

Gokinjo Boukentai (Import) FAQ/Walkthrough

by ritchie

Updated on Oct 18, 2004

Gokinjo Boukentai

The Neighborhood Adventure Group

(c) 1996 PIONEER LDC

++++
GUIDE

++++
As a reminder, please remember that Mana's capability will change certain events that are conditional.

APRIL 6

MEET GOD (Unconditional)

Mana's mother comes by to wake her up for school. After that, speak to the male cat name Yuzu (Mana's cat), Goldfish-san, and Shun Saido (Mana's brother) on 2F. Now, go downstairs, and speak to Kaoru Saido (Mana's father), and reply with yes. Speak to Madoka Saido (Mana's mother) who will take Mana to Pioneer Kindergarten. On the way to Pioneer Kindergarten, Mama Madoka speaks to Ms. Yamada, and reply with yes. Then, Mana notices a floating figure of an old man with a long white beard drifting by. After that, Mama Madoka encounters Mr. Takashi Watabe who's daughter Nanako Watabe is also going to the same kindergarten as Mana. At Pioneer Kindergarten, go up, and go thru the middle door into Mana's classroom. In Mana's classroom, speak to everyone that's there. After that, leave the classroom, and go to the lower right side of the school yard. In the schoolyard, speak to the boy name Shikushiku, and reply with yes. Now, return back to Mana's classroom. In Mana's classroom, speak to Nanako, and reply with yes. Apparently, when the teacher, Ms. Nakki, arrives, she will give a lesson to the class, and then school will be over. Leave the classroom, and go to the schoolyard. In the schoolyard, speak to Mama Madoka, and reply with yes. Mama Madoka will take Mana back home. On the way from Pioneer Kindergarten, Madoka speaks to Ms. Yamado. Mana sees the same figure of an old man again. The old man then went into the Vacant Lot. Mana goes to the Vacant Lot, and speak to the old man who's name is God. During the conversation, reply with yes twice. Then, God disappears, and Mama Madoka comes into the Vacant Lot to take her home.

APRIL 7

IT'S THE ADVENTURE GROUP BASE, COMPLETION (Unconditional)

Mama Madoka come by to wake Mana up, and gives her 400 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house. Outside by the gate, speak to Shun and Hiroshi-kun, and reply with no. Go to the Vacant Lot. At the Vacant Lot, speak to God several time, and reply with yes. God will warp Mana into a dungeon like cave. In the cave, defeat three of the monsters called Instruction-kun to get rice ball and monster fang. The item found inside of the treasure chest is apple which recover one's HP with 30 points. Speak to Instruction-kun who is blocking the door to a room that has four blue switches, and reply with yes. After defeating Instruction-kun, step on all four blue switches. Go into the next room to fight the main boss Instruction-kun. During the battle, Instruction-kun will tell Mana that the formation control is the L & R button. After defeating Instruction-kun, a treasure chest will appear. The

item found inside is courage pendant. Mana will warp out of the dungeon back to the Vacant Lot. After speaking with God, Mama Madoka comes by to take Mana home.

APRIL 8-13

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation

Stamina Cleverness

Incite Charm

Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, and reply with yes. Mana will be training with Nanako from April 8-13. During their training, Mana and Nanako will gain points for the subjects in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

[APRIL 14]

HELLO, CRYBABY-KUN! (Unconditional)

