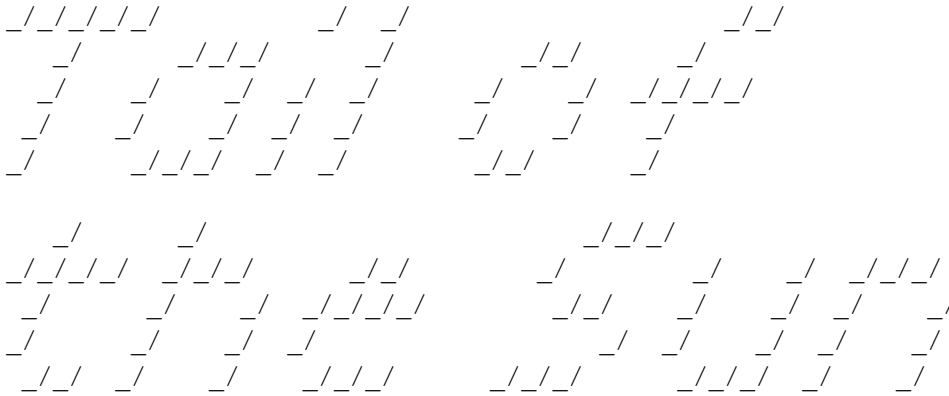


Tail of the Sun FAQ/Walkthrough

by BoredGamer

Updated to v1.32 on Nov 12, 2002



TAIL OF THE SUN FAQ

For play on Sony PlayStation

Presented by BoredGamer

Version: 1.32

Last Updated: 11/12/02

Phase: Almost complete (still needs some small info; "Walkthrough" section is complete)

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GameFAQs (www.gamefaqs.com)

PlayStation Cheat.net (www.psxcodez.com)

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If you are e-mailing me about feedback, questions, or anything having to do with any FAQ, please send it to Blublublublul129@cs.com. If any e-mail is sent to Blublublublul129 that does not concern a FAQ, it will be deleted/ignored, as I primarily use this address for FAQ-related stuff.

This FAQ will be a long, on-going project. Any information you can send me that has not been missed or asked for is MUCH appreciated. This game is packed full of Easter Eggs up the wazzoo. I don't think there will be a clear-cut end to this too soon as there is quite literally tons of stuff in the game and with its gigantic world size, mapping it will be nearly impossible, especially when considering that there are a ton of caves, lakes, and many other landforms all over the place. The enemies and plants will be no trouble.

Please stop sending me files. I will not download them unless they are someone I know, and by this I mean someone I know -personally- like family or best friends. I have suspected that some files that have been sent to me are viruses (with good justification after being persecuted) and did not download them. This also means not to send me FAQs or any other material to critique.

As many of the FAQ writers have done, I would like to express my sincere condolences for those who lost their lives in the events that took place on September 11, 2001, considered one of the most emotional, saddening, and enraging acts in history as four US planes have been hijacked. Two of them were crashed into the Twin Towers of the World Trade Center, one

into the Pentagon, and one into a field in Pennsylvania. May such an act never be repeated in our world's future.

UPDATE HISTORY

9/11/01- I'm still getting over the day of tragedy we here in the US have just endured. At 10 PM Pacific time, I decided I would resume life the same as I had before the incident. I decided to move on and continue FAQ writing by creating a FAQ for this game. Today, it sees it's official birth as I call it. Legal Bit is up and running (Section 12). Got a start on the FAQ.

9/12/01- Section 11 started. Started and, to my knowledge, completed the animal list.

9/13/01- Added a map of the world with some key points.

9/14/01- The progress on this has been rather slow. Added a new section for cave locations. Completed Section 5. Section 1 completed. Got a start on the weapons section. Added an animal I forgot about. Got a small start on Section 9D.

9/15/01- Completed Sections 3 and 4. Added to FAQ and tips. Also touched up the South Island on my maps.

9/23/01- I decided to take a short break from FAQ writing. Added a bit to Section 2 and pretty much completed it. I will probably add more to it as time permits. Plants section is now up and running, although not all the plants are described therein. Added Gathering Items #1-4, 8, 9, 11-17, 19, 21-29, 31, 33, 34-36, 38-43, 50, and 52. Discovered a new cave. Discovered some strange plants near a huge lake.

9/24/01- Added Gathering Item #10, 18, 20, 30, 32, 37, 45, and 46. Added three more Easter Eggs and a new weapon. Added a new cave. Added permissible site usage.

9/25/01- Added one question to the FAQ. I'm not sure how much I'll be able to put up in the next few days as my schooling does start tomorrow.

9/26/01- Despite the rough and rugged first day of class and the major headache my 15 ton bag gave me, I am alive and in one piece. Hence, I will add some more to the FAQ tonight! WOOPEE! Got a good start on Section 9. Completed the sub-section on beginning the game for the most part, but I might add a little more to it. Also got a start on the "Middle" sub-section there.

10/1/01- Added Gathering Item #7, 44. Gave locations for the Triceratops Skull and the Lizard Burrows.

10/23/01- After a long break from this FAQ, I decided to finally finish the "walkthrough" of sorts. That is, Section 9. Now, I'll be updating my Monster Rancher 3 CD/DVD List and possibly starting either a Sky Blazer FAQ or a Slave Zero FAQ.

11/5/02- A full year later and some new info has been added to this guide. Added e-mail info on the stone nose. Thanks has been given to the submitter. Also remodified a bit, changed the legal bit a tad, and took out section 7 all together, as it seemed like making a section for building the tower was overkill.

11/12/02- FAQ-wide update...

Reference Credit goes to...

The instruction book for the world map.
Marcy Osedo

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*Contents are subject to change as time goes by. This FAQ is going to take a lot of work to put together and I only hope I can get a good start on it before my junior year of college starts on 9/26.

What to expect in future additions: More detailed island maps, locations of (hopefully) each Easter Egg, hopefully the key to unlocking each ending, much more overall content and completion of items listed above.

/ SECTION 1: INTRODUCTION \

1A: THE DAWN OF MAN

[NOTE: I am not taking this from history or claiming it to be part of our history, I'm merely setting up an introduction for this guide]

The world is quiet... Waiting to be filled. Slowly, the planet began to show vast transformations. Giant rains filled oceans in. Eventually, life sprang up. As time went by, more and more life began to appear, even plant life. Along with all these animals came the rise of one being in particular... HUMAN! Human started as a small group. Human seemed to have a vast reasoning and social intelligence. Out of the humans, one was picked to become their leader and main hunter. That one did most of the hunting and gathering.

As human minds grew, so did human desire and ambition. They looked at the sky and noticed all the time that there was something up there. It looked as though it were burning and wouldn't stop. It was The Sun. The humans began a new course in life. They wanted to seek out a good enough resource to build a gigantic tower so that they could catch what they thought was the Tail of the Sun. They found the best resource to do this with was the tusks of a huge mammal called the mammoth. This was an immensely powerful beast that could only be killed by the most powerful weapons and the most skilled hunters. So, in order to fulfill their desire, the humans pulled together to find a way to kill this creature effectively and make their way to the Tail of the Sun. However, first thing's first. They've got to get their population and culture booming and under control.

