

Brave Fencer Musashi FAQ/Walkthrough

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BRAVE FENCER MUSASHI - FAQ/WALKTHROUGH

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Many were displeased when SquareSoft ditched the N64 in favour of Sony's new console, but that didn't stop the developer from making top-quality games as it had done in the past with Chrono Trigger and Secret of Mana.

Action-RPG Brave Fencer Musashi was released in 1998, and though it is a little more obscure than the likes of Final Fantasy, it is still an incredibly fun game to play with plenty of replay value. This is a one-player game with real-time combat, where the game operates around a 24-hour clock, and it was also the first Square game to feature voice acting.

When Allucaneet Palace is attacked by the Thirstquencher Empire, the castle's last hope is to summon a legendary hero. Princess Fillet retreats underground to where there is a Binchotite, and from here Musashi is summoned.

Musashi is at first reluctant to help the people who have just summoned him, but once he is told that he can only go back home once he has saved Allucaneet Palace, he has no choice but to help them.

He is given a new weapon - Fusion - and is told that he must acquire the legendary sword Lumina on top of Spiral Tower. Musashi then leaves behind his summoners and sets out on a new adventure.

The button configuration for this game is as follows:

X - Jump

Square - Attack with Fusion

Assimilate with Fusion (after charging up Speed Gauge)

Pick up enemies (with left analogue stick)

Throw enemies

Open treasure boxes

Talk to residents of Grillin' Village

Triangle - Attack with Lumina

Do Spinning Attack with Lumina (charge up Speed Gauge)

Counter-Attack with Lumina (charge up Speed Gauge)

Release people from Bincho Fields

Circle - Use/Cancel Assimilated ability

L1 - N/A

L2 - Rotate Camera (in Grillin' Village only)

Zoom In

R1 - Charge up Speed Gauge (hold button)

R2 - Rotate Camera (in Grillin' Village only)

Zoom In

Left Analogue Stick - Move Musashi

Right Analogue Stick - N/A
Start - Open Sub-Menu
Select - Sleep Mode

ACCESSING THE SUB-MENU

***** [BFM2B] ***

The sub-menu can be accessed by pressing the Start button. When in the sub-menu, press the X button to confirm, and the triangle button to cancel.

--- SWORD ---

In the top-left of the screen is the Sword Menu. In the beginning of the game, you'll only have one option, which is "Norm", with this selected Musashi will do a Spinning Attack when the Speed Gauge is charged and the triangle is pressed. Musashi will have more options as you collect Scrolls. There are five Scrolls in the game - Earth, Water, Fire, Wind and Sky.

--- ITEM ---

This is where you can view which items Musashi is carrying. Always make sure you take some items on your journeys (that restore HP/BP) but don't fill up your inventory, as you can only carry a maximum of 12 items - you should make sure that you always have space for items you may find outside Grillin' Village.

When you want to use an item, bring the cursor to it, then press X - you'll be given three options - Use, Discard and Quit. You can also rearrange the items in your inventory, by pressing the circle button to select an item, then moving it to wherever you want.

--- LEGENDARY ARMOR ---

Here you can view all the Legendary Armor that you have found. Each piece of Legendary Armor will give Musashi a new ability. There will be some abilities that you cannot progress through the game without.

--- TECHNIQUES ---

All techniques can be learnt from Allucannet Palace, from the people that you save from Bincho Fields. They will not all tell you that they will teach you a new technique when you save them, so make sure you visit everybody at the palace.

--- CONFIG ---

This is where you can adjust the settings for the game, such as the volume of the sound effects and music and the vibration of the controller.

--- LEVEL ---

As in all RPG's, you gain EXP by defeating enemies. In Brave Fencer Musashi

there are four different types of skills that you can level up:

BODY: This is Musashi's Strength, it will level up as you defeat enemies.

MIND: The higher the level, the less damage you will take from enemies. It can be levelled up by travelling and exploring.

FUSION: Fusion's attack power. It levels up as you use Fusion.

LUMINA: Lumina's attack power. It levels up as you use Lumina.

The maximum level of each skill is 30.

--- RESQ LIST ---

This is a list showing the names of all 35 people who have been kidnapped from Allucaneet Palace.

ALLUCANEET PALACE

*****[BFM2C]***

Whenever you visit Allucaneet Palace, you will have the following options:

--- VISIT ---

Whenever you visit the Palace, you'll always be greeted by Steward Ribson. From here you'll be able to talk to any of the people who you have saved from the Bincho Fields. All the people you save can help on your journey, and I don't mean just giving you cryptic clues on what to do next, they can give you new abilities, or make your existing ones even stronger. You can also add new instruments to the music in the game, or have the chefs come up with a new meal for you.

--- LIBRARY ---

From here, Scribe Shanky will read you the books stored in the castle's Library. The five books are called The Legend of Musashi, Binchotite, Allucaneet Palace, The Empire and Let's Play Shogi!. The latter two will have to be unlocked during the game.

--- ROOM ---

This is Musashi's own private room. You'll be able to sleep here, free of charge, to fully recover your HP/BP. This is also where you can view and play with the toys that you have bought from the Toy Store in Grillin' Village.

--- SUB MENU ---

Access the Sub-Menu from here. More is explained about it above.

--- VILLAGE ---

Return to Grillin' Village.

--- GONDOLA ---

Return to Grillin' Village via the Gondola. This option becomes available later in the game.

GRILLIN' VILLAGE

*****[BFM2D]***

You'll have to visit Grillin' Village on many occasions during the game, and the residents of the village can help a lot with your journey if you talk to them as well. There are also many shops in Grillin' Village, each selling their own specialized items. What follows is a short guide on the places you can visit.

--- HOTELO'S INN ---

OPENING HOURS: Always Open

This is the only place where you can save the game, so visit here often. You can also stay at the Inn to reduce your tiredness and recover lost HP and BP. You can view how tired Musashi is by looking at the bottom of the sub-menu, he will move and attack a lot slower when it is over 70%.

There are four vacancies at the Inn for you to choose from, all four will reduce your tiredness to 0%.

ROOM	COST	DURATION OF SLEEP	DESCRIPTION
201	\$210	8 hours	Recovers a small amount of HP/BP
202	\$390	8 hours	Recovers a medium amount of HP/BP
203	\$550	8 hours	Fully recovers HP/BP and cures poison
204	\$80	3 hours	Will not recover HP/BP

Rooms 205 and 206 are always occupied by Wanda and Macho. You can talk to them by selecting Chat, who knows, they could become helpful on your journey.

Rest often. If you are nowhere near Grillin' Village and your tired rating is really high, you can press the Select button (this changes the icon in the bottom-left of the screen to a picture of a moon) and charge up the Speed Gauge by holding the R1 button. By sleeping this way your tiredness will not drop below 20%. When you want to wake up, just hit the X button.

--- HILDA'S GROCERY ---

OPENING HOURS: 10:00 to 20:00

Hilda mostly sells items that restore HP (your health). You should always take some items with you on your journeys outside Grillin' Village, you never know when you might run into trouble. An important item I recommend that you take with you is the S-Revive drink, it automatically brings you back to life when your HP reaches 0, though remember that you can only have one of these in your inventory at any point in the game. The grocery also has a sale every Skyday (the day after Thursday). Sell prices are still the same on Skyday.

ITEM	DESCRIPTION	BUY	SELL	BUY (SKYDAY)
Gel	Restores HP by 80	\$150	\$70	\$120
W-Gel	Restores HP by 150	\$250	\$120	\$150
C-Drink	Restores HP by 250 and BP by 5	\$500	\$250	\$400
EK-Drink*	Fully restores HP	\$800	\$400	\$640
S-Revive	Revives when HP reaches 0 and cures poison	\$3000	\$1500	\$2400
Mint	Wakes you up by 50% and restores BP by 5	\$120	\$60	\$90
H-Mint*	Wakes you up by 90% and restores BP by 5	\$200	\$100	\$160
Antidote	Cures poison	\$250	\$120	\$200
Cheese	Restores HP and BP amount increases with age	\$390	\$190	\$310
Orange*	Restores HP by 30 and BP by 10	\$300	\$150	\$240

*becomes available later in the game

--- FLUFFY PUFFY BREADSHOP ---

OPENING HOURS: 7:00 to 19:00

CLOSED: Thursday

Jam and her father mostly sell bread, which can be used to restore BP. Keeping your BP high is in fact very important, as it can effect Musashi when it gets too low (he won't be able to run, and appears a little drowsy). Also bread does rot after a while, and you will not be able to sell it back to the Bakery.

ITEM	DESCRIPTION	BUY	SELL
RyeBread	Restores BP by 25	\$80	\$40
Bagel	Restores BP by 50	\$120	\$60
Scone	Restores BP by 80	\$150	\$70
Gr-Bread	Restores BP by 150	\$240	\$120
Milk	Restores BP by 10 and HP by 10	\$70	\$30
JamBread*	Restores BP by 300	\$450	\$220
Biscuit*	Restores BP by 100	\$300	\$150

*becomes available later in the game

--- TOYS! TOYS! TOYS! ---

OPENING HOURS: 12:00 to 20:00

CLOSED: Wednesday

Here you can collect action figures of all your favourite characters and monsters from Brave Fencer Musashi. When you have defeated a certain monster or boss, you'll find an action figure replica of that monster here at the Toy Shop. Beware though, once you open the box, it cannot be returned.

--- CONNER'S PAWN SHOP ---

OPENING HOURS: 11:00 to 16:00

CLOSED: Monday

This guy can be rude. Musashi will often find items that will need to be appraised, and Conner is the man to do that. Most items will of course turn out to be junk, so you can sell them here to make some extra money. However, you may sometimes find an item that could give Musashi a new ability - a piece of the Legendary Armor.

--- MANNICK'S RESTAURANT ---

OPENING HOURS: 18:00 to 2:00

CLOSED: Sunday

Mannick's Restaurant mostly sells food that can restore HP and BP, but you cannot carry these as items, you have to eat them at the restaurant. You can also chat to other diners, and play a game of cards with Macho. The waitress Wanda will not tell you exactly how much HP/BP the food recovers, but here is a list to tell you how much...

ITEM	DESCRIPTION	PRICE
Juice	Restores 6 HP	\$300
Pea Soup	Restores 100 HP and 50 BP	\$450
Cake	Restores 150 HP and 100 BP	\$600
Gravy	Restores 150 HP and 200 BP	\$800
Salad	Restores 200 HP and 150 BP	\$800
Lasagne	Restores 250 HP and 300 BP	\$1000
PorkChop	Fully restores HP and BP	\$1200

--- CHURCH ---

Located just behind the Inn, the Priest is the person to talk to whenever you get poisoned. Apart from that, he's not really much use. The church is open daily from 6:00 to 18:00.

HOW TO USE FUSION

***** [BFM2E] ***

Fusion is Musashi's primary weapon. You can just press the square button to do a simple attack, or rapidly press the square button to do a combo for more damage to an enemy.

Fusion's best feature is the ability to assimilate powers from enemies. To assimilate, stand facing an enemy and hold the R1 button to fill up the Speed Gauge (on the left side of the screen), then once it is full, press the square button to throw Fusion towards an enemy. At this point, the enemy will be temporarily stunned, you should then rapidly press the square button to charge up the Speed Gauge again - when filled, a new ability will be assimilated.

All enemies in the game carry different abilities for you to use. To use or cancel an ability, press the circle button. You will often need to assimilate to progress through the game.

*****[BFM2F]***

Once you acquire your Lumina weapon in Chapter One, you can perform your standard Lumina attack by simply pressing the triangle button. Lumina is a more powerful weapon than Fusion, but you cannot rapidly attack with it.

To do a Spinning Attack, just fully charge up the Speed Gauge by holding the R1 button and press the triangle button - this will do heavy damage to all enemies that are closely surrounding you. You can also cut down logs and put out fires. Also, a Spinning Attack can only be used when "Norm" is selected from the Sub-Menu.

There is also the counter-attack. When the Speed Gauge is charged up, Musashi will be able to block almost any attack from the front (though still vulnerable from behind). If you hit the triangle button immediately after blocking an enemy's attack, Musashi will do a "slam" attack, dealing huge amounts of damage to anybody nearby.

Lumina can also be used to release people from Bincho Fields. You'll find the Bincho Fields in various places outside Grillin' Village. Each time you release somebody from a Bincho Field, Musashi's maximum BP will increase by 5, and it will be fully restored.

HINTS, TIPS AND OTHER STUFF

*****[BFM2G]***

--- MINKU ---

A Minku is a little white animal that only comes out during the night, between the hours of 22:00 and 7:00. When you find one, chase it around, and pick it up by using the left analogue stick and square button. When you throw it, the Minku will drop a Longevity Berry, which will increase Musashi's maximum HP by 25, and also fully restore it. There are a total of 13 Minkus in the game.

--- MEMORY BOX ---

Memory Boxes look just like normal treasure boxes. When you open them, you'll be given the option to leave your memories there, so that if you die at any point afterwards, you'll have the option of starting from the last Memory Box. However, this is not a way of saving your game, as when you turn off the console, it will reset the Memory Box. Also, restarting from a Memory Box will halve your Dran (money).

--- CRESTS ---

Once you acquire a Scroll, and defeat the Crest Guardian for that element, you can use Lumina on a crest, which will often help you progress further through the game. Crests are always found on the ground and are in the shape of a circle.

--- DON'T KNOW WHAT TO DO NEXT? ---

You can always talk to the people in Grillin' Village, or open the Sub-Menu and read the text in the bottom-right of the screen. Also, whenever there is

dialogue between two characters, the words that are highlighted in red are often the clues as to what to do next in the game.

***** WALKTHROUGH *****

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This walkthrough does contain minor Spoilers, though I have made an effort to keep major Spoilers out of the guide.

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CHAPTER ONE - THE JOURNEY BEGINS

\*\*\*\*\* [BFM3A] \*\*\*

"What the heck... I'll get Lumina, and then I'm outta here!!" - There's only one way to go when the game starts, and that's forward. You'll first come across two logs, press the X button to jump over them both. Up next you'll encounter two Bee Plants, they will lunge themselves towards you if you get too close to them, but you can hold the R1 button to defend and also use fusion to assimilate their Perfume ability, which will reduce damage to Musashi.

When you've jumped over the river, make your way through the Soldiers and Bee Plants, either attacking them with Fusion or picking them up and throwing them off to one side. You'll then come up to three stones blocking the path forward, so push any three of them forward by simply using the Left Analogue Stick and continue on. As you begin to turn uphill after the stones, three soldiers will roll a log on towards you, so be prepared to quickly jump over it.

You'll next come across two soldiers, one on each side and behind large stones, firing their gunshot diagonally - the best way to get past them is to use the R1 button to defend and make your way forward through the centre. Next there will be another uphill slope, though it may be best to keep jumping up, since it's quicker that way. Then watch out for three logs that the soldiers will throw onto the ground from the right side - just keep moving straight forward to avoid them.