In the empty classroom, Nanako teases Shikushiku, and Mana comes to his rescue. At home, Mama Madoka comes by to wake Mana up, and gives her 400 yen. Yuzu tags along with Mana. Since there is no more fish food for Mana's Goldfish-san, go outside the house. Near the gate, Shun and Hiroshi will speak to Mana for a moment, and then leave. Now, go to Win Kiss Convenience Store which is in the northeast. From Mana's house, go up one screen, and then walk all the way to the right. At the front of Win Kiss Convenience Store, there is a red mat. Go inside Win Kiss Convenience Store, speak to Ms. Makura who is behind the counter, and buy 30 fish foods for 10 yen a piece for Mana's Goldfish-san. Yuzu will occasionally leave, and come back with money. Go further north to the Eleven Nights Shinto Shrine. On the left side of the entrance of the Eleven Nights Shinto Shrine, speak to the old man with glasses named Mr. Ichiro, and choose yes to exchange the 5 monster fangs (which are obtain only in battle) for 5 scrap irons (#2). Now, go up to the Eleven Nights Shinto Shrine, speak to old man named Shinto Priest, and buy (#1) the defense talisman (#1) for 100 yen. Leave the Eleven Nights Shinto Shrine, and go back home to feed Goldfish-san. After feeding Goldfish-san, leave the house, and go the Mansion which is behind Mana's house. At the Mansion, go upstairs to 3F. On 3F, go thru the door on the right, speak to the old man named Mr. Saburo, and choose yes to exchange the 5 scrap irons for 5 rust bombs (#2). (The rust bomb or mist bomb can be sold for 400 yen a piece at Mom-and-Pop Candy Store). Leave the Mansion, and go one screen down, then go west around the corner to Mom-and-Pop Candy Store. From Mana's house, go left one screen, then walk down one screen. Mom-and-Pop Candy Store is on the left side of the street. Go inside Mom-and-Pop Candy Store, and buy (#1) the "pet bottle" for 80 yen. Reply with yes to sell Mana's previous weapon. Leave Mom-and-Pop Candy Store, and go northwest to Maruichi Department Store. At Maruichi Department Store, go to 1F. On 1F, speak to Manukan who is in the top left, and buy the somewhat good clothes for 300 yen for Mana. Reply with yes to sell Mana's previous equipment. Leave Maruichi Department Store, and go right across the street to the Shopping Center. At the Shopping Center, go to the Fish Shop, and buy 10 sliced raw fishes for 80 yen apiece. Leave the Shopping Center, and go to the Park which is in the south. At the Park, go down, and speak to one of Nanako's Groups who

is blocking the path. If you reply with yes, Mana has to give one of Nanako's Groups 50 yen. If you reply with no, Mana has to fight one of Nanako's Groups. After defeating Nanako's Groups, go down further, and speak to another one of Nanako's Groups who is blocking the path. Reply with yes to fight another one of Nanako's Groups. In battle, make sure to use the item of sliced raw fishes to recover 80HP for Mana. After defeating Nanako's Groups, go to the right, and speak to another one of Nanako's Groups who is blocking the path. Fight another one of Nanako's Groups again. In battle, make sure to use the item of sliced raw fishes to recover 80HP for Mana. After defeating another one of Nanako's Groups, speak to Nanako who is teasing Shikushiku. Nanako calls forth Dust Man (80HP) who is one of her mecha series to fight Mana. After defeating Dust Man, Nanako walks away, and the crybaby Shikishiku went home. Then, God who appeared talks to Mana, and then disappears. After that, leave the Park, and go to the Mansion. At the Mansion, go upstairs to 2F. On 2F, go thru the door on the right, and speak to Shikushiku. Reply with yes twice to Shikushiku. Then, Mama Madoka comes by to take Mana home.

APRIL 15-20

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation

Stamina Cleverness

Incite Charm

Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, and reply with yes. Then, choose Shikushiku, and reply with yes. Mana and Shikushiku will be training with Nanako from April 15-20. During the training, Mana, Shikushiku & Nanako will gain points for the subjects in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

APRIL 21

SHIKUSHIKU-KUN'S TREASURE (Unconditional)

In the empty classroom, the crying Shikushiku asks Mana a question, just reply with no, then yes. At home, Mama Madoka comes by to wake Mana up, and gives her 400 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe and fall into the cave where God is at. Inside the cave, speak to God, and choose put in a friend (#1) & Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go to the Shopping Center. At the Shopping Center, go to the Sport Supplies Store, and buy (#1) "golf ball" for 50 yen for Shikushiku. Reply with yes to sell Shikushiku's previous weapon. Leave the Shopping Center, and go to Maruichi Department Store. At Maruichi Department Store, go to 1F. On 1F, speak to Manukan, and buy the somewhat good clothes for 300 yen for Shikushiku. Reply with yes to sell Shikushiku's previous equipment. Go to the Eleven Nights Shinto Shrine, and speak to the Shinto Priest, and buy the defense talisman (#1) for 100 yen for Shikushiku. (At Pioneer Kindergarten, there is a bazaar, and the Principal & Ms. Nakki are selling random items for 30 yen each. Some of the random items are very rare items). Leave the Eleven Nights Shinto Shrine, and go to the far southeast part of town. As Mana and Shikushiku cross over the bridge, they will meet Nanako on their way to the Sewer. Go down the blue stairs, and pass the Aquarium. Go all the way to the