1B: PURE LIFE AND A GIGANTIC WORLD

In Tail of the Sun, you take command of a small village of early humans. At first, you only start with a small handful of people, only three of which are playable (they do not display any children in the game as they are not mature enough to be playable, but they obviously have to exist somewhere). This game was created by a lesser-known company called Artdink. Before this game had hit stores, Artdink had done a similar game called Aquanaut's Holiday. Aquanaut's Holiday was not well received by the gaming world, magazines in particular. Many claimed it to be just pointless exploration. This game is somewhat the same idea, only with a point added into it. In this game, you have an objective that can be accomplished by fulfilling one easy, yet time consuming side objective. You must kill and collect the tusks of mammoths which live far up north. However, it cannot be done when you just start the game. Well, so it "can" be done, but not very effectively considering you are bare handed. So, your first big objective is to help your population and culture advance further and further until you finally have some good enough weapons to get the job done.

The mammoths are not the only thing you can interact with. You have before you a gigantic world full of other animals, plants, and environments.

-ENVIRONMENTS-

Prairy- The open grasslands you have built your "base of operations" on. This area is quite spacious and is probably the most common you will encounter throughout the game.

Desert- Arid, sandy regions. There isn't a whole lot of plants and animals here. You will every now and then see a lizard or even a monkey, but that's about it. Seen mostly near the south.

Tundra- An arctic region full of ice and snow. There really isn't a whole lot of foo up here. You will now and then bump into a lizard

(yes, a lizard in the tundra) or a hippo. In the earlier parts of the game, pray you never bump into a mammoth. It's best to do with a better weapon. Found far north.

Mountains- Areas of extremely high elevation. These usually lack food as well. On some of them, you can find plateaus and high-up ledges with plants and/or animals inhabiting them.

Lakes and Rivers- Smaller bodies of water seen in the continent. Most of them don't get too deep, but there are a couple that are quite so. Careful as you can drown in the water.

Ocean- Open areas of water that make up most of the game's world. There is said to be some Easter Eggs hidden in the ocean, but they are VERY well hidden as there really aren't any reference areas to go by in the ocean. You will have to cross these to get to other islands, but I only recommend doing so with the Swim tattoo.

Caves- Subterranean areas cut into the ground or mountains. Usually don't have too much in them, but can have plants, animals, or even Easter Eggs. If you're lucky, you can stumble on one that has free mammoth tusks.

1C: PLAYING THE GAME

One thing that can be very bothersome in this game is the camera angles. You will just have to deal with them...

Anyway, this game is a 3D rendered environment. You can run in eight directions searching for, well, whatever it is you're searching for. Scattered all over are different plants represented by a certain kind of Japanese sugar cakes. No, you are not really eating sugar cakes on the ground, the sugar cakes REPRESENT different types of food such as leaves and plants. Then again, why would someone want to eat a sea shell? Anyway, you can pick up and eat the sugar cakes to restore your hunger a little bit. There is no gauge or anything displaying your hunger. You'll pretty much have to guess at it.

To keep your tribe alive, you must bring them food. So, you must walk around areas until you find an animal that is easily killable and attack it. Hopefully, it will succumb to your attacks and forfeit some meat. You can then bring the meat back home or eat it yourself. As time goes by, your character can die (see Section 4) either of old age or of your own mistakes (OOPS!). Okay, so this isn't quite as "real life" as something like Shenmue, but I guess you can say this is sort of the "Shenmue of the Stoneage."

-Controls-

Directional Buttons- Move

Select Button- Enter Option menu

Start Button- Pause

Triangle Button- Pick up, throw (only with rocks, tusks, and trees), eat (only with food).

Circle Button- Attack, throw (only with rocks, tusks and trees), eat (only with food), Wake up (must be tapped several times).

X Button- Jump

Square Button- Run (must be held)

Shoulder Triggers (R1, L1, R2, L2)- Move camera (must be held down)

Not used- R3/L3 (PS2 controls only), analog sticks.

-Option Screen-

Body- Displays Body stats and shows current tatoos.

History- Shows the animals you've killed throughout the game.

Tower- Shows your population and how high your tower is.

About- Gives you a small credit page for the sugar cakes.

/ SECTION 2: ANIMALS AND HUNTING \

2A: ANIMAL LIST

Throughout the game are many different types of animals you can hunt down and claim for your food. Each animal ranges in power and defense. Some, like the birds and monkeys, are quite weak. Others, like the mammoth and smilodon, are powerful and aggressive. Some are recommended you only attack with more advanced weapons like spears rather than fists or sticks.

-KEY-

Animal Name- Strength rating/description; Demeanor- Description
Locations

Monkey- Fast attacks; Docile unless provoked- Small primates that walk around in various areas of the world. Very easy to kill, even with your hands. Do not let them get too much of an upper hand on you or they can kill you.

Locations: Directly north of the village (near the lake with the dinosaur bone in it), near the Tatoos, on the South Island, far east of the village, East Coast (in the sandy areas). (other locations to come)

Bird- Fast motion; Docile- Animals that fly through the air. They're found in very scattered areas of the world.

Location- Near Stone Henge, east of the village, South Island. (other locations to come)

Boar- Moderately powerful and fast; Fairly aggressive- Wild pigs that will attack unrelentlessly if you get too close. Stay clear of these until you get much better weapons and also learn better how to fight and time your attacks. I very much advise against fighting these ones with bare hands.

Directly west of village in the more wooded areas. (other locations to come)

Deer- Very swift; Docile unless provoked- Big, four-legged mammals with antlers. If you attack, they will try to run most of the time.

Sometimes (especially when cornered), they will turn around and fight. On either side of the West Mountains, randomly in caves, northeast of the village (near the east coast, high north). (other locations to come)

Bat- Hard to find and slightly quick; Fairly aggressive- Winged mammals that live exclusively in caves. They are pretty hard to find (I actually went completely through the game without encountering one).

Not very tough as they can be killed in a matter of a couple hits. Randomly found in caves.

Shark- Pretty powerful, especially since they're in water; Aggressive- Viscious, carnivorous fish that attack the instant they see you. Sometimes, they seem to attack out of nowhere. Not very tough, though.

Found in lake north of the village (not the one with the bone, the one connected to the North River), all over the ocean.

Hippo- Strong, but slow; Docile unless provoked- Sluggish mammals that make a good feast. You can actually kill these early in the game if you're skillful enough. They still take a number of hits to kill. Found north of the village (just follow the North River right a little ways until you come to a small pool near a very small desert), all over the tundra, West Mountains (near the top on the patches of green). (other locations to come)

Ostrich- Extremely fast; Docile- Big birds that are very fast. They will run if attacked, good luck catching them. They're a lot easier to kill with stronger weapons, especially ones that provide a one-hit kill on this animal. South Desert, South Island. (other locations to come)

Komodo Dragon- Moderate abilities, except very slow- Docile unless provoked- Giant lizards that walk around very slowly. They only attack if attacked first. They're also quite easy to kill. South Desert, South Island, Tundra. (other locations to come)

Buffalo- Quite strong, but slow- Docile unless provoked- Huge mammals that run along the plains. If you attack them, they will turn around and attack quite ferociously. Found west of the village on the plains, throughout the northeast, South Desert. (other locations to come)

Smilodon- Very fast and powerful; Very aggressive- Probably the most trouble some creature and the hardest to kill next to the mammoth. These guys will jump all over you and attack the living heck out of you until you're dead (or they are). I would recommend fighting these ones with spears and nothing less. All over East Coast, South Island, Areas in the very far north east (slightly away from the coast). (other locations to come)

Mammoth- Extremely powerful; Aggressive- While they are a bit slow, they are also VERY strong and can literally kill you in a few hits. It's best to try to kill them only when you have a spear, especially Level 3 Spear. Tundra, Northwest Island, far northeast (south of Tundra).

