Sotsugyou Vacation (Import) Mini-Game Hidden Commands FAQ

by DChan   Updated on May 16, 1998

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Date: Sat, 16 May 1998 17:27:38 -0400

        Sotsugyou Vacation (PlayStation: 1997.10.16)

        Mini-Game Hidden Commands

        Updated: 21 March 1998
        Created: 18 February 1998

        Disclaimer: I tried the hidden commands in the
        Mini-Game menu in the Natsu no Omoide menu in the
        main menu. I presume they'll work in the actual
        adventure. The Natsu no Omoide menu appears after
        the player clears the game once.

        Mini-Game: "Yabu wo tsukisusume"
        Hidden Commands: While the PS is loading the mini-game and before the
instruction screen appears, hold L1+R1+Up+Triangle until the instruction
screen appears.
        Results: Confirmed. When the game begins, the goal is visible in the map.
Normally, the goal is visible only when it's one square from the protagonist.

        Mini-Game: "Watashi no omoi wa sao no saki"
        Hidden Commands: While the PS is loading the mini-game and before the
instruction screen appears, hold L1+R1+Select+Start until the instruction
screen appears.
        Results: Confirmed. All the fishes and items in the water are rare
fishes/items that suit anyone. Don't see any UFO that Maina-chama wants,
though the Sotsugyou Vacation Official Guide Book says Kappa-san and
UFO-san are in the mini-game.

        Mini-Game: "Shinkei-suijaku tankentai"
        Hidden Commands: While the PS is loading the mini-game and before the
instruction screen appears, hold L1+L2+Square+Cross+Select until the
instruction screen appears.
        Results: Partly confirmed. All but two cards are 6. The remaining two
cards are supposed to be 0. However, the Event squares aren't always six
squares from the start.

        Mini-Game: "Ochi YASHI kakuritsu 100%"
        Hidden Commands: While the PS is loading the mini-game and before the
instruction screen appears, hold L1+R2 (not L1+L2) until the instruction
screen appears.
        When selecting the protagonist's kick power, press Select to apply maximum
kick power.
        When the coconuts begin to fall, hold Select to automatically guard.
        Results: Confirmed. At maximum kick power, 44 coconuts fall. Hold Select
in both rounds to auto-guard.

        Mini-Game: "Kojima no doukutsu"
        Hidden Commands: When choosing a cave to enter, press L1+L2+R1+R2 to
automatically enter a snakeless cave.
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Results: Confirmed. The protagonist and heroine enter a snakeless cave
regardless of where the pointer is. This hidden command doesn't work when
the round begins with as many snakes as there are caves. Throw a rock
first, then try the hidden command.

        Start button: After the player cleared the game once, he can press the
Start button to skip the opening demo, introduction event, and dinner screen.
        Results: Confirmed. Eg, in the dinner screen, no message window appears
and food instantly materialise on the tables.

        REFERENCES

        Sotsugyou Vacation Official Guide Book. Tokyo, Japan: Mainichi
Communications Inc, 1997.
        Weapon's Homepage (http://weapon.org/).
        Weekly The PlayStation, Vol.88 (1998.01.09-16). Tokyo, Japan: Softbank
Corp, 1998.

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        - http://www2.wbs.or.jp/~tsuru/

PS   There's an English fan homepage dedicated to Sotsugyou
        Vacation at:
        http://www.tcp.com/doi/s-v/index.html
        And a Japanese fan homepage at:
        http://www.s.fpu.ac.jp/home/s9712056/www/vacation.htm

        If anyone's interested, there are at least two English
        fan homepages dedicated to the game Graduation for
        WIN95, which is the English version of the Japanese
        game Sotsugyou II -Neo Generation- for JWIN95, at:
        http://www.geocities.com/TimesSquare/Realm/5282/index.html
        And:
        http://www.geocities.com/Tokyo/Ginza/4185/