Next there will be a river that is too far to jump, so you'll need to lower the bridge - this can be done by assimilating a soldier's Gunshot ability. There will be a soldier to the left of the screen, so charge up your Speed Gauge then when it is full, press the square button to throw your Fusion weapon, and then rapidly press the square button until the Speed Gauge is full again. Once Gunshot has been assimilated, use the circle button to fire at the bridge and cross the river.

Defeat two more guards that come your way then break down the statue with Fusion, and continue on to Spiral Tower.

--- SPIRAL TOWER ---

"This is Spiral Tower...? but where's the tower?" - You'll need to find four statues around this area, and smash them - it'll take about four strikes with Fusion, then step into the circle below them. Each statue is easy to find, when you first enter this area, turn to the right, and follow the path around. Also watch out for the attacks from the head in the centre of this area, as soon as they land, move out of the way before they explode.

Once all four statues have been smashed, a tower will raise up in the centre of this area. There is a slope leading around the tower, so you'll need to find the beginning of this slope and start climbing. Once you're heading uphill and around the tower, some rollers will be coming down at you, first on the left

(so make sure you're on the right to avoid it), than the next roller will be on the right, and finally you'll have to jump over the third one. They will continue rolling down in this order until you get to the doorway into the tower.

Finally inside the tower, there's another spiral slope you'll have to go up. Collect the two coins at the beginning of the stairs, then a soldier will spot you and start charging at you, so just pick him up and throw him off the staircase. Also when you see the Sphere Bats coming from the right of the screen, be prepared to jump over them. Once you reach the top of the spiral inclination, you'll need to extinguish the fire below - this can be done by using the Gunshot ability on the rope holding the bell. If you need to assimilate the Gunshot ability again, there is a firing soldier nearby.

You should now find yourself at the very top of Spiral Tower. Your goal here is to obtain Lumina, this can be done by stepping on the pressure switch which will release the force field surrounding Lumina. Of course once you step off the pressure switch, the force field will return. There are a number of ways you can get the weapon, the easiest being done by assimilating the Stun ability from the soldiers, then luring the soldiers to the pressure switch and hitting the circle button to stun them - this will give you the opportunity to grab your new weapon.

The head of the tower will now collapse and roll after you - this can be a lot of fun, also very simple. Just move left and right through the rocks and jump every time Musashi yells "Woah.. JUMP!!".

--- ALLUCANEET PALACE ---

"Princess?! Hey! who are you?!" Your encounter with Rootrick here will result in you being surrounded by fire, how to get out of this situation? Just charge up your Speed Gauge and hit the triangle button to do a spinning attack. And now for the first boss...

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BOSS FIGHT: STEAM KNIGHT

\*\*\*\*\* [BFM4A] \*\*\*

--- STEAM KNIGHT #1 ---

You'll notice two yellow arrows pointing towards the legs of Steam Knight, which very much gives away where you're supposed to hit him. Problem is that there is steam emitting from the legs of this machine, and it will do damage to Musashi if he gets too close.

The Steam Knight's weapon is a mace which he first swings around in the air then throws it at Musashi - dodging this attack is easy, you can tell when he is about throw his mace at you, when it starts to swing it around in the air. Just jump to the left or right to avoid it. He will occasionally throw flames of fire from its arm, surrounding you with fire, as like with Rootrick, charge up the Speed Gauge and do a spinning attack.

When the mace hits the ground, the Steam Knight will freeze for one second and the steam will stop coming from out of its legs - giving you the chance to hit him. Strike the legs with either Fusion or Lumina when this happens. When you've done enough damage to one of its legs, it'll tilt to one side and an arrow will point to the red flag on its body. Use Fusion to destroy the flag, and it'll reveal a green core which, when struck with Fusion or Lumina, will lower its life gauge.

Continue this until its life gauge has fully depleted, then a yellow arrow will once again point to its body, so pick it up and throw it through the castle wall.

--- STEAM KNIGHT #2 ---

Now outside the castle, its life gauge has regenerated. It will use its mace as before, but this time it'll also throw it at the pillars on each side, and attempt to crush you with their fall. Not only that but it'll also pick up the pillars and hurl them towards you - just jump over the pillars when you see them coming.

It will still occasionally use its fire attack. If you put out the fire quickly you'll have some time attack its legs. It must be defeated the exact same way as before, wait until you have the chance to attack its legs, then when you have done enough damage, strike its green core on the body to lower its life gauge.

Once the life gauge has been fully depleted, again throw it through the castle wall and move on to what will hopefully be the last time you have to fight him.

--- STEAM KNIGHT #3 ---

Its life gauge will now regenerate for a second time, and now the Steam Knight has a new attack - it will launch itself up into the air and try to crush you with its legs when it lands. You'll be able to see its shadow when it jumps, so you can use this to make sure it doesn't land on top of you. It'll do this attack twice before using its mace, this time throwing them into the buildings in an attempt to damage Musashi with the rubble.

There is no steam emitting from the legs anymore, so you'll need to wait until the Steam Knight reveals its core - this is most likely to happen when it lands back onto the ground, if you don't take any damage from its landing, then you'll have a brief chance to strike at its core.

When the Steam Knight is defeated for a third time, pick it up and throw it through the castle wall as before to finish him off completely.

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CHAPTER TWO - A NEW JOURNEY

\*\*\*\*\*[BFM3B]\*\*\*

--- ALLUCANEET PALACE ---

"Huh? Where is this place?" - Once you've recovered from your first adventure, you'll be greeted by Steward Ribson and Butler Livers, who will give you the Rescue List (contains all 35 castellans that you have to save) and the Sensor Watch (It's the icon in the bottom right of the screen, flashes red whenever you're close to a Bincho Field). Next you'll have to go down to the castle's Library - you can't back out of it, no matter how hard you try. Once you've finished reading, make your first visit to Grillin' Village.

--- GRILLIN' VILLAGE ---

After your crash landing, head down the slope opposite the Gondola to the main part of Grillin' Village. Talk to the people there and you'll notice a lot of them will tell you that the village's beloved dog has gone missing on Twinpeak Mountain. Also talk to the Mayor, and he'll tell a secret if you bring Leno the

Dog back to Grillin'.

So head back up the slope, and to the left of the Gondola is the entrance to Twinpeak Mountain. Unfortunately, there is a macho man named Macho standing in the way of the entrance of Twinpeak, and he won't let you pass. You can wait around until 18:00 when he leaves his post, or you can find the Bincho Field containing the friendlier guard who will let you pass at any point. To find him you'll need to go to Somloment Forest. The entrance to this area is just across the river from the farm lands - there is a sign that says "Somloment Forest".

--- SOMLOMENT FOREST ---

Upon entrance to Somloment Forest, turn to the left of the screen and you'll come across some water surrounding a crest, there's also a few monsters around here as well. Defeat them, then go around the path that you'll find behind the Hopper (it hops around a lot) - this is where you'll find the Bincho Field with the Guard. Release him with Lumina, then return to Grillin' Village and to the entrance of Twinpeak Mountain. The guard you have just saved will now let you pass.

--- TWINPEAK MOUNTAIN ---

First read the sign - Twinpeak Mountain is to the left, while Hell's Valley is to the right, so for now turn to the left and move alongside the river. You'll now encounter a Magician (you can throw him into the river) and you'll also notice a Bincho Field on the stones overlooking the river, release him now, as you will need his services by the end of this chapter.

Looking ahead, you'll see a large Man Eater just beyond the leaf, and he won't let you pass, though you probably could if he was a little smaller - go back to the Magician and assimilate his Shrink ability, then use it on the Man Eater. Now jump across the river via the leaf and stomp on the shrunken Man Eater. You should now be able to see Leno, across the river to the right.

Jump over to where Leno is, and pick him up with the left analogue stick and square button, then throw him onto the dry land to the left. You will need to continue carrying and throwing Leno until you can get him safely back to the village. If Leno falls into the water at any point, he'll be back where you first found him (where the bone is).

--- GRILLIN' VILLAGE --

Head to the Mayor's House and ask about the Five Scrolls, though he won't tell you much, except that a man in stocks might know something. The man in stocks behind Farmer Grange's House and across the river. When you talk to him, he'll ask for some bread and water - you can get bread from the Fluffy Puffy Breadshop (buy some RyeBread since it is the cheapest), and you can find some water in the well by the Church. Give him the items, then he'll tell you that the key to the stocks is in Meandering Forest. He'll of course want you to find it, and exchange information on the Five Scrolls and his freedom.

Go to Steamwood Forest (entrance is by the Windmill), then take a left into Somloment Forest.

--- SOMLOMENT FOREST ---

Cross the bridge, defeat the Hopper and turn to Musashi's right. Some soldiers will try to ambush you from the trees here, so beware of them, and turn to the right from you go past the Herb Plant, and across another bridge.

You will now come to a path with 3 Sleepies - they will put you to sleep if you get too close to them, also don't try to pick them up either. It's best to charge up your Speed Gauge and counter-attack when they lunge themselves towards you. When you come out of the path, you'll be ambushed by a soldier in the trees to Musashi's right. Now make your way through the trees until you can see the Hopper, and to the left of it is a pathway blocked by thorn bushes.

To get past these thorn bushes, you'll need to assimilate Hop from the Hopper, it'll jump around a lot if you get too close to it, making targeting a bit difficult. So charge up your Speed Gauge from a safe distance and get as close as you can before it starts moving, then throw your Fusion towards it.

Now that you have assimilated Hop, you can freely pass through the thorn bushes and continue on towards Meandering Forest, you'll meet Leno just at the entrance.

#### --- MEANDERING FOREST ---

In every area in Meandering Forest, there are three directions to choose from - up, left and right. Your useful guide Leno will tell you where you need to go, he'll first sniff around, and then bark in the direction that you have to go. If Leno gets attacked by any monsters, then he'll run away and you will have to start again. Just go down whenever you want to start over again.

First Leno will turn left, then left again, then up, right, up, then finally move up towards the graveyard.

#### --- GRAVEYARD ---

Do not attack Leno!! the key is underneath the tombstone in the top-left of the graveyard, once you've found it, head back to Grillin' Village.

#### --- GRILLIN' VILLAGE ---

Talk to Jon (the man in stocks) and he'll tell you to come back at midnight (0:00). Do whatever you want to pass the time until then, and return at midnight to release him, he'll tell you to meet him at the top of Twinpeak Mountain and bring four logs.

#### --- TWINPEAK MOUNTAIN ---

This is quite a long journey, so make sure you bring some items to restore HP and BP. Turn to the left at the sign, then go up to where you previously found Leno, and continue forward. You'll come across another gap in which you'll need to jump on top of the two leaves, then turn to the left, up the slope and into the next area.

Move along the riverside, you'll eventually see three poles which you can use to cross to the other side of the river, but before you do that, move to the far left of the screen where you will encounter a Magician and a Bincho Field, use Lumina to release the Mercenary from the Bincho Field, who you will need the help of later in the game.

Now use the three poles to cross to the other side of the river, there are orbs at the top of each pole to restore BP. Now on the other side of the river, go up the slope to the left and use the Memory Box - this is where you'll restart if you die, but it will reset if you turn off the console.

Move to the right, so that you're now going up the mountain. When you encounter the Herb Plant, look to the right of it, and just behind the

waterfall is a treasure chest - inside you'll find an old book that will need to be appraised. Continue moving up the mountain to the left, defeat the soldiers, then you'll see a firing soldier, to get past him unharmed just charge up the Speed Gauge to block his attacks and defeat him when you get close enough.

Next you'll come across two boxes moving in and out of the side of the wall, time your movement across them and make sure you don't fall, or you'll have to go round the mountain again. You'll then come to an entrance to the inside of the mountain.

Now inside the mountain, jump onto the stone ledges to reach the exit on the other side, and try not to fall into the water below (Musashi can't swim!)

You'll now find yourself on a suspension bridge. Defeat the soldier who'll drop down from above you, then take care of the firing soldier to the right, and jump over the gaps in the bridge (there's a Bincho Field if you climb the electrified wires below). Defeat two more soldiers that come your way and go back inside the mountain.

Similar to before, but there are now large amounts of water falling in between the stone ledges, so time your jumps to reach the exit.

You'll now see a dinosaur tail which you can use to climb further up the mountain, but first, Jon said to bring four logs with you, and you'll find the first one to the right of the dinosaur tail. You'll need to put some "umph" into cutting it down, so charge up the Speed Gauge and do a spinning attack with Lumina, then pick up the log with the square button.

You can now climb up the dinosaur tail and collect the \$100 coins, and move to the right across the mountain. Move down the first pole and release Knight Lardwick, and climb back up the pole. After the Herb Plant, you'll see a platform moving back and forth across the mountain, you'll need to jump on top of this and let it take you to the right, where you'll encounter a Sleepie, defeat it, then climb down the pole to the right of it to find the second log. Also release Carpenter Carvey from the Bincho Field.

Climb back up the pole, then jump and grab onto the rods sticking out of the side of the mountain, Musashi will spin around these rods, so press X and move the left analogue stick to the right to get to the next area. Now climb the pole to the left of the waterfall.

You should now be able to see the third log, to the left of the Herb Plant, cut it down and make your way to the left, defeating the four soldiers from above and the three Herb Plants. You'll now see the final log, in between the two Sleepies and the firing Soldier behind it. Defeat the enemies first, then cut down the log, and continue moving towards the underneath of the skeletal structure, where you'll find a life heart hidden at the end.

Defeat the two soldiers, then jump up onto the steps to the left of the Bee Plant, and start jumping along the top of the skeleton. You'll now see Jon on the bridge.

--- RIVER RAFTING ---

Jon will build you a raft out of the four logs you have supplied. While on the raft, you move left or right by using the left analogue stick and jump by pressing the X button. You will lose a log every time you hit a rock or land, once you've lost all four rocks, you'll have to start again. You can try this as many times as it takes to get it right.

Don't always try to get the money in the river, as it can be a little risky.

--- TWINPEAK MOUNTAIN ---

Jump up the steps and to the left you'll see a treasure box, inside is a Bracelet, but it needs to be appraised, so head back to Grillin' Village.

--- GRILLIN' VILLAGE ---

Go to Conner's Pawn Shop and get the item appraised, you'll find that it is a piece of the Legendary Armor - the L-Brace, which will allow you to climb certain walls with the square and triangle buttons. Exit the store, and you'll be confronted by the Mayor, who will tell you that there is a problem with Steamwood (possibly something to do with the steam that has mysteriously engulfed the village). The Mayor will tell you to talk to Fores.

You'll find Fores on top of a cliff to the left of the entrance to Twinpeak Mountain, and you'll have to use your new climbing ability to get there. When you get to the top you'll find Fores running around in a panic, he'll tell you that Steamwood is about to explode. You have 24 hours (in-game time) to save the village and Fores will also give you a manual.

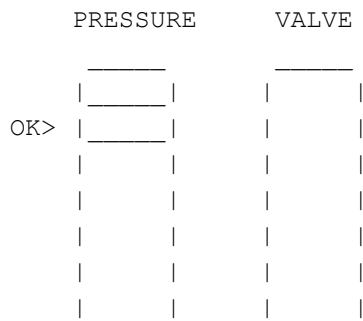
Head back down the slope to Grillin' Village and then take the path by the windmill to Steamwood Forest.