Aliens- Fast and run in random directions; Docile- Strange creatures... Very strange. They basically look like a regular human body, only everything from the waist up is completely gone. Basically, they just look like an abdomen with legs. When you hit them, they let out an eerie laugh. Found mainly on the Southwest Island. I've also found them once on the Northwest Island. (other locations to come)

2B: HUNTING FOR FOOD: BASICS

I'm sure you've seen the idea beaten to death all over this FAQ. It is necessary to kill animals to bring in food. Failure to do so is quite fatal. Not only do you die, but so does your tribe. So, with that being said, here are some basics on hunting.

When you first start out, hunt only weak animals like monkeys and maybe birds (they can be killed effectively if you throw a rock at them). Do not deal with the bigger and badder enemies until your culture level has

climbed drastically enough. There are two animals in particular that you want to avoid like the plague until you have a spear. Those two are the smilodon and the mammoth. The reason being is that they are the most powerful and aggressive creatures in all the game.

Most any aggressive creature is to be avoided until you have a stick. Sticks do increase your range just a bit, but also just enough to make fighting a bit easier.

2C: HUNTING FOR FOOD: TIPS

-Hunt weak animals when you start. Beware of aggressive creatures when you don't have any weapons.

-Learn to throw stones at birds while they are flying towards you. You can get some easy kills that way once you are much better with stone throwing.

-If an animal is too fast to kill, wait until you have a really powerful weapon that can kill it in a couple shots or so.

-Before hunting down a mammoth, try to throw some rocks at it to soften it up a bit.

-Use jumping to your advantage. If a strong animal is charging at you and you jump, it will be quite likely that the thing will run underneath you.

-Learn to attack when coming down off a jump. This can especially help when fighting hippos unarmed. This way you can get a lick in before you are in range to be effected by an attack.

-Just because you killed an animal doesn't mean you need to bring the meat back to the camp. You can eat it yourself and that is a good idea if you wish to do some extended exploring.

-Do not be afraid to back down from a fight. If you are being seriously hurt, run and run quick. When you are finally out of the reach of the animal, eat some food and run off to kill a weaker animal and bring its flesh back home. Remember, every time you return home, you are fully restored.

-It isn't worth chasing an animal to your doom. If an animal runs out into a compromised position in the water, don't persue it unless you have an easy way to get back up to the surface.

-Sometimes, however, water can be good. When chasing an animal, sometimes it will fall into the water and begin spinning 360 Degrees. Don't touch it because that means it's drowning. When it drowns, it will leave meat for you to pick up.

-When going on a long hunting trip, don't forget to eat plants to keep your energy up and your hunger down.

/ SECTION 3: YOUR CULTURE AND POPULATION \

3A: CULTURAL ADVANCEMENTS

It's a given fact. As your village grows, so does their intelligence. As their intelligence grows, so does their culture. As your culture grows, so do your tools. As time goes by, depending on how high your intelligence is, you will gain what is called Culture Levels. As your Culture Level grows, so does the power of your weapons. You also may notice the quality of your huts around the village may look a bit different.

3B: WEAPON UPGRADES

As time goes by, your culture will increase. The speed it increases depends on the strength of your brain, whether or not you bear the Inner Eye or Fertility tatoos, and the size of your tribe. All of these can lead to upgrades in different weapons. The better your weapon, the quicker you can kill enemies.

Weapons:

Bare Fist: The weakest "weapon" in the game. You initially start with this.

Stick: The first actual hand weapon you can get. While it is better than the bare fist, it still lacks in strength and range. (can to go level 4)

Axe: Stroner than the stick. Still lacks range, but has good power. (can go to level 2)

Spear: The strongest weapon, especially at its finally level. Good strength and range. (can go to level 3)

3C: THE POPULATION

There are two things that ultimately decide your populations growth: The strength of your propagate stat and your food intake (that is, the food you return with). The more food you return with, the more there will be for your village. You village can then thrive and reproduce. One thing to keep in mind is that the stats of your villagers is also reflectant on your stats. Also remember that population and culture go hand in hand. The higher population you have, the more characters you can use as others die.

/ SECTION 4: DEATH, DYING, AND HAZARDS \

4A: YOUR OWN FUNERAL

One thing almost every game has in common is the light brushstroke on the subject of death. This game is no stranger to it, especially considering that you are dealing with a life. Basically put: You are not immortal (not without cheats, anyway). Your character can age and die with time just like in real life. Also a like real life, your character your character can die by means other than old age. There isn't a whole lot of different ways to die in this game, but each way is pretty easy to do, especially if you're careless.

-Old Age-

Each character has a life span. I really do not know what the life span is for each character, but I think your actions can influence how long

or short (s)he lives. When you first grab someone, immediately look to the upper right of the screen. If you do not see anything there, that means you grabbed a considerably young buck (or doe). However, even young bucks get old. After a while, you will see a circle of flames dancing around at the top right of the screen. These flames will mark down your last moments alive, assuming you don't get killed before then. Each flame disappears with a moderate length of time. I think it could be in the neighborhood of 15-20 minutes per flame. As soon as the last flame is getting ready to disappear, the Bird Spirit will appear. When it has finally burned out, the Spirit will come and take your last breath.

-Drowning-

You do not have gills! You can stay underwater for a little while, but not very long. While underwater, make sure you can easily jump to the surface and get a breath of air every so often. If not, then you better get to a location where you can do so or make sure you have the Swim Tadoo. If you should stay underwater too long, you will die.

-Beaten to Death-

This is probably the most common death amongst those who are careless. Some animals will fight back when provoked. Each animal has a different power level as it pretains to attacks. If you are hit too often and sustain major wounds, you can die. It's pretty much common sense there.

-Hunger-

You must feed your character. If you have gone a long time without food, then grab some plants to munch on. In times of need, do not be picky. If you kill an animal and bring it back to your village, keep in mind that it does feed you as well. This also restores your "life" to full.

-Exhaustion-

Your character sleeps for a reason. This is the only way (s)he can restore much needed strength. You can interrupt sleep, but it's best that you don't unless you're about to be attacked. If your character doesn't sleep often enough, (s)he will eventually start to fall asleep more often. If you keep interrupting the schedule more, eventually the character will not be able to function and (s)he will just die.

4B: KEEPING IN GOOD HEALTH

These are just some basic tips as far as keeping your character in good health.

-Eat often enough. Make sure you are very careful when going into a place that lacks life like a desert. You could starve easily.

-Sleep well. Do not interrupt your character's sleep unless it's important.

-Beware of deep depths of water if you cannot cross them easily.

-Do not get careless in battle. Being arrogant is a good way to get killed. Make sure that you do not sleep in an area that could have a dangerous animal nearby. Animals like the smilodon are notorious for attacking you in your sleep.

5A: TATOOS

South of your village lies five monoliths, each with a different crest on it. You should definitely get one of these right away when starting a new game (see Section 9). Once you have chosen a tatoo, you will have that tatoo until you grab another one. So, once you have a tatoo on, you can never be without a tatoo.

