result in 1.3 sec, this is an increase because you attack more often.

Flame means it will catch enemies on fire when hit, Sleep induces sleep on enemies, Piercing goes through enemies.

If an equipment doesn't have a description of where to get, it's dropped by respective Zigotons, how far in the story determines how strong weapon you'll get.

[EQM1]

-Spear

Wooden Spear: Base stats

Iron Spear: Dmg +2-3, KB +20%

Steel Spear: Dmg +3-4, Crit +10%, KB +30%, Cnc +10%

Scorching Spear: Dmg +4-5, Crit +20%, KB +40%, Flame

Dokaknel's Fang: Dmg +2-3, Crit +50%, KB +20%, Cnc +20%, Piercing
Boss Dokaknel only

Ancient Spear: Dmg +5-10, Crit +20%, KB +50%, Cnc +20%, Speed +80%
Boss only, limit 1

Giant Spear "Bullet": Dmg +20-40, Crit +10%, KB +80%, Cnc +50%, Speed -100%,
Piercing
Boss only, limit 1

Divine SpearKami: Dmg +10-15, Crit +100%, KB +100%, Cnc +100%, Speed +50%,
Flame, Piercing
Ton Kampon minigame only, limit 1

Spear of Protection: HP +20, Dmg +2-5, Armour increase (Varies), Crit +10%,
KB +40%, Cnc +10%, All Resist +10%
Continue from the demo save file only

[EQM2]

-Axe/Sword

Tin Axe: Base stats

Iron Sword: Dmg +0-5, Cnc +20%

Steel Axe: Dmg +0-10, Crit +30%, KB +10%, Cnc +10%, Speed +10%

Sleep Sword: Dmg +0-15, KB +30%, Sleep
Boss only
Also called Zleep Zword Z

Flame Sword: Dmg +0-20, Crit +20%, KB +20%, Flame
Boss only

Ancient Axe: Dmg +5-5, Crit +50%, KB +20%, Cnc +20%, Speed +80%
Boss only, limit 1

Giant Sword "The Butcher": Dmg +0-100, Crit +10%, KB +80%, Cnc +50%,
Speed -200%
Boss only, limit 1

Divine SwordKami: Dmg +20-20, Crit +100%, KB +100%, Cnc +100%, Speed +50%
Ton Kampon minigame only, limit 1

Gong's Scythe: Dmg +0-30, Crit +250%
Gong Vows to Fight, defeat Gong

[EQM3]

-Shield

Wood Shield: Base stats

Iron Shield: HP +10, All Resist +10%

Steel Shield: HP +20, All Resist +20%

Ice Shield: HP +30, All Resist +30%, Nullifies Flame

Ultra Heavy Shield: HP +40, Resist vs Crit, Cnc +40%, KB +200%, Speed -10%
Boss only

Ancient Shield: HP +100, All Resist +50%, Speed +10%

Boss only, limit 1

Giant Shield "Octagon": HP +60, Armor vs Inf, Lnc +30%, Arw, Jvr +50%,
All Resist +10%
Boss only, limit 1

Divine ShieldKami: HP +80, Armor vs Inf, Lnc +6%, Arw, Jvr +10%, Speed +10%
Resist vs Crit, Cnc +60%, KB +200%, Nullifies Flame
Ton Kampon minigame only, limit 1

[EQM4]

-Bow

Wooden Bow: Base stats

Iron Bow: Dmg +2-2, Crit +10%, Cnc +30%

Steel Bow: Dmg +2-5, Crit +20%

Flame Bow: Dmg +3-6, Crit +30%, Flame

Piercing Bow: Dmg +4-7, Crit +40%, Piercing, Sleep
Boss only

Ancient Bow: Dmg +5-8, Crit +100%, Speed +30%
Boss only, limit 1

Giant Bow "Failnaught": Dmg +0-100, Speed -200%
Boss only, limit 1

Divine BowKami: Dmg +10-15, Crit +100%, KB +100%, Cnc +100%, Flame, Piercing
Ton Kampon minigame only, limit 1

[EQM5]

-Halberd

Wooden Halberd: Base stats

Iron Halberd: Dmg +1-2, Crit +10%, KB +10%, Cnc +10%

Steel Halberd: Dmg +2-3, Crit +30%

Deflecting Halberd: Dmg +3-5, Crit +20%, KB +50%

Flame Halberd: Dmg +4-6, Crit +40%, Flame
Boss only

Ancient Halberd: Dmg +6-10, Crit +50%, KB +20%, Cnc +20%
Boss only, limit 1

Giant Halberd "Grizzly": Dmg +0-40, Crit +20%, KB +50%, Cnc +100%, Speed -200%
Boss only, limit 1