--- STEAMWOOD FOREST ---

When at Steamwood Forest, turn to the right and make your way to the end of the path, avoiding the steam that is emitting from the pipes. Also try to tempt yourself away from any Treasure Boxes/Bincho Fields here, as you are against the clock. When you reach the end of the path, climb the wall and jump onto the pipes to move on to Steamwood.

--- STEAMWOOD ---

To fix the steam leak, you'll need to close the valves in numerical order, they are numbered 1 to 8. When you stand in front of a valve and press square, two bars will appear on the screen, the Pressure Gauge and the Valve Gauge:



Your aim is to fill up the Valve Gauge. This can be done by pressing the square button to begin filling up the Pressure Gauge, then hitting square again when it fills to the "OK" zone. Each time you do it successfully, the Valve Gauge will fill up a little, if unsuccessful, the Valve Gauge will decrease. Once the first valve has been shut, a timer will start in the top-left corner, showing the time in which you must close the next valve.

Locations of the eight valves:

1. Take the elevator up to the first floor, then turn to the right where you'll see the next valve. (60)
2. Turn right to get to the second valve. (60)
3. Turn right towards the next valve. There is steam blocking the way to the third one, so you'll need to jump onto the metal platform by the side of the valve to get to it. (60)
4. Turn right to the elevator, and move up to the second floor. Once there, jump on to the metal platform by the side and turn left, pass the sixth valve, until you see number 4. (35)
5. Turn left towards the next valve. (35)
6. Turn left, pass the elevator, and on to the sixth. (60)
7. Turn right to the elevator and go up to the third floor. Turn left towards valve 7, in which you'll need to jump on to the side. (35)
8. Turn right to get to the final valve, again because of the steam, you'll need to jump on to the side.

The numbers in brackets show how much time (in seconds) you have until you must close the next valve.

When Steamwood has been saved, you'll be greeted by Fores. He'll tell you that a masked man did this to Steamwood, and that he was heading towards Twinpeak Mountain. Also, the Mayor would like to see you. You can now use the shortcut to get back to Grillin' Village - it's to the right of Steamwood.

--- GRILLIN' VILLAGE ---

Go see the Mayor, and he'll give you a Longetivity Berry, which will increase your maximum HP by 25. Now go to find the mysterious Masked Man at Twinpeak Mountain.

--- TWINPEAK MOUNTAIN ---

Go to the area where you had to use the poles to cross the water (where the you'll find the BP orbs on top of), past the Memory Box and down the slope to the left. Here you'll encounter Rootrick, and you will have to race him to the top of the mountain. Climb the wall by using the square and triangle buttons, but stop just below where the box comes out of the wall - Rootrick will most probably fall here. When the box goes back in, start climbing until you reach the top.

At the top of the mountain, you'll find the first Scroll. Strike it with Lumina to receive the Earth Scroll, you will now have the ability to cause tremors to make certain rocks and boulders fall, you can also stun nearby enemies.

There is a boulder to the left of where you found the scroll, so access your Sub-Menu and select "Earth" from the Sword menu. Now move up to the boulder and charge up the Speed Gauge, then hit the triangle button to cause a tremor that will make the boulder fall. Drop through the gap you've just made, and head back to Grillin' Village.

--- GRILLIN' VILLAGE ---

Now back in Grillin' Village, Jon will tell you about the Crest Guardians. You'll now help to go to Allucaneet Palace to ask for permission to enter Hell's Valley.

--- ALLUCANEET PALACE ---

The entrance to Allucaneet Palace is on the wall by the church. Talk to Steward Ribson, he'll tell you that four people are needed to gain access to



Hell's Valley. You'll find all four trapped in Bincho Fields in Twinpeak Mountain. I've already mentioned above where to find them, but just in case you've missed any...

Soldier Lardwick - near the entrance of Twinpeak Mountain, on the stones overlooking the water.

Mercenary Meitlofe - when you come to the point where you have to use the poles to cross to the other side of the river, continue moving to the left, defeat the Magician, and after him you'll see the Bincho Field.

Knight Lardwick - after jumping up the skeleton's tail, move to the right and climb down the first pole you see, here you'll find a Bincho Field.

Carpenter Carvey - where you cut down the second log, just to the left of a waterfall.

Once you have found all four helpers, you'll be ready to fight the first boss, so you should make some preparations while you're still in Grillin' Village. Buy some C-Drinks and Antidotes from the Grocery Store, get some rest to restore your HP and BP and save your game. When you're ready, head to Twinpeak Mountain and turn right towards Hell's Valley.

--- HELL'S VALLEY ---

First you'll come to a gap with spikes down below, it's too far to jump, but there are boulders on both sides. Use the Earth Scroll to cause a tremor to bring down both boulders, creating a path for yourself. Though beware you can still fall onto the spikes through the gaps in the boulders. Next you'll see a Bincho Field, release Knitter Lunchetta to fully restore your BP - useful for going into a boss battle.

Again you'll come to more spikes with boulders on each side, so use the Earth Scroll again. You'll come up to a stone upright plate, it's blocking the path forward - use the Earth Scroll, but don't get too close or you'll be crushed by the plate.

You'll now be greeted by the four people who are there to help, they'll jump onto the pressure switches to open the entrance to the boss arena.

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BOSS FIGHT: SKULLPION

\*\*\*\*\*[BFM4B]\*\*\*

The four helpers are on the cliffs above, they have tied a rope across the area and are passing baskets of small bombs and rocks back and forth between them. You can make these small bombs or rocks fall out of the basket by using the Earth Scroll to cause a tremor. If successful, the items will fall out of the basket and directly on top of Skullpion. When enough damage has been done, it'll open its mouth, revealing its core - strike this with Lumina.

The main problem you'll face is finding enough time to charge up your Speed Gauge to use the Earth Scroll. It'll lash its tail onto the ground twice before doing a spin attack, you can jump over the tail to avoid taking any damage, but you can also jump over the tail by causing a tremor (Musashi always jumps when the Earth Scroll is used), if you're lucky enough, there'll be a basket directly above Skullpion.

Another one of its attacks is firing a grey flame out of its mouth, Skullpion

will take a deep breath in, so you always know when he will use this attack. He'll always rotate slowly when firing the flame, giving you the chance to get behind him, charge up your Speed Gauge and wait for the basket appear directly above him.

Once Skullpion has taken damage, he'll begin to attack your helpers. When it jumps on to the wall of the cliff, it'll strike its arm at them, temporarily stunning them so that they won't be able to help you for the while. You can prevent this from happening by getting as close as you can to Skullpion, and using the Earth Scroll to make him fall off the wall.

Another new attack it'll have (once it has taken damage) to the ability the drill its tail into the ground and attack you from below. This can be easily avoided if you just keep running and don't stop. If you do get hit by the tail from underneath, Musashi will get poisoned. You can use an antidote from your Sub-Menu to cure this, or wait until your four helpers pass a green herb across the arena, cause a tremor to make it fall, then pick it up to cure the poison.

Each small bomb will do about 10 HP of damage, while the rocks will do about 100 HP of damage to Skullpion. Also beware, as Musashi can also take damage from the items falling out of the basket. To defeat it, you'll need to strike its core three times with Lumina.

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### CHAPTER THREE - MISSION VAMBEE

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\*\*\*\*\*[BFM3C]\*\*\*

#### --- GRILLIN' VILLAGE ---

The nightmare-ish music will tell you that something is not quite right in Grillin' Village. Head down the slope to the main part of the village and you'll see these blue creatures coming out of Mannick's Restaurant. They will not harm you, but if you try to talk to them, they'll just say "Groarrrrr....."

You need to talk to the Mayor and Hotelo to find out what exactly is going on. You'll find them in front of Hilda's Grocery from 10:00 the next morning. They'll tell you about the blue creatures and Tim's condition, so you'll need to make a remedy for Tim. You'll need two items - Misteria and Aqualin - Hotelo will go to find Aqualin on Twinpeak Mountain, while you'll need to find Misteria, a flower that blooms in the Underground Lake. The Mayor will tell you that you need get hold of a key to the Binchotite Mine, and Wid is likely to have it (he lives in the Windmill).

Unfortunately, Wid sleeps all day, so you'll need to wait until 23:00 until he'll open his door. Wid will tell you that the flower only blooms between the hours of 3:00 and 7:00. He'll also give you the key to the Binchotite Mine. The entrance to the mine is located just behind Hilda's Grocery, so head there now.

#### --- BINCHOTITE MINE ---

Turn to the right at the sign, you'll encounter a Toadstool, a bit like the Sleepies, only this time they poison you, so make sure they don't attack you. Next climb up the pole and into the next area.

You'll now encounter a small B-Eater, they deplete your BP when they attack you. Move on, and avoid the rocks falling from above, you'll eventually come to a rotating mill, jump onto one of its platforms and make your way to the next area.

You should now be near an air turbine. It'll make Musashi float in the air when it turns, when it stops, just drop through the turbine. Use the memory box if you want, then turn to the left, where the sign says "Underground Lake".

The Sphere Bats here are harmless so there's no need to worry about them. Continue moving to the left and onto the Conveyor Belt, then just going left until you reach the Underground Lake. There's also a few Bincho Fields here, should you want to get them.

--- UNDERGROUND LAKE ---

There are floating platforms orbiting the centre of this area. You'll need to jump onto the platforms to make it to the spiral slope in the centre. Once you get there, you'll find Misteria at the top, but it only blooms between 3:00 and 7:00, so if you arrive too early or too late, you can pass the time by finding the Bincho Fields in the Underground Lake. There's also a Minku and a treasure box containing an unappraised item. Once you have obtained the flower, exit the lake and make your way back to Grillin' village.

--- BINCHOTITE MINE ---

Make your way to the Memory Box, below the turbine. There's a sign here that says "Danger!! Don't you dare try to climb this wall with Swords! - Wid", ignore the advice of the old man and climb the wall to the left of the sign. When you reach the turbine, you'll find that you won't be able to take the left path back to the village, so you'll have to turn to the right instead (with the aid of the turbine).

Make your way through the falling rocks. When you find the next rotating wheel, you'll see that they now have spikes on some of their platforms, so jump onto the spike-less platforms, and continue to the right and into the next area.

If you fall into the green liquid below, you will get poisoned. Make your way to the far right, until you come to a platform that will take you up. Jump on to it, and jump on to the scaffolding to the left. Move to the left and onto another platform (going down) and quickly jump on to the platform to the left, that is going up. When you see the next scaffolding to the left, jump on to it and exit the area.

Drop down, Grillin' Reservoir will be directly ahead of you, but for now turn to Musashi's left and head back to Grillin' Village.

--- GRILLIN' VILLAGE ---

Talk to the Mayor, he'll be outside Hilda's Grocery from 10:00, and give him Misteria. The Mayor will tell you that Hotelo has not returned from Twinpeak Mountain, and will ask you to find out what has happened. Head to Twinpeak Mountain now.

--- TWINPEAK MOUNTAIN ---

When at Twinpeak Mountain, make your way to the suspension bridge with all the soldiers, then move across to the right of it to the inside of the mountain. Here you'll find Hotelo, unable to go any further. He'll ask Musashi to find Aqualin at the top of Twinpeak Mountain. You'll now be against the clock, having only 12 hours (in-game time) before Tim turns into a Vambee.

Make your way up Twinpeak Mountain, to the bridge where Jon built the raft for you, then continue moving to the right, where you'll see a rock loosely stuck to the cliff - cause a tremor with the Earth Scroll to make the rock fall. Now

jump on top of the rock and grab onto the poles and swing your way up to the next ledge. Climb the upright pole, and you'll see a lake at the top of the mountain - this is where you can get Aqualin.

Once Aqualin has been acquired, jump down the mountain, you can jump over the cliffs if you are short on time, and make your way to the inside of the mountain where Hotelo is. Give Aqualin to Hotelo, and the timer will stop here. Now go back to the village.

--- GRILLIN' VILLAGE ---

You'll next find yourself at Hilda's Grocery, where she'll reward you with an Orange for saving Tim. It may not seem like much, only restoring 30 HP, but if you give it to Clown Weenie at Allucaneet Palace, you'll learn a new technique. Now it's time to find out what's up with these ghouls.

Go to Mannick's Restaurant, and you'll see Baker Towst (Jam's father) banging on the door of the restaurant from 19:00. He'll tell you that Mannick has disappeared and the restaurant has been closed ever since. You'll need to talk to Wanda and Macho for more information, you'll find them at the Inn. When you get there, select Chat from the menu, and both Wanda and Macho will hint that there's something behind the counter at the restaurant, so go check it out.

Head to the restaurant, and you'll find that its closed (as it has been throughout the whole of this chapter). To get in, you'll need to wait until 0:00, when the door will open every half hour, until 3:00. When the ghouls come out, make your way into the restaurant.

--- RESTAURANT'S BASEMENT ---

Go down the stairs and talk to the restaurant's owner, Mannick. he'll take you down the stairs to the left and show you a wall with four eyes, and tell you that the wall must be opened to defeat the ghouls. In the basement, there are four doors with eyes placed above (two in the room where Mannick is, and two in the opposite side of the basement). By going through these doors and finding the core at the end of each, you'll be able to open the wall that Mannick was referring to.

Each time you talk to Mannick, he'll give you a cake that'll fully restore your HP/BP. Also make sure you use the Memory Box in the centre of the basement (where you first found Mannick), just in case something goes wrong.

--- BASEMENT #1 ---

(entrance is to the left of where Mannick is standing)

Make your way up the stairs, to the left, and then right, avoiding the Oozes that drop down from above, they will poison you if you come into contact with them, but most drop antidotes when you defeat them. You'll next come across some Bowlers - they'll roll bowling balls in the direction that they are facing, so run across them just after they have rolled a ball. You'll then need to turn to Musashi's left, there is a long path where bowling balls come towards you, to avoid them, just move onto the small ledge on the right, then left, then right again, until you come to a wall to the left of the Bowler.

When on the wall, wait for the bowling ball from above to pass you, then quickly climb up and drop into a pit, wait for the ball to roll past, and continue on, left of the Bowler. You'll come to a narrow path, you can tilt the left analogue stick gently to walk through the narrow path, to make sure that you don't fall. Next jump over the gap and through the doorway into the

next area.

You'll now encounter two Vambees, but don't get too close to them, as they will burn you, best to try and assimilate them from a safe distance, making them disappear. Turn to the right and you'll see arrows being fired out of the wall. The best way to avoid taking damage from these is to face the wall that the arrows are being fired out of, and charge up your Speed Gauge (defend), then move across sideways. The arrows will force you back a little, but not enough to send you into the lava below. Continue this until you reach the next doorway.

Now in a small room, quickly move to the left or right to avoid being hit by a bowling ball, then move to the side of the Bowler and assimilate its Bowl ability - with this you can smash open cracked walls. So face the right wall (there is a crack), and press the circle button, which will show a bar on the screen, then press circle again when its in the centre. When the wall has been smahed, walk through it.