Leap- The tatoo furthest on the left. This is great for helping cover distance when jumping. It allows you to jump higher and longer. I personally don't use this one too often, but it helps if you're trying to jump a long distance. (increases jump strength)

Fertility- Lies to the right of Leap. This increases the power of your propagate system. With this, your village will grow faster. With more people, your culture level will also rise. (increases propagate strength)

Inner Eye- Lies to the right of Fertility. This increases your mental capacity and intelligences, causing your culture to grow radically. Very helpful anytime in the game when you need some new weapon advancements. (increases intelligence)

Swiftness- In the front row (a few feet further south of the first three), on the left. This increases your leg strength enough to make you extremely fast. This is good for tracking prey or eluding predators. It's also great if you're trying to get from Point A to Point B a bit faster (as long as Point B is on the Main Continent). (increases run strength)

Swim- To the right of Swiftness. This one is also very helpful. I heavily recommend this if you plan to investigate the surrounding islands. You almost cannot make it to the islands without this. In fact, there ARE a couple that you cannot make it to without this. This increases your arms, leg, and lung strength to give you the ability to swim like a dolphin. With this, you can remain above water the whole time that you swim by pushing the Jump button repeatedly. (increases swim strength)

5B: BODY

In this game, your stats are referred to as "Body." To view your Body stats, push select during any time in the game and select Info. From there, select Body and you will be given a breakdown on your body. There are six different parts of the body and six different colors. Each color illustrates how strong or weak each part of the body is. You cannot have two parts of the same color. So, you cannot have a body of all red stats. There can only be dominate parts and weak parts. Anyway, from weakest to strongest, the colors are: purple, blue, greenish-yellow, bright yellow, peach, and red.

Each of the six different Body stats effects your advancement in some way. If you wish for a certain part to become stronger, you must eat certain plants (see Section 8).

Brain- This is your intelligence. This effects your culture level within the tribe.

Swim- Strength of your lungs. The stronger this is, the better and further you can swim.

Hand- Your arm strength. Effects your fighting strength and ability. Also keep in mind that the weapon you're using can effect your fighting strength just as well, if not more than this stat.

Propagate- Your reproductive habits. The higher this is, the more your village will increase in size as more are born.

Jump- Your jumping ability. Effects the height and length you jump.

Run- Your speed. The higher this is, the faster you are.

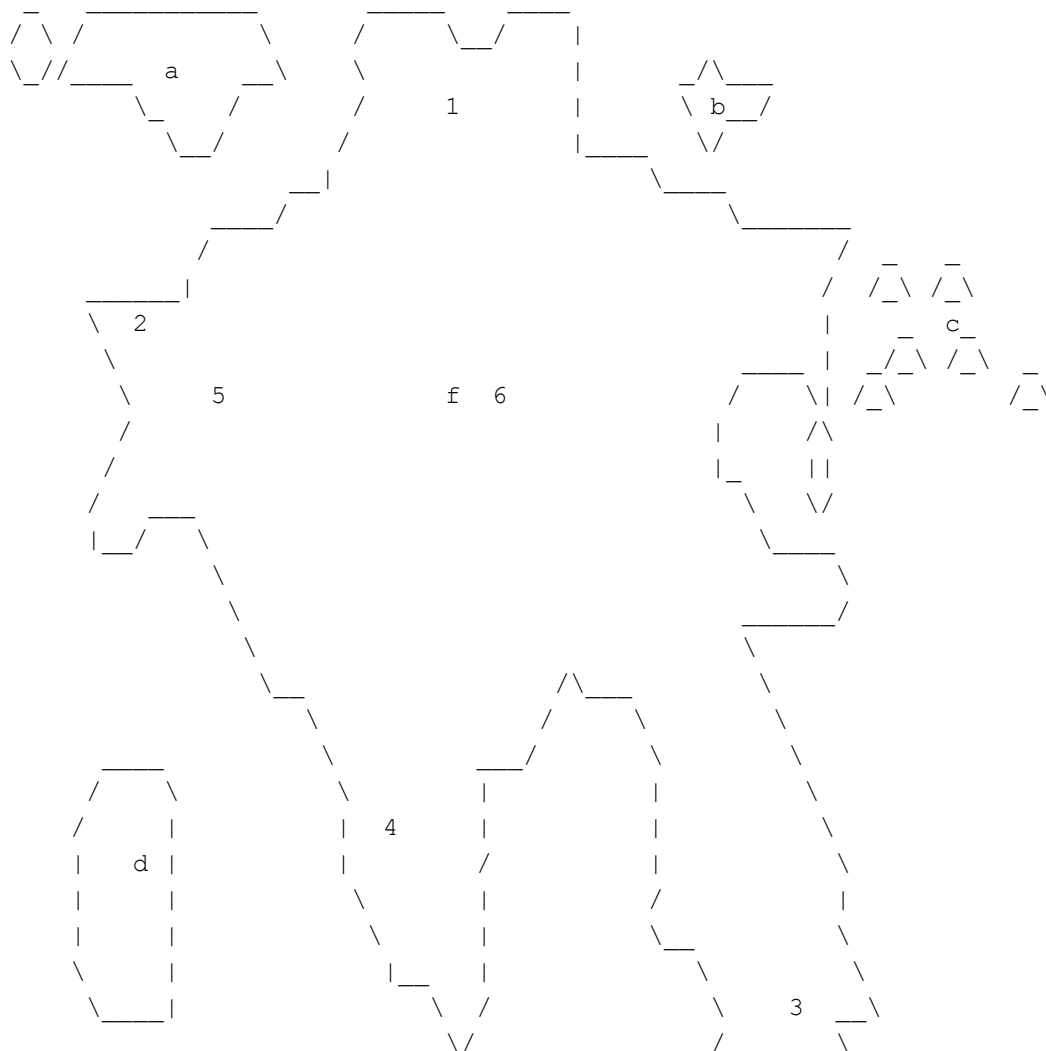
/ SECTION 6: LAY OF THE LAND \

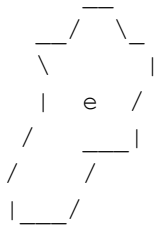
These are maps, so to speak, of the entire world and such. These maps may not be totally to scale, but they are slightly to scale in accordance to pages 22-23 in the instruction book which I used as a guide when piecing together these maps. I have each section marked to tell you what exactly it is.

6A: LAYOUTS

NOTE: World map not to exact proportion. Only done as space and ASCII can permit.

WORLD MAP





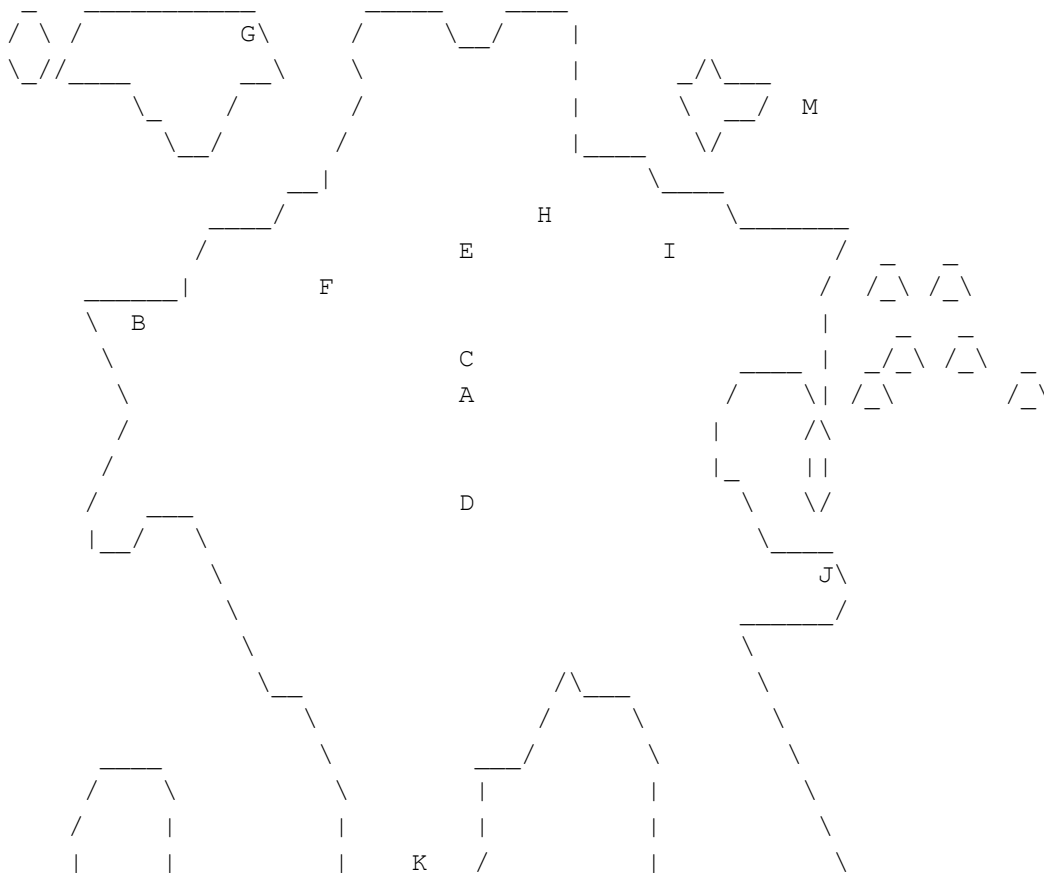
KEY- This is how I will refer to each area in the game.

