

Tail Concerto Picture Locations Walkthrough

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Tail Concerto
Picture Walkthrough - V 1.0
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2. Version History

V 1.0 5/08/02 - Hopefully final walkthrough put up. It has all the pictures pieces in it, at least >:?).

3. Introduction

Hello!!! This is a Tail Concerto picture walkthrough, useful for finding each and every picture in the game in order. :?) I could have sworn there was a walkthrough that had the pieces in it up, but it seems it was a figment of my imagination or it was taken down. Well, I hope you enjoy! Tail Concerto is my favorite game, so I know I enjoyed playing through it again to make it!!! :?D

4. Walkthrough

Resaca

A. Harbor

1. Behind the truck near the warehouses.
2. Right inside the mayor's house.
3. Inside the mayor's wardrobe, hitting it twice.

B. Central Plaza

1. To the very left after just entering, behind some boxes.

-- After kitten attack and beating the Pris Sisters

2. The door to the far left after exiting the tower, near where you got the first.

3. In the house opposite the tower, capture the kitten inside the wardrobe. After that, return the doll it had to the girl Downtown.

4. The door to the far right after exiting the tower, hitting the wardrobe twice.

C. Downtown

1. To the left as you enter.

2. & 3. Hit the truck circling the street many times with the Bubble Blaster.

4. Up behind a tree near the house at the end of the street.

5. In the house in front of Photo Four, hitting the wardrobe twice.

6. In the last house on the street, looking in the fireplace.

7. In the same house, return the doll to the girl. (See Central Plaza, Photo #3)

Ferzen

A. Landing Area before entering mines

1. To the far right after passing the shaking machine (Steam Drill), jumping from the cliff to the platform.

2. On the level with the Black Cats balloon, going over to the side with the ladder, jumping down to a small cliff.

3. While climbing the ladder on the level with the Black Cats balloon, jumping onto the roof of the building of the right.

B. Mines

(Note: I'm using the numbers on the little board inside the Mines, 1 through 9.)

1. 8th Mine entrance

2. In the corner of the 9th Mine.

3. Track between the 1st and 4th Mines. (Grab while riding cart)

4. 4th Mine

5. Track between the 1st and 3rd Mines, two pictures on separate cliffs. (Grab one while in the cart, the second by jumping and grabbing in the cart)

6. Track between the 3rd and 6th Mines, grabbing it from the ledge just

before landing at the 6th Mine.

7. 5th Mine

8. In the wardrobe of the room the Pris Sisters held Princess Terria in, hitting it twice.

C. Landing Area before entering mines

(After saving the Princess)

1. Go to the second level, into the room, then reading the book on the table.

Finally, go to the shaking machine (Steam Drill) and investigate.

Airleaf

(I suggest waiting until you come back here and get the really powerful jetpack. However, it is written so that you can hopefully get them with the first jetpack. Know that when I say top, I mean the very top. Fly as high as you can then look. :?))

A. Port where airship lands

1. In the garage beside the house.

B. Islands

(Starting Point: On the airship port, facing away from your airship.)

1. Forward and to the right, on the second island.

2. To the right, on the second island from the top.

3. Behind you a little to the left, on the highest island.

4. Far back and to the left, on the big island.

5. Forward and somewhat to the right, island hopping up to the right from the first island with tress, it on the island above the whistle one.

6. Forward and to the far right, having to island jump to the island with the trees, then to the next big one with two boulders on it, finally landing on the last one.

B. Islands Two

(Starting Point: The last Photo island, facing Start. (Starting from #6 above)

1. Forward and to the right, on the moon-shaped island.

2. To the right, island jumping off the island just past the one that looks like a + sign, to the right of the Target island.

3., 4., and 5. Back to the left, landing on the island just before the + sign one, then island hopping off the one just past the + sign one, a little more to the left to land on a tree island, then to the last one in the row.

Egg Stone

1. On the little cliff behind the Egg Stone.

Grimto

1. In the Forbidden Forest, to the left behind a tree, just after entering from the Port area.

Coolant

A. Gray Garland's House

1. On the trunk to the right as you enter the bedroom.

2. In the bedroom, under the desk with all of the books to the right as you enter.

B. Inside Iceberg

1. & 2. In the second room, both under a set of spikes, one under a set to the far right as you enter, the other under a set to the left as you enter.

Resaca 2

A. Central Plaza

1. Go into the building in the center, down the ladder, then down the hallway, the piece behind the pounding pistons.

5. Thanks and Helpers :?)

Atlus!! - For importing this great game!!! :?D

Cyberconnect Inc. and Bandai - For making this game in Japan! :?D

Sorrow - For being an all around good chap, the co-founder of the TCC, and for moral support!! Or was it for annoyance? Hmm... Oh yeah! Also, for loving Stare ;?)

6. Copyright Information

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