Move to the right and jump on the pressure switch to make some Vambees appear in front of you, they'll be lined up like pins. Bowl them down with your assimilated ability, to create a path for yourself. Jump onto the platform that the Vambees were standing on, and let it take you up to the floor above.

A stone pillar will now fire a flame at you when you get too close, and its blocking the doorway. To get past it, run to one side, and lure it there, then run around from a safe distance, and perform a Spinning Attack from behind. Now enter through the doorway.

In this next area, a wall will begin to close in on you from the left side, so run straight down, past the Vambees, and jump though a window in the right wall. Now another wall will begin to close in, so run away from it and jump at the end, then continue jumping up as the wall closes in. When you reach the top, go through the doorway.

You'll now b in another small room, this time with the cracked wall on the right side. If you still have your Bowl ability, smash through it, if not then you can assimilate from the Bowler again.

Move to the left and jump on the pressure switch for another game of Vambee Bowling. Same as before, strike them down with a bowling ball then move forward and on to the platform to take you up. In the next area, just pass through the doorway and you'll see the first core here. Collect it, then step into the portal to go back to the basement.

--- BASEMENT #2 ---

(entrance is to the right of where Mannick is standing)

Here you'll start in a small room, enter the doorway in front of you. Move forward, jump over the ledges moving in and out of the wall, if you fall down below, just continue into the room where you'll find a portal back to the small room where you first started. When you've reached the beacons, turn left (ignoring the doorway), and you'll come up to a Vambee from behind. Pick him up and throw him onto the switch on the other side of the spikes, creating a path for yourself. Next enter through the doorway on the left of the screen.

You'll now find yourself in a dark area, there is a ball of light moving around here, it'll burn you if you come in to contact with it. However you should try to stay as close to it as possible as it will guide you through the spikes and Vambees. Find the exit on the left side.

Another dark area, again use the ball of light to help find your way, this time the exit is on the right side. In the next room you'll come to two portals, step into the one on the right side of the screen.

Head through the doorway in front of you, you'll then find yourself in another dark area. There are a few Sphere Bats flying around here, and they will drop lanterns on top of you. When one of them stops in front of you, it means that they are about to attack, but you can use this opportunity to charge up your Speed Gauge and assimilate FireFly from it. This will make the area a little brighter so you can easily find your way - just turn right, then left and look for the doorway on the left side.

You'll find another room with two portals. There are also a few Oozes in this small room, so go around them and step into the portal on the left side of the screen.

You'll be teleported to a platform where there is a Vambee in front of you. Don't throw off the edge, instead assimilate B.O. from it and move into the next area, through the doorway.

A dark area again, the B.O. you have assimilated will keep the Sphere Bats away from you, and there is no need to have FireFly as there are no spikes or traps to fall into. So make your way to the left, then right, until you see the doorway on the right side. You'll find yourself in another room with portals and Oozes, so step into the left portal.

Enter another doorway, and you'll find yourself on a bridge with lava below it. Move to the right and charge up your Speed Gauge to block the arrows being fired towards you, then when you reach the end of the bridge, drop down and turn the opposite direction, and charge up the Speed Gauge to again block the arrows. Continue this until you reach the bottom, where you'll find four Fire Vambees, again you'll need to assimilate B.O. from one of them, then enter the doorway towards the left of the screen.

Getting through this dark area can be very difficult. The B.O. will keep away all Sphere Bats but they will still be flying around, so try to use their light to bypass all the spikes, until you reach the next doorway. In the next area, you'll find the core, strike it with Lumina and exit.

--- BASEMENT #3 ---

(entrance is opposite the room where Mannick is, on the left side when you enter it)

First you'll come up to a rotating cube, there are quite a few of these in this area, when they are rotating towards you, you'll need to jump on one side, then onto the next side as it rotates to avoid sliding off, and then onto the next platform. If the cube is rotating away from you, then you'll need to jump onto it when it is straight and then quickly onto the platform before you slide off. The first cube is rotating towards you so make your way across it and to the far end. If you fall, go back and up the stairs to start again.

The next area is similar to before, but this time the cubes are rotating sideways. So jump onto one side of the cube and then jump to the right to avoid falling, then onto the next cube and finally onto a platform. Throw the Vambee over the edge, and watch out for the Oozes dropping from above. The next rotating projection is a little longer, but just do the same as before, and continue on until you get to the next doorway.

When you reach the lava pits, jump onto the two rotating cubes (Musashi will just go round on these) and carefully pass through the rotating spikes (tilt the left analogue stick to walk). Defeat the Fire Vambee, then pass through the next rotating spikes, and jump onto the two cubes and into the next area.

You'll now encounter a flying Vambee, however it doesn't seem to harm you, it just mindlessly flies directly above you all the time. Instead, you should watch out for the Sphere Bats, as they will attack, and can put you off when trying to reach the next area. The cubes here will now move up and down, so jump onto them when the cubes are below you.

Next turn to the right and make your way through the pendulums, which can do heavy damage if you get hit by them. Also when jumping from one platform to another, watch out for the fireballs that'll launch up from the lava.

You'll next encounter a second flying Vambee, but this time it will attack, so try to defeat it when it lands in front of you, the counter-attack with Lumina is the best way. Continue along the path, until you come to a narrow wooden beam, from here go down, left, down, right and jump across to the cube to the right. Next jump back onto the beam to the right, then go down, left and jump to the doorway.

Now make your way through the next pendulums and into the next area where you can grab the core. Head back top the basement via the portal.

--- BASEMENT #4 ---

(entrance is opposite the room where Mannick is, on the right side when you enter it)

Move down the steps and jump onto the moving platform, it'll then take you to next platform, from which you can jump onto the next set of steps. Now jump up to each land, tossing the Vambees off each one. When you get to second beacon, jump onto another moving platform, it'll take you to far side of area. continue throwing vambees off until you get to doorway.

Cross the path into next area. Then turn left on the next path, dodging the Vambees and Oozes.

Next you'll have to indulge yourself into some puzzle solving. You'll have one box with a red eye and six eyes on floor - one is coloured red, and you'll need to push the box onto the red eye. Push the box two spaces left and then down onto the red eye (not much of a puzzle I know). The door to next area will now open.

There will be a second puzzle in the next room, you'll have to do the same again - push the boxes onto the red eyes, only the difficulty has been raised a little this time. Start by pushing the box in the 2nd row, 3rd column to the left and onto the red eye. Next push the box in the 4th row, 4th column to the left then as far as it will go up. You'll now have to jump onto the path leading to the closed doorway and then diagonally jump onto the red eye and push the box towards the red eye on the right side of the screen. Now push final box in 2nd column, 5th row to the right, then straight up to edge, and push it onto eye to the left. The door to next area will now open.

Jump onto the next moving platform to help you reach the next area. then follow path around, avoiding being crushed by the boxes that are dropping onto the path. In the next area, jump onto the platform when it reaches its lowest point, wait for it to raise, to when it reaches its highest point, and jump to the right and you'll land at the doorway to next area.

You'll now encounter a ghost. When you step onto the path beyond the beacons, you won't be able to see a thing, so you need to assimilate Sublime from the ghost to have an out of body experience. When in your ghost form, take a look at the path you have to move along. you can only see brown tiles in this dark area, use these as reference points, and end your out of body experience by pressing the circle button (or when the ghost comes back to attack you). First move down past the beacons, then jump onto the first brown tile, move right, down, left across two tiles, down, right across two tiles, and down and past the beacons. Now exit through the doorway.

Cross the path to the next area, make sure you stop before the boxes slide across the path or they'll knock you off, if you land on the path below you'll have to start all over again.

Again assimilate Sublime from the ghost, and take a look at the path in your ghost form, and again memorize as much as you can of it. First go past the beacons and jump over gap onto the first brown tile, move down to the next tile (if you want to get the Bincho Field, turn right, then down). Next turn left, down, right, and down, then go through doorway to the left.

Again assimilate from ghost, and take a look at the path. Go past the beacons and jump onto the first tile, then turn right, up, left, up, left, up, right, up, right and up. Exit through the door to the far left. You'll now find the final core in the next room, hit it with Lumina and step into the portal.

#### --- RESTAURANT'S BASEMENT ---

Head to where you last saw Mannick, and go up to the wall with the four eyes, they should now all be glowing. The wall will open up for you when you move closer to it, when it does, jump over to where Mannick is standing and acquire the Ugly Belt. Now exit the restaurant.

#### --- GRILLIN' VILLAGE ---

After that long adventure, make sure you get some rest at the Inn. Next head to Conner's Pawn Shop and get the Ugly Belt appraised. It'll turn out to be the next piece of the Legendary Armor - the L-Belt, with it Musashi can do a double jump by pressing X, then pressing X again while you are in the air to go higher and further.

When you exit the Pawn Shop, you'll be greeted by Mannick, he'll tell you that there is a problem with the well by the Church. You'll need a rope to climb down the well to investigate, but its locked away in the Church, which has been closed throughout the whole of this chapter. but that should be no problem now, as you now have the Ugly Belt (I mean L-Belt) to double jump over the fence of the Church. When you reach the Church gardens, talk to Father White just outside the front door, and he'll tell you to come back at 2:00, so do what you want to pass the time until then.

Return at 2:00, and Father White will help you gain access to the Church through the roof. Inside the Church you'll have to do battle against some Vambee Soldiers. The battle will take place inside a circular arena. There will be 5 Vambees here, and they will jump into the arena one at a time. You cannot defeat the Vambee Soldiers, so you'll just have to beat them back until 7:00, when the sun rises. Best way to stay alive during the 5 hours is by continually picking the Vambees and throwing them out of the arena.

When it's all over, exit the Church and talk to Father White, then he'll give you the rope to get down the well. He'll also ask you to look for the Church's



missing bell, so keep an eye out for it. Jump over the fence and investigate what's wrong with the well.

--- GRILLIN' RESERVOIR ---

You'll see the bell across the water to the right of the screen, but its way too far for Musashi to jump. Instead continue to the right, up the steps and past the Crest, you'll then see the next Scroll - strike it with Lumina to receive the Water Scroll. With this equipped, you'll be able to walk on water and shoot water bubbles at enemies.

You'll now need to get the bell from the island across the water, and this is now possible with the Water Scroll. Select Water from the Sub-Menu, then charge up the Speed Gauge and hit the triangle button, Musashi will now be surrounded by a bubble, which will allow him to walk on water. Go and get the bell and throw it to the main path in the area, you won't be able to take it up the rope and through the well, so take it to the right and up to where you found the Water Scroll, and throw it over the water behind the Water Scroll. Charge up your Speed Gauge and cross the water yourself, and enter the cave into the Binchotite Mine.

When in the mine, continue to the right, then turn to Musashi's right, and right again back into the village.

--- GRILLIN' VILLAGE ---

Father White will meet you at the entrance of the Binchotite Mine, collect the bell, and give you a Statue. You'll now need to go back to Mannick's Restaurant, but still, the only way to get in is by waiting until 0:00 for the ghouls to come out, then entering yourself.

--- RESTAURANT'S BASEMENT ---

When you first enter the basement, head down the stairs, and keep going straight until you come to a gap in the floor. Double jump over the gap, and insert the Statue into the door on the other side.

--- CREST GUARDIAN'S LAIR ---

Head down the steps and use the Water Scroll to run across the water to the other side, then enter the next area through the doorway.

Because of the distance, you'll need to double jump onto each platform at the beginning of this area. Follow the path to the next doorway. Next, walk through the rotating spikes on the right side, then the next rotating spikes will be moving the opposite direction, so walk through them on the left side.

Next jump onto the moving platforms, you'll eventually pass underneath a bridge, and up the steps to the left and around and over the bridge. When you drop down the steps, you'll encounter a Fire Worm, there is no way to defeat these, so do your best to get past them unharmed. When they get to the beacons, jump onto the cubes floating in the lava, and go left, down, right, down, avoiding the fireballs in between the cubes. Next go up the steps to the left, and continue heading up until you reach the rotating spikes, pass through them on the left side, then through the right side of the next rotating spikes. When you come to the Vambee before the spikes in the ground, pick it up, and it onto the switch on the other side of the spikes. Continue to follow the path, to the left, then through the doorway.

You'll see four flames in the next area - put them out by charging up the Speed

Gauge, and pressing square to shoot the bubbles at the flames. When all four flames have been put out, a door will open up on the opposite side of where you entered.

---

BOSS FIGHT: RELIC KEEPER

\*\*\*\*\* [BFM4C] \*\*\*

You don't actually fight the Relic Keeper in this battle, as he gets trapped below the collapsed ceiling. Instead you'll have to fight a ball of fire summoned by the Relic Keeper. The battle will take place on a long platform, where Musashi can only move to the left or right. The ball of fire will attack from above, often changing its form. You would definitely need to use the Water Scroll for this battle, and you should try to remain in your bubble for as much of this battle as possible.

The ball of fire will have many attacks to use, and one of the best chances you'll to do heavy damage to it is when it changes its form into a sword. You should continually fire bubbles at it when the sword is in the centre of this area, then when the ball of fire comes down at you, it'll almost certainly burst your bubble, but you will have enough time to charge up your Speed Gauge again and continue firing at it, until it disappears.

Another good chance to hit it is when the ball of fire moves across the platform like a slinky, make sure you're underneath its body when it comes towards you, so that it won't burst your bubble, and hit it with your water attack.

You'll also have a good chance to hit it when it raises up in the middle, and hurls an arm out against the wall. If you can avoid the flames that drop from its arms, then you'll have a lot of time to shoot water at its body.

You should be at your most vigilant when the ball of fire turns into a white colour, you cannot do any damage to it while it is like this. While in its white form, it'll drop two white flames that'll move to the left and right, you can only avoid it by double jumping over the them. Also, while in its white form, it'll stretch out its arms, and rotate them around the area, you'll need to time your double jumps perfectly to avoid taking damage.

Once the ball of fire has taken enough damage, the Relic Keeper will fall down, giving you the chance to strike its core (the eye) with Lumina. You'll need to hit it three times with Lumina to defeat it.

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CHAPTER FOUR - THE DUEL AT DRAGON ISLAND

\*\*\*\*\* [BFM3D] \*\*\*

--- GRILLIN' VILLAGE ---

Time for a new adventure, so you should begin this one by heading to the Mayor's House. Here you'll be greeted by the Mayor's wife, Mrs Govern. When she asks you to be Mayor for the day, accept the role, then try to fix the problems in the well.

--- GRILLIN' RESERVOIR ---

Climb down the rope into the well, and move towards the right of the screen. You'll eventually come across a blue circle on the ground - this is a Water

Crest. Stand on top of it, and with Water selected from the Sub-Menu, charge up the Speed Gauge and press triangle. The left side of the area will fill up with water, while the right side will decrease. Now go across the water to the right by using the Water Scroll, and climb the rope back up to Grillin' Village.

--- GRILLIN' VILLAGE ---

Go back to Mrs Govern at the Mayor's House, and she'll reward you with a Pie, which fully recovers your HP and BP. She will now give you a second assignment, to fix the Gondola. For this you'll need three Carpenters and a Gondola Gizmo. Go to Allucaneet Palace and talk to Steward Ribson.