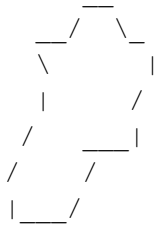
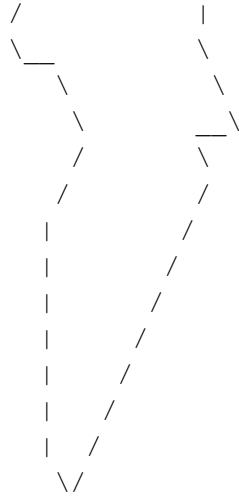
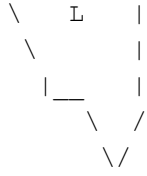
- a- Northwest Islands
- b- Northeast Islands
- c- Broken Islands
- d- Southwest Island
- e- South Island
- f- Main Continent

- 1- Tundra
- 2- Valley Shoreline (otherside of West Mountains)
- 3- Giant Peninsula
- 4- South Desert
- 5- West Mountains
- 6- Plains

6B: EXPLORING THE EASTER EGGS

Note that locations are approximated
 Location M is actually on the island





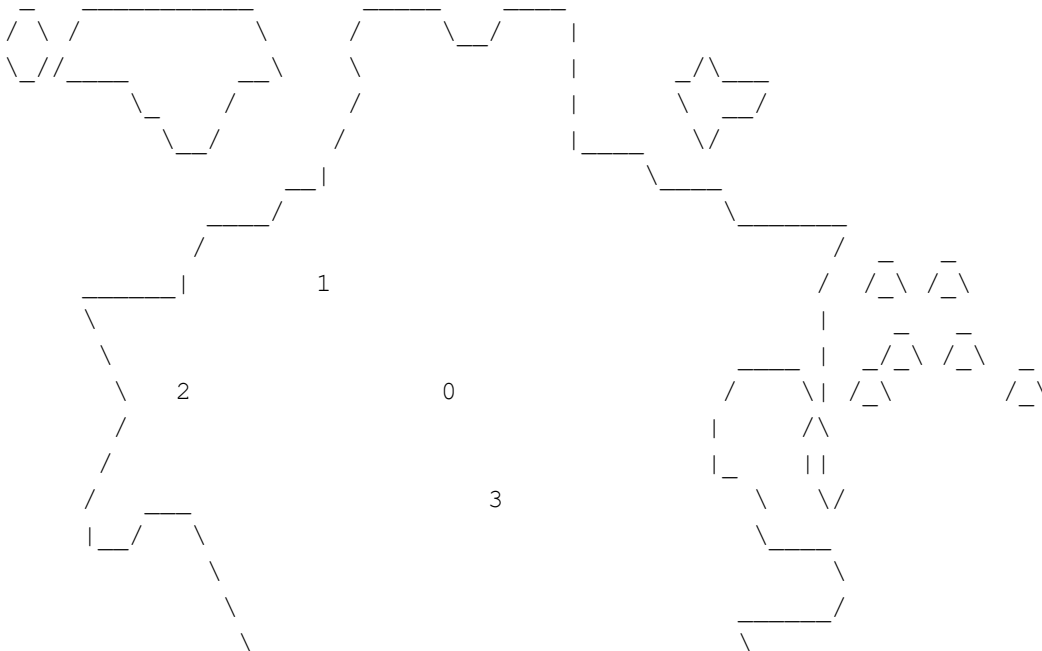
Easter Eggs and Monuments

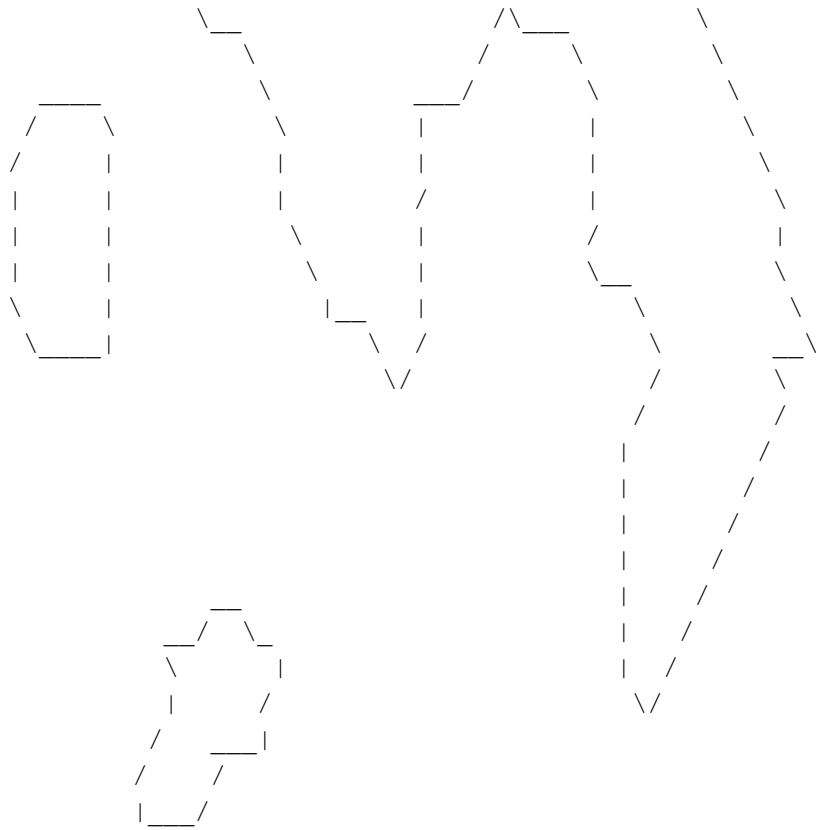
- A: Your Village
- B: Stone Hand
- C: Stone Henge
- D: Tatoo Stones
- E: Dinosaur Bone (found in a pond)
- F: Strange marsh plants (found on a bank on the northwest section of the lake)
- G: Stone Eye
- H: Stone Circles
- I: Orange Lakes
- J: Caveman and Cavewoman turned to stone
- K: Triceratops Skull
- L: Lizard Burrows
- M: Stone Nose

6C: CAVE LOCATIONS

NOTE: More cave locations to come.

Also note that some caves are actually connected. Listed below are cave mouths/entrances.





-KEY-

0 = Your village

1... This cave is found in the mountains. It shouldn't be too hard to find. The small river north of your village eventually flows into a huge lake. On the west bank of the lake will be the mountains. Somewhere on that west bank should be a huge patch of grass on the mountain, a platform of sorts. Somewhere in that huge patch of grass should be cave.