left, then up, and then down the orange stairs. Now, go all the way down along the riverbank to where the entrance of the Sewer (the left side of the big signboard) is at. At the entrance of the Sewer, reply with yes to Shikushiku's question. Now, go inside the Sewer which is a small dungeon. Inside the Sewer, the boss Mud Doll is in the water nearby, but you cannot go into the water so go all the way down until you see a door. The monsters that Mana and Shikushiku encounter here are Dark Bat, Sewer Rat, and Purple Crab. Go thru that door, and push the small orange switch to drain the entire water that's in the dunegon. After that, leave that room, and go all the way up to where Mud Doll is at. The item found inside of the treasure chest is candy. Fight Mud Doll. In battle, use Mana's amazing attack of samuii (coldd) on Mud Doll. After defeating Mud Doll, Mama Madoka comes by to take Mana home leaving Shikushuku and Yuzu.

APRIL 22-27

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku, and reply with yes. Mana and Shikushiku will be training with Nanako from April 22-27. During their training, Mana, Nanako & Shikushiku will gain points for the subjects in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

APRIL 28

IT'S A JUDO STRAIGHT LINE! (Mana's strength capability is more than 16 gauges)

In the empty classroom, Mana and Shikushiku talk to Yawara. Reply with yes. Mama Madoka comes by to wake Mana up, and gives her 400 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe and fall into the cave. Inside the cave, speak to God, and choose Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go to the Super Judo Center which is on the left side of the Vacant Lot. Inside the Super Judo Center, speak to Yawara, and reply with yes. After that, Mana has to fight a student by herself. After defeating the student, Mana has to fight Yawara. After defeating Yawara, Nanako will enter the Super Judo Center uninvited with her Group and her female cat named Margarita. Nanako begins to tease Yawara, and then calls forth Cleaning Machine who is one of her mecha series. Reply with yes to Yawara's question. Then, Yawara joins Mana in battle against the House Cleaning Machine. After defeating the House Cleaning Machine, Nanako runaways with her Group & Margarita. First, reply with yes, and then reply with no (which is optional) about giving Yawara a nickname. After that, Mama Madoka comes by to take Mana home.

APRIL 28

GO TO THE BUTCHER! (Mana's strength capability is less than 15 gauges)

Mama Madoka comes by to wake Mana up, and gives her 400 yen. Yuzu tags along

with Mana. Now, feed Goldfish-san. Go outside the house. Near the gate, Mama Madoka will come outside, and ask Mana to go to the butcher to pick up the pork. Now, go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go to the Shopping Center. At the Shopping Center, go to the Meat Shop, and speak to Gojirin's Mama who is behind the counter. At the Meat Shop, make sure to buy 10 meat-on-the-bone chickens for 200 yen. Leave the Shopping Center, and go south from Mom-and-Pop Candy Store to Gojirin's House (green roof). The enemies that Mana and Shikushiku encounter here are Gojirins. At Gojirin's House, speak to Gojirin's Papa. Leave Gojirin's House, and go the Eleven Nights Shinto Shrine. At the front of the Eleven Nights Shinto Shrine, speak to Gojirin, and reply with yes. Fight Gojirin & Kajio. In this tough battle, get rid of the annoying Gojirin first, and also make sure to use the item of meat-on-the-bone chicken to recover 80HP for Mana and Shikushiku. After defeating Gojirin & Kajio, Gojirin's Mama will come by, and make him give back the pork to Mana. After that, leave the Eleven Nights Shinto Shrine, and go back home. At home, speak to Mama Madoka.