--- ALLUCANEET PALACE ---

When you talk to Ribson, he'll tell you that you need three carpenters to fix the Gondola, one of them you will already have, as you needed him to help you gain entrance to Hell's Valley, so cross Carpenter Carvey off your list. The other two carpenters are Cubey and Dicey. Carpenter Cubey is in the basement of the restaurant, in the area where you had to assimilate from the ghosts. Carpenter Dicey is in the Binchotite Mine, in the area just before the Underground Lake.

Once they have all been found, ask them about the Gondola Gizmo:

- Carpenter Carvey will tell you that the rim is gold.
- Carpenter Cubey will tell you that it looks like a wheel.
- Carpenter Dicey will tell you that it has four holes.

When you have all the information, go to the Binchotite Mine to search for the Gondola Gizmo.

--- BINCHOTITE MINE ---

Make your way to the air turbine, then drop through it and turn to the right. In the next area, you'll come to a sign that shows the direction of the Scrap Depository. Continue to the right and past the Cure Worms, or you can assimilate Antidote from the Cure Worms, which automatically cures poison when you press the circle button, as there is a lot of risk of getting poisoned in this area.

You'll soon come up to some rotating wheels, use the double jump to get onto its platforms, avoiding the ones that have sewage on them, which will poison you. Then make your way to the next area.

--- SCRAP DEPOSITORY ---

You'll notice four plates here, but only one of them is the Gondola Gizmo. By using the clues given to you from the carpenters, you can find the right one. Still can't work it out? well that's why you're reading this guide - it's the third from the left. Pick it up and go back to Allucaneet Palace.

--- ALLUCANEET PALACE ---

Give the Gondola Gizmo to Steward Ribson, then Musashi will automatically take a rest in his room. When you wake up, go down to Grillin' Village.

--- GRILLIN' VILLAGE ---

Once there, you'll find that the village is engulfed in flames. There is a total of 8 fires to extinguish with the Water Scroll, and they can be found at the following locations:

- Hilda's Grocery
- Fluffy Puffy Breadshop (x2)
- Church (x2)
- Mayor's House
- Farmer Grange's House
- Farmer McRice's House

When you have saved the village, go to the Mayor's House, and he'll give you a Calendar (it'll be of some use later in the game), then Mrs Govern will give you a Rocksalt - this item you can make some use of right now, so head to Somloment Forest.

--- SOMLOMENT FOREST ---

Go to the area where you had to assimilate Hop to cross the thorn bushes in Chapter Two, and from there go just to the right of the screen where you'll find a sign which says "Island of Dragons", enter this area now.

--- ISLAND OF DRAGONS ---

Here you'll find a large rock blocking the entrance (no wait, it's a huge slug) and use the Rocksalt to shrink its size. Next open the Bincho Field to the left of the screen to release the Artisan, visit him at the palace later and he'll make Fusion a lot stronger.

Next you'll see an area of sea. There will be a high tide between the hours of 19:00 and 7:00, and a low tide between 7:00 and 19:00. You'll need to come here during the low tide to progress further. For some reason time stays still in this area, so if you come during the high tide, exit the area and return between 7:00 and 19:00.

Use the Water Scroll to move downwards across the sea, until you find an island with a water crest. Use Lumina on the crest, then move further down, to where you will find the Fire Scroll, then strike it with Lumina.

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BOSS FIGHT: KOJIRO

\*\*\*\*\*[BFM4D]\*\*\*

Musashi's long time rival will now challenge him to a duel, and he also has the Princess. The battle takes place on a flat laying piece of land, in front of the Fire Scroll.

Kojiro will have two long-range attacks, the wave and the creasant, the latter can be assimulated from him. You cannot block either of these attacks by charging up the Speed Gauge, but they are easy to avoid, just move to the left or right. You can also get behind him while he is doing one of these attacks and hit him with Fusion or Lumina (both will do damage).

You can also temporarily stun him with the Earth Scroll, giving you the chance to hit him, you can also use your newly acquired Fire Scroll, though it does do very little damage.

Once his life bar has depleted, Kojiro will be beaten. It is the simplest boss in the game so you should get past it with ease. Once the battle is over, guide

Princess Fillet back to Allucaneet Palace.

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CHAPTER FOUR - CONTINUED

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--- ALLUCANEET PALACE ---

Steward Ribson will tell you that the three Mercenaries are investigating the thieves hideaway, so ask them about it now. Each one has a coded message:

- Mercenary Meitlofe - "Duh... About the Knight...  
D, Don't worry about which  
way y, you're facing.  
Go straight ahead (up)."  
(top of the message has been torn)

- Mercenary Stue - "Left, Right,  
Right, Left, Straight Ahead."  
(top and bottom are torn)

- Mercenary Potrowst - "Meandering Forest.  
Four way path: Gold, Knight  
Knight, Knight, Bishop."  
(bottom is torn)

To decipher these messages, you'll need to understand the rules of Shogi, which can be learned at the castle's Library. Once you've finished there, head to Somloment Forest, then on to Meandering Forest.

--- MEANDERING FOREST ---

You don't have Leno as a guide this time, so you'll have to find your own way. If you get lost while in Meandering Forest, just go down to start again.

This is how to find your way to the thieves hideaway: Go left, up, up, right, up, up, right, up, up, left, then continue going up until you get to the Frozen Palace.

--- FROZEN PALACE ---

When you first enter the area, you'll see four doorways, two to the left and two to the right. There is a stairway ahead, which cannot be climbed because of the ice, and you'll skid around a lot in this area, so be careful. Also you can use the memory Box in the top-right corner.

First thing you should do is assimilate Map from one of the four Mappers in this area. With this, you'll be shown a map of the parts you have explored in the Frozen Palace when you press the circle button. Now make your way to the door on the left side, the one that is not blocked off.

Make your way through the ice blocks and Penguins, until you see a door on the right hand side (also remember the blue door opposite it). Next you'll see two Penguins facing a hollowed floor, and they are pushing large blocks of ice down there. you need to get across the hollowed floor by double jumping onto one of the large blocks of ice, then double jumping again when you reach the hollowed space, to the other side. If you kill the Penguins, exit the area then re-enter. When you reach the other side, enter the door straight ahead (not the door on the right side).

You'll now come to an area with six Penguins, and there is also a sign which says "May the lonely have Victory!!" - this is your clue as to what to do here. Defeat the six Penguins, they will at first just slide towards you, but once they have taken enough damage, they'll begin to shoot fire at you, which can be blocked by charging up the Speed Gauge. When all six have been defeated, a treasure box will appear inside the red circle. Open it and you'll find a Red Eye. Now exit the area and head back to the large room where you first entered the Frozen Palace.

Go up to the red door on the left side, and insert the Red Eye. In this next area, you'll encounter something called a Copycat. It will do everything that Musashi does, when you move to the left, it'll move to the left as well, and you strike it with one of your swords, it'll strike you right back. Also you will be electrocuted if you come into contact with it. The best way to get past the Copycat, is by charging up the Speed Gauge, and hitting it with a Spinning Attack (something which it can't do). Now follow the path and make your way through the Herb Plants and Copycats, until you come to a door on Musashi's left side.

You'll now find yourself in a small room with a large creature called a Slow Guy. It will not harm you, but it will hurl you into the air and onto the ice spikes. All you need to do is go up to the stairway to the left of the Bee Plant (it's too high to jump) and let the Slow Guy hurl you into the air on onto the stairs. Now enter the next doorway.

You will now come to a maze, which will look something like this:

TO NEXT AREA

```
| _____  
|   ###|_  
| ## #  _-ENTER FROM HERE  
|## # #|  
| ## # |  
| #  ## |  
|   ## |  
| ###  |  
|  # # |  
| #  # |  
|## # ##|  
| ###  |  
| _____|
```

KEY:  
# - ICE BLOCKS

You'll need to make your way to the top-left corner of the maze, where you will find a doorway. You'll encounter a few Maya Wolves in the maze, as well as a few S-Golems. You can see the shadows of the S-Golems, so you can use this to make sure that they don't do heavy damage to Musashi by crushing him from above, either run straight past the shadow, or by the side.

Next you will come to an area with four Copycats, and there is also a sign which says "May the unhurt have victory!", so what you need to do is defeat the Copycats without taking any damage. The Copycats imitate all of your moves, but not the Spinning Attack, so use this to defeat them. If you do take some damage, then exit the area and re-enter to try again. Once the Copycats have been defeated, a treasure box will appear, open it to receive a Blue Eye. Now head back to the main entrance hall.

Now go to the area with the Blue Door (opposite the doorway to the ice-pushing Penguins) and insert the Blue Eye into it. Enter, then jump onto the ice blocks then onto the stairs where you'll encounter a Herb Plant, enter the doorway to

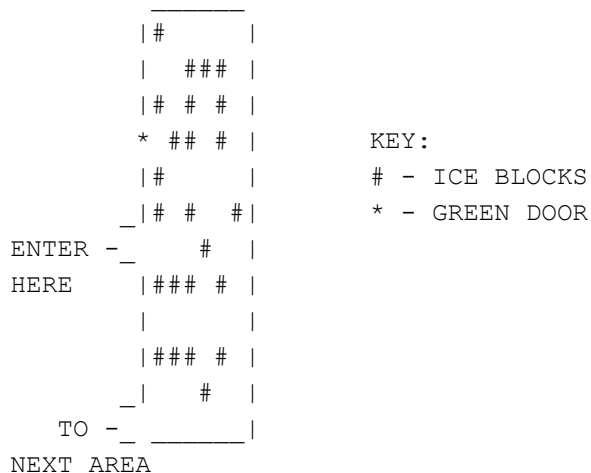
the right of it.

You'll now come to the area above the blue door, if you fall here, you'll have to go round again. Defeat the Copycat, then without skidding too much, jump onto the next platform, where you encounter a Slow Guy - don't let him hurl you into the air, or you'll find yourself at the bottom again. Make your way to the doorway to the right.

You will now find yourself on the left balcony of the Main Entrance Hall, where you'll see a treasure box to the right of the doorway. Open it and you'll receive some Red Shoes. You will need to get these appraised at Conner's (or, if you already have the L-Goggles, there's no need to go back to the village), they will turn out to be another piece of the Legendary Armor - the L-Shoes, which will allow you to walk up steep slopes of ice. Now make your way back to the Main Entrance Hall.

Enter the doorway on the right side of the Main Entrance Hall, the one furthest from the Memory Box. You'll now come to an area with a steep uphill slope and two poles on both sides. Climb one of the poles, then jump to get to the bottom of the uphill slope, which you will now be able to move up with the L-Shoes. Next enter the doorway on the opposite side.

You'll now come to a second maze, which will look something like this:



You will need to make your way to the bottom-left of the area, where you will encounter a Slow Guy, and a sign which will say "May the clone have victory!". You will need to assimilate the clone ability from one of the Copycats in the maze, this can be a little difficult, as the Copycats imitate your attacks, including Fusion, so you will need to get into a position where you're facing the Copycat, but the Copycat is facing away from you, this way you can successfully assimilate Clone. Once it is done, head back to the Slow Guy, and press circle to create a clone of yourself. The Slow Guy will now go straight after the clone, so when he gets close enough to it, press circle to detonate the clone and defeat the Slow Guy. A treasure box will now appear, containing the Green Eye.

Now head back to the maze, where you'll need to make your way to the green door (shown on the diagram by the \*). The door is entirely surrounded by ice blocks, so you'll need to somehow get on top of the ice. This can be done by heading to the top-left corner of the maze, and double jumping onto the ice block that is a little shorter than the others. Next double jump to the ice block to the right in the diagram, drop down to the green door, and insert the Green Eye.

Defeat the Herb Plant and drop down the steps, there is a life heart to the right of them. Make your way past the Penguins, then through the doorway, next

turn to Musashi's right and through another doorway, back to the Main Entrance Hall.

You're not far from fighting the next boss, so you should head back to Grillin' Village and make the necessary preparations. Once done, head up the stairs in the Main Entrance Hall, where you'll come up to a doorway with three hollow cavities. The door is frozen so you'll need to use the Fire Scroll to melt the ice covering the door, then use the three Eyes you've collected in the Frozen Palace to open it.

Next make your way up the iced slope, until you come to two beacons and a Memory Box. Use the Fire Scroll to light the beacons, which will open the next door, then use the Memory Box. Now pass through the door and inspect the Statue in the next room...

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BOSS FIGHT: FROST DRAGON

\*\*\*\*\*[BFM4E]\*\*\*

--- FROST DRAGON #1 ---

After falling through the trap door, you'll find yourself on a path with spikes up ahead. Melt the ice spikes by using the Fire Scroll and continue on.

The Frost Dragon will now appear in front of you, and will charge towards you when you hear a "dong" sound. You need to hit the Frost Dragon's head with the Fire Scroll three times to progress any further here. While he is flying about, charge up your Speed Gauge, then when you hear the "dong" sound, quickly move to the left or right, then turn around and fire at its head.

Once you have hit him three times, he'll smash into the right wall, creating a path for you to continue on, but move quickly, as the path behind you will begin to break up and fall. You'll next come to a long bridge, and there are many spikes ahead. You'll need to quickly melt these and keep moving forward, as the Frost Dragon will begin breaking up the bridge from behind you, if he smashes the bridge ahead of you, then it's game over. You don't have to melt the ice all the way, just enough so that you can double jump over it.

When you have made it to the end of the bridge, the real battle will begin...

--- FROST DRAGON #2 ---

The Frost Dragon will now be in its burrow and will make all of its attacks from there. You will of course need to use your Fire Scroll to defeat him. Also beware, if you come into contact with the Frost Dragon's body at any point, Musashi will be temporarily frozen and will also lose a lot of HP.

The Dragon will have three main attacks, always used in the same order. The first is when it lunges towards you, this can easily be avoided by moving to the left or right, and you can even damage him if you have your Speed Gauge charged up, just hold the square button when facing towards it.

Its second attack is simply shooting small icicles at you, this again can be easily dodged if you just keep moving. The icicles do little damage to Musashi so there's no need to worry about them too much.

Its third attack is the most dangerous, it'll fire a beam of ice from the left to right, or from right to left. The trick to avoiding taking damage from this is by standing in the centre of the battle ground, and taking a look at which



way it faces before it fires the beam. If it quickly fires the beam from the left side, then quickly run the right corner (closest to the Dragon), and vice versa.

When you reach the corner during its beam attack, you should begin charging up your Speed Gauge, then when the beam stops, you'll have your best chance of hitting him. Hold the square button and fire the wave at him, without getting too close. Continue this until he has taken enough damage, when he will fall flat on the ground, revealing his core - strike this with Lumina.

When the Frost Dragon has had his life bar slightly reduced, it'll come out of its burrow and fly around, before re-entering it again. when it returns, he'll swipe across the ground from the right to left, the only to avoid this is by standing in the corner of the area (furthest from the Dragon).