Divine HalberdKami: Dmg +8-10, Crit +100%, KB +100%, Cnc +100%, Speed +30%
Ton Kampon minigame only, limit 1

[EQM6]

-Horse

Horse: Base stats

Fast Horse: HP +10, Dmg +0-1, KB +10%, Cnc +10%

Tough Horse: HP +30, Dmg +1-1, Armor +medium

Strong Horse: HP +20, Dmg +1-4, Cnc +20%

Crimson Horse: HP +40, Dmg +2-2, KB +50%

Ancient Horse: HP +60, Dmg +3-3, Armor +large, Crit +10%, Resist vs Crit +10%,
Resist vs KB, Cnc +20%, Speed +50%

Deep Impact: HP +80, Dmg +6-6, All Armor -8%, Crit +30%, Cnc +50%,
Resist vs KB, Cnc +50%, Speed -50%

Divine HorseKami: HP +100, Dmg +2-5, Armor +small, Crit +20%, KB +20%,
Cnc +20%, All Resist +20%, Speed +20%

Note: Armor +small is Inf +8%, Arw +10%, Jvr +10%, Lnc +8%. +medium is twice
that, and +large is 3 times small.

[EQM7]

-Club

Club: Base stats

Iron Hammer: Dmg +0-5, KB +10%, HP +10

Steel Mace: Dmg +0-10, Crit +40%, KB +10%, HP +20

Nail Studded Bat: Dmg +5-15, Crit +20%, KB +20%, HP +40
Boss only

Dream Weaver: Dmg +0-20, KB +20%, Cnc +30%, HP +50, Sleep
Boss only

Ancient Hammer: Dmg +10-10, Crit +20%, KB +20%, Cnc +20%, HP +100,
All Armor +10%, All Resist +10%, Speed +80%
Boss only, limit 1

Morning Star "Giganto": Dmg +0-150, KB +50%, Cnc +50%, HP +60, Speed -200%
Boss only, limit 1

Divine AxeKami: Dmg +0-30, Crit +80%, HP +80, Speed +50%, Flame
Ton Kampon minigame only, limit 1

[EQM8]

-Horn

Wood Horn: Base stats

Iron Horn: Dmg +1-2, HP +10

Steel Horn: Dmg +2-4, HP +20

Gaeen's Horn: Dmg +3-3, Crit +0%, KB +0%, Cnc +50%, HP +30
Boss Gaeen only

Ciokin's Horn: Dmg +3-5, HP +50, Sleep
Boss Cioking only

Shookle's Horn: Dmg +3-6, KB +50%, HP +60
Boss Shookel only

Ancient Horn: Dmg +5-5, Crit +20%, KB +20%, Cnc +20%, Armor vs Arrow + 5%,
Other Armor +10%, All Resist +10%, HP+ 100, Speed +80%
Boss only, limit 1

Divine HornKami: Dmg +0-10, Crit +60%, HP +80, Speed +50%
Ton Kampon minigame only, limit 1

[EQM9]

-Helm

Wooden Helm: Base stats

Iron Helm: HP +20

Steel Helm: HP +40, Armor +small

Wind Helm: HP +60, Armor +small, Speed +10%, Resist Flame

Strength Helm: HP +80, Armor +small, Dmg +0-5
Boss only

Ancient Helm: HP +100, Armor +small, Crit +10%, KB +10%, Cnc +10%, Speed +10%,
Dmg +1-1, All Resist +10%
Boss only, limit 1

Giant Helm "Turtle": HP +200, Armor +medium, KB +20%, Cnc +20%, Speed -10%
Resist vs KB, Cnc +20%
Boss only, limit 1

Divine HelmKami: HP +150, Armor +medium, Crit +60%, KB +60%, Cnc +60%,
All Resist +10%, Speed +50%, Dmg +5-10, Nullifies Flame
Ton Kampon minigame only, limit 1

Bunny Head: HP +80, Crit +30%, Dmg +0-20
Boss only

Gong's Helm: HP +30, Armor +medium, Crit +20%, KB +20%, Cnc +20%, Speed +10%,
Dmg +1-2
Rare drop from Gong

Spiderton Helm: HP +80, Crit +50%
Across Enemy Territory, defeat Spiderton

Scorpiton Helm: HP +50, Dmg +3-5, Sleep
Facing GateGhoul Baban, defeat Scorpiton

Beetleton Helm: HP +200, Speed -20%
Zigoton Queen, defeat Beetleton

Note: Armor +small is Inf +6%, Arw +10%, Jvr +10%, Lnc +6%.
Armor +medium is Inf +12%, Arw +20%, Jvr +20%, Lnc +12%.