APRIL 29-MAY 4

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara, and reply with yes. Mana and Shikushiku or Yawara will be training with Nanako from April 29-May 4. During their training, Mana, Nanako & Shikushiku or Yawara will gain points for the subjects in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

MAY 5

SOCCKER MASK J APPEARANCE! (Unconditional)

In the empty classroom, Mana watches from a far as Nanako and two boys name Gojirin & Kajio are having an argument involving a duel fight at the Soccer Stadium. At home, Mama Madoka comes by to wake Mana up, and gives her 400 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe and fall into the cave. Inside the cave, speak to God, and choose Shikushiku & Yawara to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go to the Super Judo Center. At the Super Judo Center, speak to Yawara's Papa, and reply with yes. The trio will fight a man of group 1. After defeating the man of group 1, Yawara's Papa gives Mana the white belt dougi. Make sure to equip Yawara with the white belt dougi. Leave the Super Judo Center, and go to the Eleven Nights Shinto Shrine. At the Eleven Nights Shinto Shrine, speak to the Shinto Priest, and buy the defense talisman (#1) for 100 yen for Yawara. Leave the Eleven Nights Shinto Shrine, and go to the Shopping Center. At the Shopping Center, go to the Sport Supplies Store, and buy "softball" for 80 yen for Shikushiku. Reply with yes to sell Shikushiku's previous weapon. At the Meat Shop, make sure to buy 5 meat-on-the-bone chickens for 200 yen. Leave the

Shopping Center, and go to Mom-and-Pop Candy Store. At Mom-and-Pop Candy Store, buy the "megaphone" for 100 yen for Mana. Reply with yes to sell Mana's previous weapon. From Mom-and-Pop Candy Store, go west, and then south to the Soccer Stadium. At the Soccer Stadium, one of Nanako's Groups won't let you inside because you don't have a ticket. Leave, and go to the Mansion. At the Mansion, go upstairs to the 3F. On 3F, go thru the door on the left, and speak to Eppu-kun who is one of Nanako's Groups to get the "ticket." Now, leave the Mansion, and go back to the Soccer Stadium. At the Soccer Stadium, show Nanako's Group the ticket, and then go up to the top area of the soccer field. Apparently, the duel between Gojirin, Kajio and Nanako has ended with Nanako being the winner. Mana, Shikushiku and Yawara surprised Nanako who then call forth Ball Soldier who is one of her mecha series to fight Mana, Shikushiku and Yawara. However, Mana, Shikushiku and Yawara will lose the battle against Ball Soldier. Then, Soccer Mask J. who appears will help Mana, Shikushiku and Yawara fight Ball Soldier. After defeating Ball Soldier, Nanako runs away, and Soccer Mask J. gives Mana a "soccer talisman." After that, Mana's brother, Shun, comes by to take her home leaving Shikushiku and Yawara.

MAY 6-11

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara, and reply with yes. Mana and Shikushiku or Yawara will be training with Nanako from May 6-11. During their training, Mana, Nanako & Shikushiku or Yawara will gain points for the subjects in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

MAY 12

PICNIC PANIC (Mana has one or more capabilities of LV1)

Mama Madoka comes by to wake Mana up, and gives her 400 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe and fall into the cave. Inside the cave, speak to God, and choose Shikushiku & Yawara to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go to the Super Judo Center. At the Super Judo Center, speak to Yawara's Papa, and reply with yes. The trio will fight the man of group 2. After defeating the man of group 2, Yawara's Papa gives Mana the skin glove. Make sure to equip Yawara with the skin glove. Leave the Super Judo Center, and go to the Shopping Center. At the Shopping Center, go to the Meat Shop, and buy 10 meat-on-the-bone chickens for 200 yen. Leave the Shopping Center, and go to front of the Park where the school bus is at. At the school bus, speak to Ms. Nakki, and reply with yes. Apparently, the class is going on a picnic. The school bus stops by a Private Bus Parking Place for a short break. At the Private Bus Parking Place, there is a vending machine that sells juice for 200 yen. Now, speak to Nanako who will trick the trio into looking at the beautiful scenery, and then kick them down off the cliff one by one. Mana, Shikushiku, Yawara, and Yuzu will land in the River. The item found inside of the treasure chest is a substitute defense. The monsters that Mana,