Once you have damaged its core twice with Lumina, the Frost Dragon will begin to use his lunge and icicle attacks a lot quicker. So just keep it up until you get to strike his core a third time, when he will be defeated.

--- FROZEN PALACE ---

When the battle is finally over, you'll find yourself back at the Main Entrance Hall of the Frozen Palace. Exit the palace and head back to Grillin' Village.

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CHAPTER FIVE - THE ONE THAT NESTS UNDERGROUND

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\*\*\*\*\* [BFM3E] \*\*\*

--- GRILLIN' VILLAGE ---

On your return to the village, the Mayor will inform you that something troublesome has happened, and tell you to ask more about it at the village shops. Visit all the shops in Grillin' and ask the shop owners about the problem (second option down), then once you've gotten all the information you need, go to Allucaneet Palace.

--- ALLUCANEET PALACE ---

Visit Steward Ribson and tell him about the situation, then after a short conversation, Ribson will tell you that the Gondola has finally been fixed, so use it to get back down to Grillin' Village (the last option from the palace menu).

--- GRILLIN' VILLAGE ---

When you reach the village, you'll find that it's again engulfed in steam, and so again there must be a problem with Steamwood. Climb the cliff up to Fores' House, then use the shortcut to get to Steamwood.

--- STEAMWOOD ---

You'll find Fores outside the entrance of Steamwood, talk to him, and he'll give you Handle#0. In this part of the game you'll have to fix the problem the exact same way as before, and just in case you've forgotten, here's a recap:

Your aim is to fill up the Valve Gauge. This can be done by pressing the square button to begin filling up the Pressure Gauge, then hitting square again when it fills to the "OK" zone. Each time you do it successfully, the Valve Gauge

will fill up a little, if unsuccessful, the Valve Gauge will decrease. Once the first valve has been shut, a timer will start in the top-left corner, showing the time in which you must close the next valve.

There are a few changes from when you last did this mission. For some of the valves, you'll now have to find the missing handle to with them. There are a total of three missing handles:

Handle#1: On the ground floor, on the opposite side from the lift.

Handle#4: On the platform to the left of the fourth valve.

Handle#8: To the right of the eighth valve, jump diagonally past the steam.

Another change is that when you start searching for the fourth valve, turn left from the elevator, instead of right.

When you have saved Steamwood for the second (and hopefully final) time, head back to Grillin' Village.

--- GRILLIN' VILLAGE ---

Go to the Mayor's House, and accept the 600 Drans for saving the village. Talk to the Mayor for a second time, and he'll tell you about a cave he used to visit when he was younger, Farmer McRice will also say the same thing, so try to find this cave. Head to the Binchotite Mine, then turn left, and left again towards Grillin' Reservoir.

--- GRILLIN' RESERVOIR ---

If you look to the left of where you found the Water Scroll, to the part where there used to be water, you'll see a cave, enter it.

Continue to the right, past the Cure Worm and up the slopes, you'll eventually come to a Fire Crest. Use the Fire Scroll to blow a hole in the ceiling. Next climb the wall behind the newly formed lava pit, the Sphere Bats will attack and try to make you fall, so just keep holding the left analogue stick up until you reach the top.

Make your way up the rocks in front of the lava pit and then climb the wall, up to where you will find the next Scroll. Strike it with Lumina, and you'll receive the Wind Scroll, which will allow you to perform cyclones to dig holes into the ground. Put it to some use right now by standing on the bit of earth that looks slightly different, then charge up the Speed Gauge, hit triangle and then hold the square button to start digging.

After a scene, you'll find yourself inside a Bincho Field, press triangle to escape it, then Musashi's maximum BP will increase by 50. Now exit this area by going down, and you'll find yourself in Somloment Forest. Make your way back to the Village.

--- GRILLIN' VILLAGE ---

When you get back, as usual something won't seem quite right. Talk to Tim and Mint by the slope, then head up it and on towards the Gondola. You'll now find a Giant Ant attacking the Gondola's Office, you cannot harm the Giant Ant, and it will deal damage to Musashi if you get in its way. To defeat it, go to Allucaneet Palace, and select Gondola from the menu. It'll now retreat to the air ventilation turbine on top of the cliff - your next destination.

--- BINCHOTITE MINE ---

You're now in the Binchotite Mine, but a different part from what you have explored before. You'll see the Giant Ant when you land in this area, but you don't have to battle it, as it's pretty much dead anyway. If you wish to exit this area, just climb the wall behind the Ant. To continue on, you need to turn to the right, where you'll see some purple mist, which will poison you if you get too close. To get past the mist, use the Wind Scroll to cyclone your way through it and on to the next area.

Move across the scaffolds, then turn left towards the Toadstools, then right where you'll be ambushed by small B-Eaters, you can try to assimilate from one of them, to prevent them from stealing your BP. You'll next come up to some spikes, but it's too far to jump across them, so use the Earth Scroll to make the boulders fall onto the spikes then cross the path. Next jump onto the rope hanging over the spikes, to lift the weight on the opposite side, allowing you to cross. Continue on to where you'll see the B-Eaters falling between the scaffolds, time your jumps through them, to avoid losing any BP, then continue on to the next area.

Move forwards and drop down onto the steps, then use the platforms, which are not operating, to make your way up (jumping onto the left than right), until you reach the next scaffold to the right. Continue on to the next cave entrance.

Now you'll come to some wind blowing strongly in your direction, so use the Wind Scroll to breeze through it, until you come up to a Hopper and a steep slope. Assimilate Hop from the Hopper to go up the slope and also through the spikes.

You'll now encounter another Hopper, but don't assimilate from it yet, first jump over the gap ahead, then turn towards the Hopper and move as close to the edge as you can. You will need to assimilate from here to get up the next slope, so charge up the Speed Gauge and wait for the Hopper to come to the edge of its side, then throw your Fusion at it. Once you've assimilated Hop, move up the slope and into the next area.

You'll now come up against two Cure Worms, you might as well assimilate Antidote from one of them, because of the risks of getting poisoned in this area. Next climb the wall to the right (where the sign is), which will take you to a fan which is not operating, so hit the switch with Lumina, and move onto the path to the left.

There will now be Giant Ants moving between the scaffolds, so time your jumps between them. You'll next come up to some Needle Ants hurling some acid at you. Try to assimilate this Acid attack, as it is the only thing that can defeat them. Beware they do bleed a green acid which still harms you, when you kill them. Next double jump to a scaffold with a Giant Red Ant, defeat it with Acid, then double jump around the corner of the wall to reach the next scaffold.

Now make your way past the marching ants, jump onto a pole and swing around the corner where you'll find a Bincho Field with Conductor Scores, release him, and you'll restore the BP you've used on the ants. Continue in the direction of the marching Ants, and jump around the corner to Musashi's left. Next time your jumps through the Ants on the walls, and onto a pole, swing onto the next pole, and then another (avoiding the Ants all the way). Continue towards the left then exit the area.

Use the Wind Scroll to dig a hole in the centre of this cave, and you'll find yourself in the same area as before, but now the moving platforms are

operating. Make your way down to the bottom, avoiding the poisonous liquid, and continue to the right and through the exit.

Next make your way to the right, until you come to a trolley - ride it!

--- TROLLEY RIDE ---

Similar to the River Rafting, if you get hit four times you will die. Use the Left Analogue Stick to move left and right. Watch out for the Ants, rocks and bars that'll get in your way, so keep a look out for the one gap through which you can pass, and try it as many times as it takes to get it right.

--- BINCHOTITE MINE ---

Collect the life hearts and antidotal herbs, then use the Wind Scroll to dig a hole in the ground.

---

BOSS FIGHT: QUEEN ANT

\*\*\*\*\* [BFM4F] \*\*\*

This battle will take place on the body of Queen Ant. There is also some purple mist by its tail, you will get poisoned if you get too close, but it is also where you'll find its core - the place you have to hit her.

The Queen Ant's basic attack is when it'll stretch out its left arm and pull it back in an attempt to damage you, this can be easily avoided if you just double jump. Almost every time after the Queen does this attack, its eyes will flicker green. If you hit the eyes with Lumina, she'll release some maggot-like insects for you to fight off, when you kill these, they will sometimes drop antidotal herbs, make sure you grab these as there are a number of ways to get poisoned in this battle.

One of her most dangerous attacks is when she stretches out both of her arms, in an attempt to grab and pull you in towards her. To avoid this you'll have to keep moving and double jumping. If she does grab you, keep moving the Left Analogue Stick to force her to release you, after which, you will be poisoned again.

Other attacks you should watch out for are when parts of her body begin to rattle, quickly jump away as spikes will come up from her body. Also a green gas will often be released from her tail, so to avoid it, carefully watch where it is going to land, then move out of the way.

Now, to damage her - when you have struck her flickering green eyes for the third time, no maggot-like insects will be released, giving you the opportunity to use the Wind Scroll, then holding down square to move to the right, clear the mist and strike the core. When the Queen Ant has taken damage, she'll attempt to blow off her body to the right, so just keep using the Wind Scroll to stay on board.

Once you have used the Wind Scroll to hit her core three times, she will be defeated. When the battle is over, you'll find a Wind Crest, use the right Scroll on this to end the chapter.

---

CHAPTER SIX - THE SWORD OF LUMINESCENCE

\*\*\*\*\* [BFM3F] \*\*\*

You'll meet Jon at the beginning of this chapter, and he'll give you a note - a clue as to the location of the last Scroll. Now exit this small area to get back to Grillin' Village.

--- GRILLIN' VILLAGE ---

Time to find the last Scroll, and the best place to start is by talking to the people in Grillin' Village. Some of the people will hint that something happens in Steamwood Forest on the mornings of Skyday.

You're nearly at the final stages of the game, and once you leave to find the last Scroll, there's no turning back. You should make all the preparations you need - I'd recommend that you try to find as many of the remaining Bincho Fields and Minkus as you can. Also when you leave, take 9 EK-Drinks and a S-Revive Drink with you, and rest at the Inn.

You will need to head to Steamwood Forest on Skyday morning, between the hours of 7:00 and 12:00 (when it's raining).

--- STEAMWOOD FOREST ---

When you first enter Steamwood Forest, turn to the right, jump onto the third pipe to the left, it'll lead you to a Crest. Use the Earth Scroll, then climb the cliff ahead. At the top, you'll find a Wind Crest, so use the corresponding Scroll on the Crest, and advance forward.

--- THE SKY SCROLL ---

You'll now find yourself on a floating tower. Jump from one of the round platforms to one of the square with the Earth symbols, then use the Earth Scroll on three of the squares. When that is done, a doorway will open up at the side of the tower, use the Water Scroll to enter it to move up to the next level.

Again jump on to one of the round platforms, then jump to where you'll see the fire symbol. Use the Fire Scroll to light all three torches around the tower. You'll next be at the very top of the tower, where you will see the Sky Scroll, strike this with Lumina. With the Sky Scroll, you can hover in the air by holding down the X button.

--- SODA FOUNTAIN ---

First open the Memory Box to the right, you never know when something may go horribly wrong. You'll start off this stage by coming up to some water with electrified walls on each side, if you touch either side of the wall, you'll fall into the water and have to start from the last place you were standing. The Water Scroll is no good here, so use your newly-acquired Sky Scroll to hover through the electrified walls. If you hit the wall when you're almost at the next ground, you can still quickly jump to try to make it.

Whilst hovering through the walls, you'll eventually come to a treasure box, and inside is a C-Drink - do not pick this up if it's no good to you (i.e. if your inventory is already full with EK-Drinks).

You'll soon come up to some rotating spikes in this area, so you'll need to carefully hover through the left side. If you come into contact with the spikes, you'll of course fall straight into the water.

Once you have reached the end of the electrified walls, you'll see a rotating

cylinder. There is also a treasure box to the left of its entrance, inside is a W-Gel, again do not pick this up if you don't need it. Enter the cylinder, avoiding the electrified spikes, then when you get near the end of it, try not to fall down the holes or you'll have to start at the beginning of the cylinder. Now enter the doorway towards the next boss in this stage.

---

BOSS FIGHT: LEADER'S FORCE BEN

\*\*\*\*\*[BFM4G]\*\*\*

Ben will first hover in the air, and quickly place bombs around the battle ground. When these bombs begin to flash red, it means that they are about to explode. Pretty much the whole battle ground will be covered in bombs, so if you stay in one place, you'll almost certainly get hit. You should first look for the areas where the bombs are flashing red, wait for them to explode, then quickly move to that area once the fire has cleared.

After his bomb attack, Ben will begin to throw spinning spikes and rotor blades at you, these can be easily blocked if you charge up the Speed Gauge. While he is throwing the spikes and blades, move as close as you can to him, then use a Spinning Attack.

Every time he takes damage, he'll charge at you with his spear, quickly move to the left or right to avoid being hit, then you'll have a second chance to hit him with Fusion or Lumina.

All of his attacks do quite a lot of damage, so try not to get hit too often, as you will need those EK-Drinks later in the game. He won't show off any new attacks during the battle, so keep this up until you've fully depleted his life gauge. When he is beaten, head through the square metal door behind him, where you'll have the option to save your game.

---

CHAPTER SIX - CONTINUED

\*\*\*\*\*

--- SODA FOUNTAIN ---

Head to the right of the screen, then when you see a flash, turn back and go through the same metal door. You'll see a lot of metal doors in this area, but to know which one is the correct door to pass through, you'll need to use the calendar, which was given to you by the Mayor in Chapter Four. There are seven symbols on the calendar, and you'll need to find the door with the next symbol.

First head to the right, ignore the first door you come across, then pass through the second door, the one with a triangle symbol on it.

Continue to the right, and you'll see a yellow platform. Jump on to it, then use the Earth Scroll to a path forward. Continue to the right and, as before, ignore the first door you see, instead use the Earth Scroll on the yellow platform in front of the door. use it again another three times then continue to the right. You'll soon come to a door with two circles and a spot - enter it.

In the next area, you'll see some spikes, to get past them you'll need to use the Sky Scroll to hover over them. Move further to the right, where you'll come up to yet more spikes. Use the Sky Scroll to hover over them, wait for the spikes to move into the wall, then drop down to where you'll see a door with a

D-shaped symbol.

Again move further to the right, then jump and grab on to the pole. If you fall here, you'll have to start over again. Swing to the pole up to the left, then up to the right. Next swing across to the right where you'll land at the next door.

Continue further then stop when you see two pillars. Light both of the pillars with the Fire Scroll, then move across the path to the right. Stop just before a crusher comes down, then when it begins to move back up, move to the right underneath it, and jump onto the first step. When the crusher hits the ground again, jump on top of it, let it take you up to the highest point, then jump to the left, where you'll find the next door (3 vertical lines and a diagonal line).

Move left and put the four fires out with the Water Scroll. A path will now open up, so while still in your bubble, drop down, and move across the water to the right and through the next door. In the next area, move left and you'll see a flash, then go through the door towards the camera.

There is now wind blowing in your direction, so use the Wind Scroll to counter the wind, and jump when you reach the black and yellow lines at the edge. If you fall here, you'll have to start from the first symbol again.