Helm can only be equipped by regular Patapons (Meaning no Pyokola~Barsala),
and Dekapons/Megapons can't equip helms no matter which rank.

Miracles

[MRCL]

You can equip one miracle before going into a mission. To perform the miracle drum Don DoDon DoDon (X X X X) and follow the miracle minigame.

Rain Miracle: Miracle of Lostdon, defeat Majidonga
Changes the weather to rainy

Tailwind Miracle: World of Ooze, defeat Motsitsi (Gold Motiti)
Change the wind direction to the right of screen

Earthquake Miracle: Claws of Guchoppa Ruins, defeat Cioking
Shakes ground, knocking down Zigotons

Storm Miracle: Dark Palace Guardian, defeat Shooshookle
Both Rain and Tailwind effects

Item

[ITLC]

-Drum [ITL1]
Pon Drum: At the beginning
Pata Drum: At the beginning
Chaka Drum: Ancestral Guardian, defeat Dodonga
Don Drum: Miracle of Lostdon, destroy tombstone in front of Majidonga

-Miracle [ITL2]
Look at Miracles section

-Hidden Ruin Access Key [ITL3]
Blank Map: Gong the Hawkeye, halfway through
Bent Compass: Patata Plains, repeat Chaka Pon Chaka Pon at totem
Dusty Crystal: Desert Paradise, kill Momoti (Pink Motiti)
Broken Sign: Legendary Night Sky, save the prisoner

Black Star: Search for a Lucky Star(Sunny weather), kill Piccheek
Dark Palace Model: Kharma's Pet, defeat Shookle

[ITL4]

-Song

Patapata Song: At the beginning
 Pata Pata Pata Pon, march
Ponpon Song: At the beginning
 Pon Pon Pata Pon, attack
Chakachaka Song: Crack the Zigoton Fort!, destroy tombstone
 Chaka Chaka Pata Pon, defence
Ponpata Song: Guardian of Knell, destroy tombstone
 Pon Pata Pon Pata, dodge
Ponchaka Song: Awakening at Gayeen, destroy tombstone
 Pon Pon Chaka Chaka, charge

[ITL5]

-Meat, Ore, Branch, Vegetable, Alloy
Look at Materials section

[ITL6]

-Stew

Gnarly Stew: HP +20
Tasty Stew : HP +40, Damage +1, Resist vs KB/CnC
King's Stew: HP +60, Damage +2, Crit + 10%, Resist Crit/KB/CnC +10%
Divine Stew: HP+ 100, Damage +5, Armour increase (Varies by unit)
 Crit +20%, KB/CnC +10%, Resist Crit/KB/CnC +10%
 Adds flame element to attacks.

Stews can only be obtained from Rah Gashapon minigame, and are consumed when you equip it and finish the mission.

[ITL7]

-Memory

Yaripon's Memory: At the beginning
Tatepon's Memory: Escape from Isolation, from Ban Tatepon
Yumipon's Memory: Crack the Zigoton Fort!, from Don Yumipon
Kibapon's Memory: Desert Behemoth, defeat Zaknel
Dekapon's Memory: Lord of the Mountains, defeat Gaeen
Megapon's Memory: Volcano Guardian, defeat Ciokina

[ITL8]

-Spear, Axe/Sword, Shield, Bow, Lance, Horse, Club, Horn, Helm
Look at Equipments section

[BSD1]

Dodonga

Equipment Drops: Scorching Spear, Wind Helm

Material Drops: Dream Meat, Stone, Hard Iron, Tytanium Ore, Banal Branch,
Cherry Tree, Hinoki, Super Cedar

[BSD2]

Majidonga

Equipment Drops: Steel Spear, Ancient Spear, Giant Spear "Bullet", Steel Bow,
Giant Sword "Butcher", Ancient Bow, Giant Bow "Failnaught",
Dream Weaver, Ancient Hammer, Steel Horn, Ancient Horn,
Ancient Helm, Bunny Head, Ice Shield, Ancient Shield,
Giant Shield "Octagon", Giant Halberd "Grizzly",
Ancient Horse, Deep Impact