Shikushiku, and Yawara encounter here are Mushroom Doria, Maria Crab, 10000 Sunfish, Mr. Fish, Wish Bird, and Gold Bat. The item found inside of the treasure chest is "princess ribbon." Make your way up the River until you reach a hole in the water. Go down that hole into a cave which is Kappa (Water Imp) Village. In Kappa Village, go up, and speak to Kappa's Waiting Maid who is blocking the door to Princess Kappa's room. After that, speak to Princess Kappa, and give her the princess ribbon. Reply with yes to Princess Kappa's question. After that, leave Kappa Village, and go outside back into the River. In the River, defeat several Deep Water Kappas that appear out of the water, and go all the way down until you reach Duke Kappa who is standing over the defeated Prince Kappa. Fight Duke Kappa. After defeating Duke Kappa, Princess Kappa will come by, and thank the trio. Then, Princess Kappa will use the mysterious Kappa power to warp the trio back to the Private Bus Parking Place where the school bus is at.

MAY 13-18

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation

Stamina Cleverness

Incite Charm

Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara, and reply with yes. Mana and Shikushiku or Yawara will be training with Nanako from May 13-18. During their training, Mana, Nanako & Shikushiku or Yawara will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

MAY 19

I WILL MAKE A SQUARE HEAD ROUND! (Mana's cleverness capability is more than LV1)

In the empty classroom, Ms. Nikki speaks to Mama Madoka about the growth of Mana's academic ability. At home, Mama Madoka comes by to wake Mana up, and gives her 400 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and quickly go to Pioneer Kindergarten. At Pioneer Kindergarten, there is a bazaar, and the Principal & Ms. Nakki are selling random items for 30 yen each. Some of the random items are very rare items. Now, go back to the front of Mana's house. At the front of Mana's house, speak to Mama Madoka, and reply with yes. After that, Mama Madoka drives Mana to the Test Hall. Inside the classroom, speak to Doctor (the pig-tailed girl with the big glasses). After that, four of Nanako's Groups will surround Mana & Doctor, and then began to beat up the duo knocking them out. Mana and Doctor awoke inside of a prison in a dungeon. After Mana uses a bodily crush to destroy one of the prison doors, one of Nanako's Groups will come by, and Mana has to fight him by herself. After defeating Nanako's Group, Doctor joins Mana. The enemies that Mana and Doctor encounter here are Nanako's Copper, Dustman, CD Snakeman, Call Tel. Go upward into a room with a red letter of "A" on the floor. In this room, step on "A" to warp to a room with a red letter of "K" & "B" on the floor, and a treasure chest nearby. In this room, search the treasure chest for an easy book, and step on "B" to warp to a room with a red letter of "D" & "M" on the floor, and a treasure chest nearby. In this room, search the treasure chest for

candy, and step on "D" to warp to room 3 with a red letter of "C" & "L" on the floor, and a treasure chest nearby. In this room, search the treasure chest for gambaG, and step on "C" to warp to a room with a red letter of "F" & "O" on the floor. In this room, step on "F" to warp to a room with a red letter of "R" & "I" on the floor, and a treasure chest nearby. In this room, search the treasure chest for cat fireworks, and step on "I" to warp to a room with a red letter of "P" & "G" on the floor. In this room, step on "G" to warp to a room with a red letter of "H" & "Q" on the floor. In this room, step on "H" to warp to a room with a red letter of "N" & "E" on the floor. In this room, step on "E" to warp to a room with one of Nanako's Groups who is blocking the stairs. (The shortest route to the room where one of Nanako's Groups is at is A->B->M->G->H->E). After defeating Nanako's Group, go up the stairs to 1F. On 1F, speak to Gully Vendor who is blocking the way. Fight Gully Vendor who is also one of Nanako's mecha series. After defeating Gully Vendor, push Gully Vendor upward until he is destroyed. When Mana and Doctor enter the classroom, speak to Nanako. After that, Nanako leaves the classroom. During the conversation between Mana & Doctor, reply with yes twice, and then reply with no (which is optional) about giving Doctor a nick name. After that, Mama Madoka comes by to take Mana home.