Select the Sky Scroll, then move to the left, drop down to where the spikes are below, and hover over them to the right. Again hover over the next spikes, and drop down to above the water, then move to the left and through the final door.

---

BOSS FIGHT: LEADER'S FORCE ED

\*\*\*\*\* [BFM4H] \*\*\*

Ed's main attack is a ray of fire, which he'll shoot around and follow you, this cannot be escaped by just running, so you'll need to double jump over the ray, and double jump again when it comes back towards you. Keep this up until Ed becomes a little asphyxiated.

His second attack is when he'll say "over here", and throw two bouncing bombs. These bombs will eventually explode, and release balls of fire. You can avoid taking any damage by using the Water Scroll. While you are in your bubble, you will not take any damage from the first flame that hits you. This also works when Ed is firing the ray.

You'll have your best chance of hitting him just after he makes his ray attack. When Ed is out of breath, charge up your Speed Gauge and hit him with a Spinning Attack for the most damage.

Just like Ben, he will not have any new attacks as you deplete his life gauge, so just keep hitting him when he is out of breath, then once he is defeated, move into the blue circle, from which Ed did his ray attack, and it'll left you to the next part of Soda Fountain. You'll also have the option to save your game.

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CHAPTER SIX - CONTINUED

\*\*\*\*\*

This is the most difficult part of the last stage, and probably where you'll end up using the most EK-Drinks. Start by moving forward, you'll then encounter two robots. Try to assimilate 3-Way from the blue robot, as this can be very useful in this part of the game.

Continue further forward, and you'll eventually come to a door, which will close when you get near it. There are lasers on both sides of the door, so make sure you quickly move when you're being targeted. You'll need to destroy the door, either by using Lumina, or you can get the job done really quick if you use 3-Way. Using this attack often will obviously cost a lot of BP, so make sure you pick up as many green orbs as you can.

When it's been destroyed, run through the door, then turn right. Fight your way through the robots, and you'll then come to a second door, destroy this with 3-Way as well. Continue on towards the next area.

You'll now enter a maze, which will look something like this:  
(the hedges are represented by the hashes)

```

                FINISH
          #####
          #      #
          #   ## #   #####
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```

START

Once you've found your way out of the maze, turn left, find the next double doors, destroy them and continue ahead. Double jump over the lasers moving across the ground and you'll eventually come to a cliff. Climb it, you will be fired at with a laser while on the cliff, so make sure you're holding the Left Analogue Stick up, this way you won't fall.



At the top of the cliff, destroy the four laser plants, using either 3-Way or a Spinning Attack, then smash the water fountain in the centre. Two flame robots will now come up where the water fountain once was, defeat these, it's best done from behind, out of the way of the flames. Next jump into the circle in the centre, and it'll take you inside Soda Fountain.

Jump onto the pipes with the steam leaking out of them, and make your way to the end, where you can jump onto the pole and swing your way up to the next level. The door here is a little different from before, it'll shoot fire balls instead of lasers, so either double jump over them, or try to position yourself in between the fire balls. Same as before, the best way to destroy the double doors is by using 3-Way. Continue into the next area.

Next you'll come up to some green binchotites. You can smash these open, to collect some HP/BP-restoring orbs. Beware though, some of these do contain enemies, so make sure they don't attack as soon as you release them.

Go up the stairs to the left, then enter the round platform. The machine in the middle will first target you, then fire a laser around the platform, double jump over this three times. You'll have a chance to destroy the machine when it fires the missiles, hit it with 3-Way, and make sure the missiles don't land on you. When the machine is destroyed, exit the round platform.

Move to the left and jump onto the lift (which only appears after you destroy the machine) and let it take you up. You'll be ambushed by two flame robots while heading up, so attack their legs and don't get in front of it, then jump off the lift and turn to Mussahi's right. Destroy the next double doors and enter the next area.

In this last area, you'll have to destroy two more robots, then jump onto the round lift at the back of the room.

---

BOSS FIGHT: LEADER'S FORCE TOPO

\*\*\*\*\* [BFM4I] \*\*\*

You don't actually fight this one, after all, Musashi would never think of hitting a girl. So instead, she'll challenge you to a dancing contest.

First, Topo will perform a dance routine, and then you must imitate it exactly by pressing the right buttons on the controller. If you hit the wrong button, or fail to get the timing right, then Musashi will be electrocuted. So basically, the more time you struggle with this, the more HP you lose going into the final battles.

Here are the button combinations for all three dance routines:

--- TOPO #1 ---

square, triangle, circle, X, square, triangle, X, circle, square, triangle, circle, X, square, triangle, circle, X, square.

--- TOPO #2 ---

X, circle, triangle, square, X, circle, triangle, circle, X, circle, triangle, square, X, X, circle, circle, square.

--- TOPO #3 ---

X, triangle, circle, square, X, triangle, circle, X, X, triangle, circle, square, X, X, triangle, triangle, square.

When Topo has been defeated, jump onto her stage and you'll be taken to the next area, where you'll find two C-Drinks. Next you'll have the option of saving your game, then go up the spiral slope towards the next boss.

---

BOSS FIGHT: TOWER OF DEATH

\*\*\*\*\*[BFM4J]\*\*\*

At the beginning of this battle, the Sky Scroll will automatically activate itself, meaning that you'll be hovering throughout the whole of this battle. Hold the X button to ascend, and let go to descend.

Firstly, the Tower of Death, with its many eyes, will begin to rotate with many walls sticking out. If you come into contact with these, you will lose HP. Hover through them, and search for the one eye that is open - the green eye. Once it has been found, strike it with Lumina, you'll then have to do this twice more.

After the tower has been damaged three times, waves of electricity will appear above and below the walls, making it slightly more difficult to pass through them. You should pass through the walls just after the electricity has disappeared, while searching for the next eye.

Once the tower has taken a little more damage, it'll have many more new attacks. Some of the eyes will begin to open, releasing a white ray attack, the walls will not be active during this, so try to remain in between the eyes during this. Also, continue searching for the next green eye.

The only time you will not see the green eye is when the eyeballs appear. They will first look around, searching for Musashi. Then they will close and re-open releasing a red hexagon attack. You can avoid this by placing yourself where the eyes will not re-open. If you can't find such a place, then put yourself in between two eyes at the bottom of the tower.

Just keep searching for those green eyes to defeat it, they will remain in one place at the beginning of the battle, then when it has lost a bit of life, the location of the eye will keep changing. When the tower has been defeated, jump onto the platform where you'll see a Sky Crest.

---

BOSS FIGHT: DARK LUMINA

\*\*\*\*\*[BFM4K]\*\*\*

As in nearly all role-playing games, the final boss has many different forms:

--- DARK LUMINA #1 ---

Run across the bridge to the left, the Wizard of Darkness will be chasing and destroying the bridge so move quickly. Double jump onto any high points you come up to, also double jump over any gaps in the bridge.

After a scene, move further along the bridge, and you'll eventually come to a tower. Turn to the right, and move up the tower to the right, double jumping from ledge to ledge. The wizard will still try to knock you off your path,

he'll plunge himself into the side of the tower. Keep moving and don't stop for a second, until you get to the top of the tower.

--- DARK LUMINA #2 ---

He's now evolved into an ugly green monster, and there's nowhere else to run off to, so its time to face him.

If you get too close to him, he'll grab you with his arm, and attempt to throw you off the edge. Sometimes the pillars on the tower will save you from falling.

Run to the left or right of him, and he'll very slowly chase you down. he'll never catch you of course, so when you've annoyed him enough, he'll swing his tail and attempt to hit you that way. Double jump over the tail, then quickly turn towards him, jump again and hit his head with Lumina. Do this three times more, and he'll jump high into the air, and when he lands, creates a wave which will knock you off the edge of the tower if you get caught in it.

To avoid the wave, double jump over it, then double jump again over the second wave. If you can survive both of these, you'll have a chance to do some real damage to him. When the wizard appears to be out of breath, run up to him and strike his head with Lumina, this will lower his life gauge. Keep doing this to defeat him.

He'll only have one new attack when he's taken damage. When you've struck his head three times with Lumina, after the tail sweep, he'll now sometimes shoot flames from his mouth. These can be easily avoided by simply running, also you'll have another chance to lower his life gauge if you can get to his head quick enough.

To finish him off, strike his head five times with Lumina, while he is breathless. Now await the very last battle.

--- DARK LUMINA #3 ---

Don't be fooled by his size, he is now a lot tougher than before. Most of his attacks will be elemental, so you should try to counter these with the opposite element.

His first attack is throwing flames of fire into the air, then they'll fall back down onto the battle ground. If you use the Water Scroll, you will not take any damage from the first flame that hits you. After the flames, he'll use his blade to throw blue waves at you, so run to the left or right to avoid this attack.

When he turns green, he'll attempt to blow you off the edge of the battle arena, so use your Wind Scroll to counter this. His next attack is one that is hard to dodge, five wizards will surround you, and they will all charge at you one by one. Watch carefully for the first one to charge at you, then quickly move to the right, and continue moving to the right to avoid all of them.

His next attack is similar to the one that the second form used. It'll release a red wave that will blow you off the edge if you get caught in it, so double jump over it three times.

Next he'll use his water attack. During this try to stay as close to him as you can, while still avoiding the bubbles, as your chance to attack him will be coming up. After the water attack, charge up your Speed Gauge, then throw your Fusion towards him, and rapidly press the square button as if you're trying to

assimilate him. When the wizard turns into a ball, strike it with Lumina to lower his life gauge. After striking it with Lumina, run to the edge of the battle arena, as it will try to suck you in.

The wizard will continue to use the same attacks in the same order, and you should continue to use Fusion and Lumina after he has made his water attack. When he has been hit with Lumina five times, the game is over, and you have won.

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\*\*\*\*\* ENEMIES AND LOCATIONS \*\*\*\*\*  
~~~~~  
***** ENEMY LIST *****
***** [BFM5A] *****

This is a list of all the enemies in the game, as well as their usual locations and what you can assimilate from them.

--- B-EATER ---

Where you'll find them:
Binchotite Mine

Assimilate:
Rip-off - For every hit received, BP will increase by 10 (consumes 10 BP)

--- BEE PLANT ---

Where you'll find them:
Forest Path (chapter one); Meandering Forest

Assimilate:
Perfume - Reduces damage to Musashi (consumes 2 BP)

--- BOWLER ---

Where you'll find them:
Restaurant's Basement

Assimilate:
Bowl - Crack walls and defeat Vambees with a bowling ball (consumes 10 BP)

--- COPYCAT ---

Where you'll find them:
Frozen Palace

Assimilate:
Clone - Create a clone of yourself, then press circle to deturnate the clone (consumes 16 BP)

--- CURE WORM ---

Where you'll find them:

Binchotite Mine; Underground Lake

Assimilate:

Antidote - Press circle to remove poison (consumes 6 BP)

--- GIANT ANT ---

Where you'll find them:

Binchotite Mine

Assimilate:

Depress - Feel temporarily blue, stops Needle Ants from attacking (consumes 4 BP)

--- HERB PLANT ---

Where you'll find them:

Twinpeak Mountain; Somloment Forest; Frozen Palace

Assimilate:

Mint - Feel temporarily refreshed (consumes 4 BP)

--- HOPPER ---

Where you'll find them:

Somloment Forest; Meandering forest; Binchotite Mine

Assimilate:

Hop - Allows you to go through thorn bushes, spikes and steep slopes (consumes 8 BP)

--- KING MANEATER ---

Where you'll find them:

Twinpeak Mountain

Assimilate:

Cannot be assimilated

--- LAMP BAT ---

Where you'll find them:

Restaurant's Basement

Assimilate:

Firefly - Fusion will light your way in darker areas (consumes 8 BP)

--- LONE MIST ---

Where you'll find them:

Restaurant's Basement

Assimilate:

Cannot be assimilated

--- MAGICIAN ---

Where you'll find them:

Twinpeak Mountain; Somloment Forest; Meandering Forest

Assimilate:

Shrink - Miniaturize your enemies, allowing you to stomp on them (consumes 10 BP)

--- MANEATER ---

Where you'll find them:

Twinpeak Mountain; Somloment Forest

Assimilate:

Satiate - Feel incredibly full, BP will temporarily increase (consumes 4 BP)

--- MAPPER ---

Where you'll find them:

Frozen Palace

Assimilate:

Map - Shows you a map of the Frozen Palace (consumes 8 BP)

--- MAYA WOLF ---

Where you'll find them:

Frozen Palace

Assimilate:

D-Kick - Use a drop kick on enemies (consumes 4 BP)

--- NEEDLE ANT ---

Where you'll find them:

Binchotite Mine

Assimilate:

Acid - Shoot acid at enemies, can kill Giant Ants (consumes 8 BP)

--- OOZE ---

Where you'll find them:

Restaurant's Basement

Assimilate:

Cannot be assimilated

--- PENGUIN ---

Where you find them:

Frozen Palace

Assimilate:

Cannot be assimilated

--- S-GOLEM ---

Where you'll find them:

Frozen Palace

Assimulate:

Steel - Allows you to destroy spikes in teh Frozen Palace (consumes 24 BP)

--- SLEEPIE ---

Where you'll find them:

Twinpeak Mountain; Somloment Forest; Meandering Forest

Assimulate:

Sleepy - Feel temporarily tired (consumes 4 BP)

--- SLOW GUY ---

Where you'll find them:

Frozen Palace

Assimulate:

Hurl - Use spectacular throwing technique on enemies (consumes 8 BP)

--- SOLDIER (RIFLE) ---

Where you'll find them:

Forest Path/Spiral Tower; Twinpeak Mountain; Somloment Forest

Assimulate:

Gunshot - Press circle to shoot bullets (consumes 1 BP)

--- SOLDIER (SPEAR) ---

Where you'll find them:

Twinpeak Mountain; Somloment Forest; Meandering Forest

Assimulate:

Javelin - Press circle to throw javelins (consumes 6 BP)

--- SOLDIER (SWORD) ---

Where you'll find them:

Forest Path/Spiral Tower; Twinpeak Mountain; Somloment Forest; Meandering Forest

Assimulate:

Stun - Paralyse the enemy (consumes 4 BP)

--- SPHERE BAT ---

Where you'll find them:

Spiral Tower; Binchotite Mine; Restaurant's Basement

Assimilate:

Cannot be assimilated

--- TOADSTOOL ---

Where you'll find them:

Binchotite Mine

Assimilate:

Toxin - Feel temporarily poisoned (consumes 2 BP)

--- VAMBEE ---

Where you'll find them:

Restaurant's Basement

Assimilate:

B.O. - Stops Sphere Bats and Lamp Bats attacking Musashi (consumes 8 BP)

--- VAMBEE SOLDIER ---

Where you'll find them:

Grillin' Village Church

Assimilate:

Cannot be assimilated

--- WISP ---

Where you'll find them:

Restaurant's Basement

Assimilate:

Sublime - Have an out of body experience and explore darker areas (consumes 8 BP)

BINCHO FIELD LOCATIONS

*****[BFM5B]***

This section contains a list of all the Bincho Fields, their locations, as well as what the people inside will do for you.