Material Drops: Stone, Hard Iron, Tytanium Ore, Mytheerial, Banal Branch,
Cherry Tree, Hinoki, Super Cedar

[BSD3]

Zaknel

Equipment Drops: Scorching Spear, Flame Bow

Material Drops: Dream Meat, Stone, Hard Iron, Tytanium Ore, Mytheerial,
Banal Branch, Cherry Tree, Hinoki

[BSD4]

Dokaknel

Equipment Drops: Dokaknel's Fang, Ancient Spear, Giant Sword "Butcher",
Ancient Bow, Deflecting Halberd, Ancient Halberd,
Giant Halberd "Grizzly", Giant Bow "Failnaught", Iron Horn,
Morning Star "Giganto", Dream Weaver, Wind Helm,
Giant Helm "Turtle", Bunny Head, Ancient Horn, Deep Impact

Material Drops: Dream Meat, Stone, Hard Iron, Tytanium Ore, Mytheerial,
Banal Branch, Hinoki, Super Cedar

[BSD5]

Gaeen

Equipment Drops: Steel Spear, Steel Mace, Gaeen's Horn, Steel Helm,
Strength Helm

Material Drops: Stone, Hard Iron, Mytheerial, Sloppy Alloy, Hard Alloy,
Awesome Alloy, Magic Alloy

[BSD6]

Dogaeen

Equipment Drops: Ancient Spear, Giant Spear "Bullet", Ancient Axe,
Giant Sword "Butcher", Ancient Bow, Deflecting Halberd,
Ancient Halberd, Steel Mace, Nail Studded Bat, Dream Weaver,
Ancient Hammer, Morning Star "Giganto", Iron Horn,
Steel Horn, Ancient Horn, Wind Helm, Giant Helm "Turtle",
Bunny Head, Ancient Shield, Giant Shield "Octagon",
Tough Horse, Deep Impact

Material Drops: Stone, Hard Iron, Mytheerial, Hard Alloy, Awesome Alloy,
Magic Alloy

[BSD7]

Ciokina

Equipment Drops: Scorching Spear, Flame Sword, Flame Bow, Flame Halberd,
Cioking's Horn, Crimson Horse

Material Drops: Leather Meat, Tender Meat, Dream Meat, Mystery Meat,
Super Cedar

[BSD8]

Cioking

Equipment Drops: Giant Spear "Bullet", Giant Bow "Failnaught",
Ultra Heavy Shield, Giant Shield "Octagon", Ancient Shield,
Strong Horse, Ancient Horse, Nail Studded Bat,
Morning Star "Giganto", Ancient Horn, Giant Helm "Turtle",
Strength Helm, Ancient Helm, Steel Horn, Piercing Bow

Material Drops: Mytheerial, Leather Meat, Tender Meat, Mystery Meat,
Super Cedar

[BSD9]

Shookle

Equipment Drops: Strong Horse, Deflecting Halberd, Sleep Sword,
Shookle's Horn, Ice Shield, Ultra Heavy Shield

Material Drops: Mytheerial, Eyeball Cabbage, Crying Carrot, Predator Pumpkin,
Hazy Shroom, Super Cedar

[BSDA]

Shooshookle

Equipment Drops: Giant Spear "Bullet", Sleep Sword, Giant Sword "Butcher",
Ancient Axe, Ultra Heavy Shield, Giant Shield "Octagon",
Piercing Bow, Ancient Halberd, Strong Horse, Ancient Horse,
Dream Weaver, Morning Star "Giganto", Ancient Hammer,
Bunny Head, Giant Helm "Turtle"

Material Drops: Mytheerial, Super Cedar, Hazy Shroom

[BSDB]

Gorl

Equipment Drops: Iron Horn, Dream Weaver, Deep Impact, Giant Spear "Bullet",
Giant Halberd "Grizzly", Giant Sword "Butcher",
Morning Star "Giganto", Giant Helm "Turtle",
Giant Shield "Octagon", Ancient Bow, Ancient Halberd,
Ancient Hammer, Ancient Horn, Ancient Helm

Material Drops: Mystery Meat, Mytheerial, Super Cedar, Magic Alloy

Pon Pon Chaka Chaka Effect

[PPCC]

Pon Pon Chaka Chaka is the charge command. The effect of this varies by unit.
The bottom line is increased damage.

Yaripon: Does a jump attack just like in Fever mode.

Tatepon: Does a dash attack.

Dekapon: Smashes ground and stuns enemies just like Beetleton.