2... This one is very hard to find. Somewhere on the west side of the mountains toward the south should be a strange path that leads you up to a rectangular opening in the mountain. This cave seems to be particularly full of bats.

3... Not too hard to find. Just south of the village and a little to the east. It's found on the north bank of a lake (with water running into it). Very small, but has some food inside.

/ SECTION 7: GATHERING \

The small tribe you have founded does not live on hunting alone. Well, at least you don't. You need to get nourishment often enough to be able to stay alive. Stocking up on plants and other edibles lying around is most important when you are going long distances, and even more important when that traveling involves crossing mountains, deserts, or the tundra (as those locations very much lack food). Hunting can be quite a consuming task that you need some faster food, and since Arby's, White Castle, and A&W haven't been invented yet, you have to rely on a different source. That is, you must become a gatherer as well as a hunter. Spread throughout the plains are vast amounts of food. Food which is represented by a sugar cake made from Japan. Each one you grab not only knocks down your hunger, but it also gives a little boost to one of your stats, depending on the color that flashes and which part of the body flashes. There are 52 different plants in all. Now, in order, is a description of each plant and its effect on your body. Each one is placed in order of appearance in the "Item" under "About" in your info.

So, if you want a good visual aid as to which food item I'm referring to, count the sugar cakes as they appear in the Item section of the game.

Color indicator:

Purple- Very minute amount added to stat.

Blue- Small amount added to stat.

Greenish-Yellow- Mediocre amount added to stat.

Bright Yellow- Large amount added to stat.

Peach- Considerably large amount added to stat.

Red- Very large amount added to stat.

NOTE: To tell blue and purple apart when you eat, remember that this shade of blue is quite light, so the body part receiving the stat increase should appear very light blue as oppose to one getting a purple, which will appear quite dark. Bright Yellow and Greenish-Yellow are also very hard to tell apart. You just have to remember that Bright Yellow always shows up extremely bright.

-KEY-

Number in "Item"

Plant Description

Stat boosted

1

Looks like a clam with some major scuffs on top of it

Swim; Bright Yellow

2

Looks like a seashell with the joint pointing to the lower right

Swim; Bright Yellow

3

Round seashell with the joint pointing to the lower left

Swim; Red

4

Looks like a semi-triangular seashell

Swim; Greenish-Yellow

5

6

7

Looks like a green leaf with man pieces on each side

Run; Red

8

Looks like a couple of baby onions

Swim; Blue

9

Looks a bit like a mint leaf

Hands; Purple

10

Looks like a big leaf with a brown spot near the top

Run; Peach

11

Looks like a blade of grass with a coil at the top

Brain; Blue

12

Looks like a blade of grass

Run; Blue

13

Looks like a light pink flower with a spot in the middle

Swim; Purple

14

Looks like a solid, pink flower with five petals and nothing in the middle.

Run; Bright Yellow

15

Looks like a green maple leaf

Run; Purple

16

Looks like a pink flower with four petals

Brain; Blue

17

Looks like a pure white flower with five petals

Hands; Blue

18

Looks like a blue flower with a huge, blue splotch at the top

Brain; Bright Yellow

19

Looks like a light pink flower with five petals and a lot of pollen in the middle

Swim; Bright Yellow

20

Looks like a white flower with a red circle in the middle

Swim; Peach

21

Looks like a pink flower with five petals bunched together

Run; Blue

22

Bright, orange flower-shaped clay(?) with a fossil imprint on it

Brain; Blue

23

Looks like a blue flower with six, pointy petals

Run; Purple

24

Looks like a very well detailed, bright pink flower

Run; Greenish-Yellow

25

Looks like a big, blue flower with many petals

Run; Greenish-Yellow

26

Looks like a yellow flower (also kind of resembles a banana peel)

Swim; Bright Yellow

27

Looks like a red maple leaf

Arms; Greenish-Yellow

28

Looks like some exotic fruit related to a peach

Brain; Blue

29

Looks like a bright blue, swirly thing

Swim; Greenish-Yellow

30

Looks like a blue disc

Brain; Red

31

Looks like a roundish flower with pollen down near the bottom

Run; Bright Yellow

32

Looks like a white, rectangular object

Hands; Purple

33

Looks like a budding plant

Brain; Blue

34

Looks like a pine cone

Run; Bright Yellow

35

Looks like an almond

Hands; Blue

36

Looks like a strange, brown seed of some kind. It's somewhat V-shaped.

Run; Blue

37

Looks like a pea pod

Hands; Purple

38

Looks like an egg

Brain; Blue

39

Looks like a mushroom

Hands; Peach

40
Looks somewhat like a pear
Brain; Blue

41
Looks like a cattail (also somewhat resembles a sword)
Swim; Bright Yellow

42
Looks like a green peach
Swim; Blue

43
Looks like a peach
Swim; Peach

44
Looks orange with a brown leafish shape in the middle
Run; Light Yellow

45
Looks like an exotic fruit
Hands; Peach

46
Looks like a pink piece of candy
Run; Red

47

48

49

50
Looks like a green and white pretzel
Hands; Red

51
Looks like an oval-shaped, white flower with some pollen in it
Hands; Greenish-Yellow

52
Looks like an oval-shaped, pink flower with a bit of pollen in it
Brain; Bright Yellow

/ SECTION 8: GETTING STARTED ON A NEW GAME \

8A: STARTING

-Preliminary Actions-

The first thing that you should do is set the difficulty. If you really want to take it easy your first time through, then I do suggest easy. There's also medium and hard modes if you don't feel like taking things too lightly your first time through. Now, begin the game. You will see a person in the middle of the screen. This represents a new game. Select the person and you will move on to a naming selection. Here is

where you name your file so you can tell your file apart from anyone else's that might appear on the memory card. After naming your file (or keeping it at Adam&Eve if you wish), you choose whether you want stereo or mono sound style. Grab either/or and move on. Time to start the game for real!

-Beginning...-

You will start the game selecting one of your three initial characters, of which you have two adult males and one adult female. Grab whichever one you wish. They all have the same stats. First thing is first. Head south from your village. A little ways down, you should bump into some monkeys. You CAN kill the monkeys if you want, but it would probably be best to wait on killing anything until you grab a tatoo. The tatoo I highly suggest you grab first is the Fertility Tatoo. With this, your propagate organ will be given a boost. The result will be a faster growing population and a faster growing Culture Level as well since you have a lot of people in your group. Now, you've got your tatoo. Let's get ready to hunt.

-Early Hunting-

This early in the game, I don't suggest you hunt anything too vicious, especially with bare fists. It would be almost impossible to hunt out anything like smilodons or mammoths right now. Start with the weaker creatures. The best creatures to hunt right now would be monkeys, which can be found just south of your village. You can also find them far north (about halfway between your village and the Tundra) and far east. South is probably the best since it is a lot closer. This early in the game, there's a few places and things you want to avoid. Avoid the east coast, particularly the far north and far south areas of it. These areas are full of smilodons, which are extremely aggressive and will most likely kill you on sight. Fighting them with a bare fist is practically suicide. I would highly suggest you wait until you at least have an axe before fighting them. Avoid the Tundra, there is nothing up there worth killing. The only animals there you really can kill this early are hippos and kamodo dragons, even though they can be found in other, safer areas. Try to avoid fighting boars and sharks this early as well. Fighting sharks is actually quite risky since you need to go underwater to do so. I would also recommend you avoid fighting buffalo at least until you can get better acquainted with the battle system and your own personal fighting skills.