--- GUARD LUMPWOOD ---

Location:

Somloment Forest. From where the Water Crest is, go around to path behind the Hopper, and there you'll find a Bincho Field.

What they do:

Allows you to access Twinpeak Mountain at any time.

--- SEER BEVEALY ---

Location:

Somloment Forest. From where you have to pass through the thorn bushes, assimilate Hop from the Hopper, then go up the steep slope behind the Hopper.

What they do:

Will give you clues as to the whereabouts of the other Bincho Fields, and the next Scroll.

--- HAWKER STEAKWOOD ---

Location:

Dead End. In Grillin' Village, across the river from Farmer McRice's house, is a path with a sign that says "Dead End", you'll find the Bincho Field here.

What they do:

Will tell you about Minku.

--- MAID LOINETTE ---

Location:

Somloment Forest. When you enter the forest (from Grillin' Village), turn to Musashi's left and pass underneath some pipes.

What they do:

Teaches you the technique Dashing Pierce.

--- MUSICIAN PIANISSIMEAT ---

Location:

Steamwood Forest. When you first enter the forest, jump onto the third pipe to the left, and it'll lead you to a Bincho Field.

What they do:

Adds a flute sound to the music in Allucanet Palace.

--- SOLDIER LARDWICK ---

Location:

Twinpeak Mountain. When you first enter the area, you'll see a Bincho Field on the rocks overlooking the river.

What they do:

Will aid you in your battle against Skullpion.

--- MERCENARY MEITLOFE ---

Location:

Twinpeak Mounatin. When you come to the three poles that help you cross the river, turn to the left where you'll see a Magician and a Bincho Field.

What they do:

Will aid you in your battle against Skullpion, and also help solve the puzzle of the thieves hideaway.

--- CARPENTER CARVEY ---

Location:

Twinpeak Mountain. After the dinosaur tail, move to the far right until you come to a waterfall, then drop down the pole.

What they do:

Will aid you in your battle against Skullpion, and also help fix the Gondola.

--- KNIGHT LARDWICK ---

Location:

Twinpeak Mountain. after you jump up the tail of the skeleton, climb down the first pole to the right.

What they do:

Will aid you in your battle against Skullpion, and teaches you the technique Crosswise Cut.

--- SHEPHERD BEEFALO ---

Location:

Twinpeak Mountain. When on the suspension bridge, climb down the wire after the first firing Soldier, then jump across the rocks to get to him.

What they do:

Takes care of all the Minku you've injured (and informs you how many more there are to get).

--- BAILIFF JERKY ---

Location:

Restaurant's Basement. Enter the basement to the right of where Mannick is standing, then go through the doorway on the right side of the screen. Follow the path and eventually you'll come to a Bincho Field.

--- TASTER SALMONELLI ---

Location:

Restaurant's Basement. While on your way to the Relic Keeper, you'll come across some floating cubes in the lava. Jump onto them, turn left, and keep going straight to get to the Bincho Field.

--- CARPENTER CUBEY ---

Location:

Restaurant's Basement. In the second ghost maze, jump over the gap, then go down, right and down.

What they do:

Will help fix the Gondola.

--- WEAVER DINNERETTA ---

Location:

Twinpeak Mountain. From the dinosaur skeleton, continue right until you come to the third pole. Climb it to the very top, then double jump to the right, and you'll land next to a Bincho Field.

What they do:

Give her the L-Cloth, and she'll make you either a L-Quilt or L-Gloves.

--- SOLDIER HANKY-FLANKY ---

Location:

Restaurant's Basement. At the beams of wood, when you get to the rotating cube, turn to Musashi's right, then left, and right.

--- KNIGHT BRISKET ---

Location:

Binchotite Mine. When you come to the area before the Underground Lake, move forwards, then jump onto the conveyor belt to Musashi's left, and it'll lead you to the Knight.

What they do:

Teaches you the technique Tenderize

--- COOK MARY-NADE ---

Location:

Underground Lake. You'll find it at the bottom of the spiral slope in the centre of this area.

--- ACROBAT SAUSAGES ---

Location:

Steamwood Forest. When you first enter the Forest, jump onto the sixth pipe to the right, then turn left and you'll find a Bincho Field.

What they do:

When you get Clown Weinee, give them both an Orange, and they will teach you a new technique - Shish Kebab.

--- MERCENARY STUE ---

Location:

Restaurant's Basement. Crack the wall behind the second Vambees you have to knock down with a Bowling ball.

What they do:

Will help solve the puzzle of the thieves whereabouts.

--- JANITOR SLOPPY-JOE ---

Location:

Frozen Palace. When you pass through the blue door, you'll see the Bincho in the corner, right of the stairs.

--- ARTISAN TEEBONE ---

Location:

Island of Dragons. To the left of where you used Rocksalt on the slug.

What they do:

Give him Fusion, and he'll improve its attack power.

--- CARPENTER DICEY ---

Location:

Binchotite Mine. When you come to the area before the Underground Lake, move forwards, then jump onto the conveyor belt to Musashi's right, and it'll lead you to the Carpenter.

What they do:

Will help fix the Gondola.

--- MUSICIAN AL FORTE ---

Location:

Frozen Palace. In the second maze, on top of an ice cube in the bottom-right of the area.

What they do:

Adds a drum sound to the music of Allucaneet Palace.

--- KNITTER LUNCHETTA ---

Location:

Hell's Valley. After you knock down the first boulders with the Earth Scroll, you'll see it on the path ahead.

--- CHEF JULIENNE ---

Location:

Frozen Palace. From where the Penguins are pushing cubes into the hole, go through the doorway on the right, and you'll see the Bincho Field on some crates.

--- MERCENARY POTROWST ---

Location:

Restaurant's Basement. Enter the doorway behind the first Vambees you have to knock down with a bowling ball.

What they do:

Will help solve the puzzle of the thieves whereabouts.

--- CHIEF GRAVIE ---

Location:

Underground Lake. When you first enter this area, jump onto the first floating platform, and let it take you around the area, where you'll eventually see a Bincho Field.

--- COOK CHIFFONADE ---

Location:

Binchotite Mine. When you see the toadstools in chapter five, turn left to get to the Bincho Field.

--- CONDUCTOR SCORES ---

Location:

Binchotite Mine. On the path, just after the part where the Giant Ants are marching towards you.

What they do:

Adds an orchestra sound to the music of Allucaneet Palace.

--- BUTCHER CHOPS ---

Location:

Frozen Palace. On the balcony to the right side of the Main Entrance Hall. To get there, go to the first maze, and assimilate Steel from the S-Golem. You'll find a doorway at the bottom-left of the maze, then use Steel on the spikes, and follow the path to the Bincho Field.

--- KNIGHT CHUCKS ---

Location:

Restaurant's Basement. In the fourth ghost maze, drop down onto the path below, it'll lead you to a secret room. Once you've opened the Bincho field, use the portal to return to the maze.

What they do:

Teaches you the technique Desperado Attack.

--- DOCTOR TUNG ---

Location:

Twinpeak Mounatain. Go to where you found Mercenary Meitlofe, and use the Water Scroll to go across the water to the left, where you'll find another path.

What they do:

Gives you SP-Recover, which fully restores your HP/BP and cures poison.

--- KNIGHT RUMPARONI ---

Location:

Binchotite Mine. In a cave just after the area with the Giant Ants.

What they do:

Teaches you the technique Rumparoni-SP.

--- ALCHEMIST LEANMAN ---

Location:

Frozen Palace. In the first maze, on the left side.

What they do:

Gives you an Alchemic Tart, which restores BP by 10.

--- LIBRARIAN BRISKETTA ---

Location:

Restaurant's Basement. Enter the basement opposite from Mannick, on the left, then enter the second area with the Vambees, where you'll see the Bincho Field on the left side.

What they do:

Will translate the last two books in the Library.

MINKU LOCATIONS

*****[BFM5C]***

While journeying outside Grillin' Village, you will often come across some Animal Dung. If you return to that same area between the hours of 22:00 and 7:00, then you'll find a white animal called a Minku. You'll have to chase it around for a while, and pick it up by using the left analogue stick and the square button.

Once it has been caught, Musashi will throw the Minku, and it'll drop a Longevity Berry, which will increase Musashi's maximum HP by 25. There are a total of 13 Minku in the game, which can be found at the following locations:

- Grillin' Village. To the left of the entrance of Twinpeak Mountain, keep going alongside the cliff.
- Somloment Forest. When you first enter the forest (from Steamwood) you'll see a Herb Plant next to a sign. To the left of them is a secret path in the trees, which will lead you to a Minku.
- Grillin' Village. You'll need the L-Brace to get here, climb the cliff to the right of the Gondola, and you'll see a Minku next to the air ventilation system.
- Twinpeak Mountain. You'll need the L-Brace here as well. Climb the wall at where Rootrick raced you up the mountain, then jump to the left, and you'll land on top of a small cliff, where you'll frighten a certain animal.
- Hell's Valley. Once you have defeated Skullpion, return to the area where you fought him and there you'll find a Minku.

- Steamwood Forest. When you first enter this area from the village, jump onto the third pipe to the left, and it'll take you to an Earth Crest. Use Lumina here, then climb the cliff ahead of the Crest, to where you'll find a little white animal.
- Underground Lake. Jump onto the first floating platform, and let it take you around the area, where you'll find a Minku on one of the ledges.
- Twinpeak Mountain. Left of the three poles used to cross the water, use the Water Scroll to head to the left, under the pipe and you'll find the Minku on the dry land.
- Grillin' Reservoir. After you've used the Water Crest, use the Water Scroll to go across the water and to the right of the rope, where you'll find another Minku.
- Somloment Forest. You'll need to have the Water Scroll to get this one. When you first enter the forest (from Steamwood), you'll go across a small bridge. Use the water Scroll and walk across the water to the left, you'll then find a Minku on Musashi's right side.
- Wind Scroll. At where you find the fourth Scroll, you'll find a Minku just as you come out of the ground from Grillin' Reservoir.
- Binchotite Mine. When you first jump down the air ventilation system from Grillin' Village, move to the left of the injured Giant Ant and into the next area, where you'll find a Minku.
- Binchotite Mine. In chapter five, make your way through the area, until you eventually come to the wall which takes you to the turbine and the switch above. Also here are two Cure Worms, and... a Minku.

If you want to find out how many Minku you have found so far, and how many more there are left, then visit Shepherd Beefalo at Allucaneet Palace and he'll tell you.

--- MOTHER MINKU ---

Once you've injured all 13 Minkus, their Mother will of course be very angry. To find her, head to Meandering Forest between the hours of 22:00 and 5:00. She will not attack at first, but once you've done enough damage, she'll charge at you, do a spin attack with her ears, and stomp on you from above. The stomping attack does the most damage to you, so try to double jump out of the way, then attack her with Lumina.

Once she has been defeated, you'll be rewarded with a lot of money, life hearts and BP-restoring orbs.

TECHNIQUES

*****[BFM5D]***

All techniques can be learned by visiting the people you've saved at Allucaneet Palace.

--- DASHING PIERCE ---

Who do you learn it from:
Maid Loinette.

How to use it:

Press square while holding the left analogue stick.

--- SHISH KEBAB ---

Who do you learn it from:

Clown Weinee. You also have to find Acrobat Sausages (from Steamwood Forest) and give them both an Orange.

How to use it:

After you've picked up an enemy, press the triangle button to throw them into the air, then press the triangle button again to do a Shish Kebab.

--- CROSSWISE CUT ---

Who do you learn it from:

Knight Lardwick.

How to use it:

Press the square and triangle buttons for an attack using Lumina.

--- TENDERIZE ---

Who do you learn it from:

Knight Brisket.

How to use it:

Press square, square, triangle.

--- DESPERADO ATTACK ---

Who do you learn it from:

Knight Chucks. You must learn Crosswise Cut first.

How to use it:

Press square, triangle, square, triangle.

--- RUMPARONI-SP ---

Who do you learn it from:

Knight Rumparoni.

How to use it:

While double jumping, press triangle to do an aerial attack.

LEGENDARY ARMOR

***** [BFM5E] ***

All the pieces of the Legendary Armor will give Musashi a new ability. You'll find them in treasure boxes outside Grillin' Village and they will all need to be appraised at Conner's Pawn Shop. They can be found at the following locations:

--- L-BRACE ---

Location:

Twinpeak Mountain. After the River Rafting, head up the steps, then to the left to where you'll see a treasure box.

What it does:

Allows you to climb certain walls with the square and triangle buttons.

--- L-BELT ---

Location:

Restaurant's Basement. After you've completed all four parts in the Restaurant's Basement, go through the door with the four eyes, to trigger a scene with Mannick, after which, you'll receive the L-Belt.

What it does:

Allows you to do a double jump by pressing the X button twice.

--- L-VEST ---

Location:

Grillin' Reservoir. After you've used Lumina on the Water Crest, head to the left of the Crest, and far in front of the rope you'll see a treasure box.

What it does:

The Speed Gauge will charge up twice as fast.

--- L-GOGGLES ---

Location:

Somloment Forest. Enter the forest from the village, turn to Musashi's right, and use Lumina on the Water Crest. Next the water will clear, and you'll find a treasure box to the right.

What it does:

Allows you to appraise items yourself, without the help of Conner.

--- L-SHOES ---

Location:

Frozen Palace. On the left balcony of the Main Entrance Hall. To get there, pass through the blue door, and follow the path to the balcony.

What it does:

Stops you from slipping when going up icy slopes.

--- L-CLOTH ---

Location:

Restaurant's Basement. From where you first enter the area, turn right down the stairs, and you'll see a cracked wall straight ahead. Use the assimilated ability Bowl, then go through the wall where you'll find three treasure boxes, the middle one contains the L-Cloth.

What to do with the L-Cloth:

Head to Allucanneet Palace, and give the L-Cloth to Weaver Dinneretta. She'll then give you the option of making you either a L-Quilt or L-Gloves. Once you've chosen what you want, return in three days to receive the item.

The L-Quilt:

When sleeping, tiredness will be reduced twice as fast to 0%, and will also restore HP/BP.

The L-Gloves:

Increases the chances of making a critical hit with Fusion or Lumina.

VERSION HISTORY

***** [BFMVH] ***

Version 1.2 - 03/16/07 - Finally got round to putting the guide through a spell check, and added a new section on Techniques.

Version 1.1 - 03/13/07 - Added Minku and Legendary Armor Locations.

Version 1.0 - 03/11/07 - Game Tutorial, Walkthrough and Boss Strategies are all very much complete, as well as the Enemy lists and Bincho Locations.

DISCLAIMER

***** [BFMDR] ***

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--- CONTACT ---

If you have any questions about Brave Fencer Musashi, or any other game I've written a guide for, feel free to email me at - kidalpha5@hotmail.co.uk

CREDITS

***** [BFMCD] ***

- CJayC, GameFAQs and all its contributors.
- Neoseeker.
- Hironobu Sakaguchi, Tetsuya Nomura and the rest of the team who made this wonderful game.
- SquareSoft (now called Square-Enix).

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