Megapon: Does a Fever mode sound attack.

Megapon attack mechanism:

Non-Fever mode attack song: Blue weak sound attack

Non-Fever mode defence song: Blue weak sound attack

Fever mode attack song: Red flaming sound attack

Fever mode defence song: Blue weak sound attack

Charge + attack song: Red flaming sound attack

Charge + defence song: Green strong sound attack

Bestiary

[BSTY]

-Hunting on Patata Plain

Kacheek: Boar-like creature.

Motiti: Bird-like creature, runs away when Patapons get close.

-Creatures of the Sand

Kacheek (Sand): Sand version of Kacheek.

Gancheek: Turns into a snail when attacked, slow but high HP.

Motiti: Same as Patata Plain Motiti.

Momotiti: Pink Motiti.

-Desert Paradise

Momotiti: Same as Creatures of the Sand Momotiti.

Poocheek: Turns into a beetle, fights back.

-World of Ooze

Kacheek (Swamp): Swamp version of Kacheek.

Parcheek: Turns into a crab, fights back.

Motsitsi: Immune to Flame, runs away when units are moderately close, dies in one hit.

-Search for a Lucky Star

Parcheek: Appears when raining. Same as World of Ooze Parcheek.

Momotiti: Appears when raining. Same as Creatures of the Sand Momotiti.

Picheek: Appears when not raining. Spits out the Lucky Star when killed.

Motsitsi: Appears when not raining. Same as World of Ooze Motsitsi.

Frequently Asked Questions

[FAQS]

Q: I can't keep the Fever mode going

A: Stay in beat, especially right after you get into Fever you should tap the beat with finger, foot, head, or whatever so you can keep going.

Q: I've been following your walkthrough and it's too hard

A: Go fight bosses you can beat and play minigames, so you get better weapons and good materials to make better Patapons. If there are alternative routes (For example, when you have access to a hidden ruin and a story line mission) you can take on the other mission when you find one too difficult.

Q: I didn't play the demo, should I play it first?

A: The only thing you'll lose out is the Spear of Protection, so unless you're a perfectionist it's not required.

Q: My Patapon died during a boss battle but didn't leave any cap.

A: Upgraded version of bosses and Gorl attack patterns include one instant kill attack. Weaker version of the bosses instantly kill, leaving a cap, and upgraded version of the bosses eat/kill the Patapon along with the cap.

Q: If my Patapon dies, will equipped items disappear?

A: No, retiring or getting killed removes the Patapon only. Equipments should stay.

Q: I have trouble performing Miracles.

A: You need to be in Fever mode in order to use the Miracle, and you can practice the Don DoDon DoDon beat using Ubo Bon (Tree) minigame. If you can perfect that minigame's Bon BoBon BoBon part, the same beat is used for casting Miracles.

Q: Is there a good way to change weathers besides Miracles?

A: Go into any mission, as soon as the mission starts go back to Patapolis.
The weather of missions change in the same way as if you've beaten a mission.

Q: Can I save on the demo?

A: You can only save after you beat the demo. On the full version you can save whenever you're at Patapolis.

Q: How do I remove a Patapon from my army?

A: Press select at equipment screen before going in to the mission.

Contact me via E-mail: deathfisaro at gmail dot com

Send me questions, typos, suggestions, almost anything.

Please have Patapon somewhere in your email.

If possible use the terms I used in this FAQ, for example I'll have easier time understanding Zaknel than "the worm boss".

Credits / Special Thanks To

[STHX]

Thanks Sony for this awesome game at such an awesome price.

Japanese Patapon Wiki for database

Tif the silver dragon for Gorl dropping "Bullet" weapons and alternative names for Materials and Sleep Sword.

Lior Azulai for the totem tip

l//_31/jln +dD for "Failnaught" drop on Dokaknel

History

[HSTR]

v0.1 Feb.22.2008

Started writing FAQ based on demo.

v1.0 Feb.26.2008

Finished writing.

v1.2 Mar.4.2008

Answered couple dozen e-mails, and added some detail to frequently asked missions (See respective mission section, not the FAQ section)

v1.3 Mar.7.2008

Another dozen e-mails, updated the FAQ in areas that are giving people a hard time.

v1.6 Mar.11.2008

Yes, dozen more. Story, FAQ, Boss drops, equipments updated.

v1.7 Jun.1.2008

Very frequently asked but actually answer's in the game: "How do I remove a Patapon from my army?" has been added to the FAQ section.

I am the sole author of this FAQ

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