As I've stated before, monkeys are a great source of food for the early game. There are a few other good sources, but probably not nearly as good as the monkey. Birds are okay, but they're somewhat hard to kill early in the game unless you use rocks. This can take a bit of practice, but try picking up rocks and throwing them at birds (hint: it's easiest achieved when the bird is flying at you). The main reason birds are hard to kill is their speed. They can get away pretty quickly. Hippos I would only recommend fighting when you're very well normed enough with fighting skills. The best skill I've noticed towards fighting them is to jump in the air just before they initiate a bite attack and hit them right as you come down. Just make sure you do it before they can bite you as you come down. This way, you'll actually move them back when you hit them and you can hit them before they can hit you. Deer aren't too bad because they're not very aggressive. They are quite hard to catch, though. I wouldn't exactly use them as a chief source of food. Kamodo dragons are easy to kill because they are slow, but they're quite rare. They're mainly found in the south desert. Good luck finding an ostrich. They're also super rare and hard to kill to boot since they are very fast. Bats are weak, but hard to find and

unreliable. You mainly have to do a lot of searching in the mountains to find bats. My recommendation is to use bats as a food source when you're exploring rather than bringing it home. Just eat them yourself. They're great for when you're lost in a cave and can't find any other sensible food aside from the usual Gathering Items. Aliens are not something you want to pursue for a chief means of food. They are flat out HARD to find. If you actually come across one (it'll probably be jumping up and down in place), pat yourself on the back. They're probably the rarest animal next to the bat and the ostrich. Here's a breakdown of the animals for you...

Monkeys: Great early in the game.

Birds: Try killing with rocks until you get stronger weapons.

Boars: Avoid until you get better weapons.

Deer: Not bad, but can be easily killed with better weapons.

Hippos: Develop basic fighting skills. Learn to use jumping to a fighting advantage.

Buffalo: Avoid until you get better weapons and improved fighting ability.

Bats: Should only be used when traveling far from home or lost in caves.

Ostrich: Good luck finding one, and when you do, good luck catching it. Mainly wait until your weapon is stronger.

Sharks: Avoid until you get a better weapon and have the Swim Tatoo.

Kamodo Dragon: Kill them any time if you can. They're a decent, yet easy kill.

Aliens: Not something you want to pursue as a chief source of meat.

Smilodon: Avoid until you have much better weapons.

Mammoth: Avoid until you get a spear.

-Getting Familiar With Your Surroundings-

All you really need to know early in the game is which types of regions are bound in which directions. North will lead you to some grasslands and a small lake. Eventually, you'll hit the Tundra. Northeast has some nice, wooded areas full of smilodons, deer, buffalo, and some mammoths. It also has a great beach area and some small mountains. East has a grassland and some small beaches. Southeast is mostly a wet area and has a huge peninsula. South is half grassy, half dry. Southwest is mostly grass area. West is the main way you want to go to get to the west mountains. This is a nice place to explore, especially since it has its share of caverns that are almost impossible to map. It also has a nice valley on the other side. Northwest has a few lakes and some more hilly areas.

-Waiting on Weapons-

Keep hunting until you feel your population has risen enough. How do you check on your population levels? For one, you can go into your Tower section inside your info menu (push select). This will show relatively how much your population has grown. There is also a small cut scene that will take place from time to time dealing with your villagers parading around the village square. This is an event that shows your village has grown significantly. When your population has risen, you can either keep the Fertility Tatoo and gain a whole slew more people, or you can just say "Screw that!" and grab one of the other tatoos.

8B: WORKING IN THE MIDDLE

-Grabbing a New Tatoo-

My suggestions as far as grabbing a new tatoo when you're tired of the Fertility Tatoo goes to one of the following two: The Inner Eye Tatoo or

the Swim Tatoo. Both are very helpful in this game towards the middle. The Inner Eye Tatoo will cause your intelligence to raise a little, resulting in a faster increase of Culture Level. This will also spell some new weapons for you much faster. The Swim Tatoo can be helpful if you wish to explore other islands. That is the only way you can get to other islands without drowning is through the Swim Tatoo. Otherwise, your character will remain stuck underwater for too long and either drown or be killed by sharks.

-Explore-

The game has a vast world for you to explore. It is probably impossible to say you've been everywhere in the game as there are uncharted islands on the map in this FAQ, only a few of which I've actually bumped into. That and there are a ton of Easter Eggs just laying around in the game. Here are some suggested areas for travel (sort of like a travel pamphlet!).

--West Mountains--

This is a huge region directly to the west of your village. It is extremely hard to climb the mountain (basically, you want to run when doing so) and even harder to find food up there, so be sure to stock up on veggies and possibly even kill an animal for yourself before climbing. There are various different little things to look for in the mountains. For example, there are quite a good number of caves, most (if not all) of which are connected. In these caves, you can find a few different Easter Eggs such as a monkey's skeleton and even a strange batch of what appeared to be giant cocoons deep within the caves. There's also various plateaus up on the mountains with lush plants and even some hippos running around (mountain hippos... hmm...). On the other side of the West Mountains is a small valley on the shoreline. Here, there are a lot of deer running wild and loads of plants. If you walk far enough west, you can even find a stone hand (which is a good reference point if you're trying to get to the Southwest Island).

--Southwest Island--

Not a whole lot here, but I do go here on occasion. Why, you ask? Because this is one of the best places to actually find aliens! You can kill them and eat them or bring them back. Okay, so it's not really worth the hassle of trying to get here, but it's still cool to see the aliens at least once when you play. The best way I've found to get here is to go to the Stone Hand beyond the West Mountains and swim directly south (head west just a tad on the way there, as well).

--South Island--

I don't know an easy way to get here as there really aren't any easy to find reference points. All I've noticed is that this is a great place to explore. For one thing, it's got a cave on it (on the south end of the mountains) with some tusks inside for your tower and loads of different animals. This place is actually so big, it almost feels like you're on a continent at times. It can be found south and a tad west of your village (and I mean TAD).

--Tundra--

Not a very good vacation spot, but you will need to get familiar with this place eventually if you wish to actually finish the game. This place can be found simply by heading straight north from any position inland of the main continent. Just make sure you aren't so far out that heading up will cause you to run into the ocean. This place is also very bleak, just like the West Mountains. I suggest bulking up on some food before heading out here. Heading the furthest north you can,

coming close to a huge, icy mountains range, you will eventually bump into some mammoths. Leave them be until you get the mighty spear! You may also bump into some hippos while snooping around up there. They're great for meat if you get hungry while you're up there.

--Northwest Island--

Not a very popular location, either. This can be found by heading to the far northwest corner of the Tundra and swimming a bit northwest. You should come to this island shortly. This also has mammoths on it that you should avoid until you get a spear. I should also say that there is a cave here with some tusks in it for your tower. WEE!

--Northeast Island--

Nothing much here. I think there's an Easter Egg on it. This really isn't a very ideal place for exploring unless you are very bored. This one has no real references to use (see the map above).

--South Desert--

This can be found directly south of the village. There is also nothing much here except a couple of Easter Eggs. Finding them is almost impossible as you pretty much have to find them on accident. There isn't a whole lot of food here outside of komodo dragons, so bulk up.

--East Beaches--

This can be a fun place to explore. This is also where I found a cave woman that my cave man fell in love with... Until I accidentally hit her with my stick and she ran away... Straight into the water and drowned. Okay, so it wasn't technically an accident! I figured, "Hey! We're cave people! I think this means I'm supposed to bonk her on the head and drag her home!" Didn't quite work out the way I planned. I don't know if this is the only place this happens, but it was quite an experience. Sob... I guess she felt she would rather die than be dragged home by a polygonal cave cowboy.

-Midgame Hunting-

Around this time, you should be getting better sticks and eventually axes. Using these, you can hunt more sophisticated prey. I basically around this time use monkeys and lesser animals as personal food rather than food I carry back. Around this time, you should be carrying back stuff like boars, hippos, deer, and other big game. Around now, I say avoid both the mammoth and the smilodon until you have gained a spear. If you should come across a smilodon, you can try your luck, but remember: They're ferocious!

8C: COMPLETING THE GAME

-Complete the Objective-

There isn't much to fill here. By now, you should be making routine trips to the Tundra. You should also hopefully have a spear, with which you can hunt down the mammoths and use their ivory tusks to make your tower. This is where the game can get hard...

--Mammoth Seeking and Hunting Tips--

I've noticed two very popular spots for the mammoth to appear. One is at the base of the far north mountain. The other is on the Northwest Island. When you find a mammoth, make sure you have eaten and gotten plenty of sleep. Do not fight a mammoth around the time you would usually be sleeping or else your character will fall asleep, allowing the mammoth some free shots (which could kill you instantly). Grab some throwing weapons like rocks and trees (if you can find any). Throw them

at the mammoth's wide side. That is, hit it on its side. I say to do this because the wide side is an easier target than hitting it's head or rear. If there are no more to throw, attack the creature with your weapon. If you see it jump up on its hind legs, that means it's attacking. Do your best to avoid that attack. One good way to is to force it back by repeatedly hitting it. Just pray that you can force it back far enough. When/if you defeat a mammoth, grab a tusk or a piece of meat and select "Return." Doing this will bring back all the tusks and all the meat. The tusks can be used as weapons, but I recommend strongly against it, especially if you went through all that trouble to kill a mammoth in the first place.

8D: GENERAL TIPS (see also "Hunting Tips" for more tips)

-Use the shoulder buttons every so often if you need to see a bit further in one direction. Be sure to learn to use combinations. If you want to see up without looking the left or right, then hold both R1 and L1 at the same time.

-Remember, trees and rocks can be used as throwing weapons.

-Try to keep away from the East Coast until you've gotten a bit stronger. There seems to be a lot of smilodons out there.

-Eat often. If you're trying to keep a certain Body stat at the most dominant level (or making it as such), then eat only plants that will affect that stat.

-Sleep when asked to and don't interrupt your character too often. If you do not allow your character to sleep, (s)he will either fall asleep on their own and not wake up until they're refreshed or die.

-Remember, climbing mountains and swimming expend a lot of energy so your character may tend to sleep earlier due to too much climbing or swimming.

-When eluding a predator, using jumping to an advantage.

-Before going to a place that does not have very much food (i.e. mountains, desert, tundra), make sure you eat plenty of food to keep your hunger down.

/ SECTION 9: FAQ \

Q: What is that bird thing that sometimes appears?

A: That is a Spirit that comes to take your soul away. It usually appears just before you die or if you're getting hungry or overly sleep deprived.

Q: What happens when I don't get enough sleep?

A: Your cave(woman) will pass out and lay there automatically and you won't be able to wake them. They can also die if they don't get enough rest and run out of energy. Energy and hunger levels are two you must sustain of your own accord, especially considering that you cannot actually see them in quantity. You basically have to guess at how healthy your character is.

Q: Is there anyway to interact with the village?

A: Nope, the huts are just there for the heck of it, really.

Q: Is there any real point to this game?

A: Yes, and it is to collect enough tusks to make a tower that reaches the Tail of the Sun (hence the game's name).

Q: What are those bones I sometimes see (they look like upside down Y's) sometimes just in the middle of the land?

A: Those are graves. Anytime a character dies, no matter where, a grave will appear.

Q: Can I pick up trees?

A: Yes, but they're very hard to use as weapons unless you throw them at a large target like a mammoth.

Q: What is an Easter Egg?

A: An Easter Egg is something hidden in a game that cannot effect your gameplay one way or another, but is merely just there for you to look at. Easter Eggs appear in almost any game. Castlevania: Symphony of the Night has quite a few (i.e. the giant eyeball that can be seen in a window in the background of one area).

Q: If my character dies, does the tatoo go with him?

A: No, the tatoo will automatically be put on the next character.

Q: Is it possible to get a "Game Over?"

A: If you run out of people...

Q: How does Culture Level increase?

A: With time. As your gain more to your population and have a high enough intelligence factor, you culture will increase.

Q: Why is it that sometimes I will see my villagers parading around?

A: That is to signify that your population has hit a new level.

Q: I pushed Triangle over and over again and my character never picked up the meat/plant/rock. Why won't it work?

A: One thing I've noticed about this game is how picky it is when picking items up. You have to be at just the right angle. If you can't get it from the angle you're at, keep trying from different angles.

Q: What is the influence behind all the endings?

A: One influence is which body part you have most nourished. However, there are nine endings and six body "parts," so there has to be another influence. What that is, I'm not certain.

Q: How can you tell that your swim stat is being increased when you eat something when playing as a female?

A: Your shoulders will flash and you can just barely see her torso flash under her dress.

Q: Is there any difference between playing a female and a male?

A: Not that I've really noticed outside of audio and visual differences. Of course, both male and female have different voice actors and sounds for eating and they also both have their own seperate hair styles and clothing. Basically, everyone in your village shares the stats of the chief, whether (s)he dies or not.

/ SECTION 10: A CALL FOR INFO! \

I would appreciate for anyone to give me the following info on the following bits below. If you do, proper credit will be given for all information that you contribute!

Animals- If you can give me any animals that are not listed. I do not accept different variations of animals listed (i.e. different colors), but I do accept those not listed that I may have list. I would also like to have the official name of the "aliens" as I do not know what they are.

Land- Any pieces of land that are not mapped on the layout.

Easter Eggs- Easter Egg locatios not mentioned (that is, any momuments that are in the game). The one I'm looking for the most is the undersea temple.

Caves- Any cave locations will be accepted, but only posted when I can actually find the cave as I certainly don't want someone sending in false caves.

Endings- If I could get a list of endings and how to influence each one...

Gathering Items- Any Gathering Items I can't find, particularly #5, which looks like a clam (see the info section of your game to see which clam I'm talking about. It should be the fifth one they display in the squares).

Any other baisc, yet important information and fallacies- If you see anything incorrect or any important information that wasn't touched on, please e-mail me...

FOUND INFORMATION! (by others)

Stone Nose submitted by Marcy Osedo

Don't know if you're still interested in hearing about the game, but I just wanted to drop a line. Was fooling around with it the other day and ran into a stone nose poking up out of the ground. It was *really* weird. I think it was on the northeast islands since I remember being pretty close to the snowy area where mammoths appear.

FOUND INFORMATION! (by me)

-Today, I found a huge place near the top of the West Mountains with big patches of grass and plants. This area was also inhabited by hippos which I had never seen there before.

-I found mammoths that live outside the Tundra.

-Found a cave in the West Mountains with a hippo in it. The cave also had a lot of bats and a rectangular entrance.

/ SECTION 11: LEGAL BIT \

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/ SECTION 12: THANK YOU AND GOOD BYE \

Thanks to...

Jeff "CJayC" Veasey for maintaining GameFAQs.

PlayStation Cheat.net for having a great site on PSX cheats and for asking permission before adding this FAQ to their site. I really appreciate that.

Cheat Code Central for also having a great cheat site.

NeoSeeker for allowing me to put my guide up there.

Artdink for putting together this quirky, pointless, yet strangely fun title.

Marcy Osedo for the info on the stone nose. Sorry it took so long to get this up on the guide. Thanks though!

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