MAY 19

CRAB CRAB BATTLE! (Mana's cleverness capability is less than LV1)

Mama Madoka comes by to wake Mana up, and gives her 400 yen. Yuzu tags along with Mana. Now, feed Ggoldfish-san. Leave the house, and go to Pioneer Kindergarten. At Pioneer Kindergarten, there is a bazaar, and the Principal & Ms. Nakki are selling random items for 30 yen each. After that, go to the Vacant Lot. At the Vacant Lot, go thru the pipe and fall into the cave. Inside the cave, speak to God, and choose Shikushiku & Yawara to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go southeast of town to the Aquarium. At the Aquarium, speak to the Receptionist who is blocking the stairs. After that, go down the stairs to B1. On B1, go up to where the big pool is at, and speak to the Dolphin Girl. The monsters that Mana, Shikushiku, and Yawara encounter here are Dash Sunfish, Numb Fish, 10000 Sunfish, Mr. Fish, Purple Crab. Go to the lower right or lower left. The item found inside of the treasure chest on the left is Oguri's card, and the treasure chest on the right is defense talisman. After that, go back into the room where the big pool is at. Now, go thru the door on the right or left, and go upward to where the stairs is at. Go down the stairs, and search the treasure chest for hot-blooded headband. Now, fight Virus 808 who is nearby. After defeating Virus 808, go back up the stairs to the pool area. Speak to Dolphin Girl, and reply with yes to watch the Dolphin Show (which is optional). After the Dolphin Show, go outside the Aquarium. Outside the Aquarium, Mana, Shikushiku, and Yawara encounter Nanako & her Group. After Nanako and her Group leave, Madoka Mama comes by to take Mana home.

MAY 20-25

TRAINING MODE

Yuzu appears, and asks a question, reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work -

Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor, and reply with yes to uses a study item called easy book (for Doctor only), and then yes again. Mana and Shikushiku or Yawara or Doctor will be training from May 20-25. During their training, Mana, Shikushiku or Yawara or Doctor will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

MAY 26

PROTECT THE CONSTRUCTION SITE (Mana's conversation capability is LV1 or more)

In the empty classroom, Mana and Shikushiku speak to the boy named Repota. At home, Mama Madoka comes by to wake Mana up, and gives her 400 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Doctor to join Mana. (If you put Doctor into the group, speak to Monkey, and buy the doctor's white robe & water gun for 1 piece of scrap iron each for her. Make sure to equip Doctor with the doctor's white robe & water gun). After that, go up the stairs to return back to the Vacant Lot. (If Mana's charm capability is LV1 or more, from Mana's house, go all the way east, and cross over the brown bridge. After that, pass by the European-style building, and go south to the grassy area where Yankee is at. Speak to the incompetent Yankee, and reply with yes. Now, search the treasure chest to get the rare item "cat's claw" that can raise the helper Yuzu's offensive strength. I would recommend that you get the cat's claw on this day. If this day passes, the cat's claw cannot be taken anymore). Now, go north of the town to Yokokawa Construction which is on the right side of Pioneer Kindergarten. Go to the front of the building, and speak to the guard who is nearby the entrance. After the guard leaves, go inside the building into the cave area. The items found inside of the treasure chests are persuasion defense and a talisman against evils. In the cave area, go to the upper right, and speak to the ghost named Leetel-chan. Reply with no to Leetel-chan's question. After that, leave Yokokawa Construction, and go southeast of the town to the Aquarium. On the way to the Aquarium, fight Nanako's Coppers and Remote Controls. At the front of the Aquarium, talk to Nanako who will call forth Mr. Television who is one of her mecha series to fight Mana, Yawara, and Doctor. After defeating Mr. Television, search the treasure chest to get the ghost diamond which belongs to Leetel-chan. After that, go back to Yokokawa Construction, and go inside the building into the cave area. In the cave area, speak to Leetel-chan who will give Mana a talisman against evils. After Leetel-chan disappears, Mama Madoka comes by to take Mana home.

MAY 27-JUNE 1

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor, and reply with yes. Mana and Shikushiku or Yawara or Doctor will be training from May 27-June 1. During their training, Mana, Shikushiku or Yawara or Doctor will gain points for their academic

ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

JUNE 2

KOKORO-CHAN, PINCH! (Mana has three or more capabilities of LV1)

In the empty classroom, there will be a scene between Gojirin and Kokoro-chan. At home, Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go to the Soccer Stadium. At the Soccer Stadium, go to the left side of the entrance, and speak to the man with glasses named Mr. Jiro, and choose yes to exchange some of the crowns (which are obtain only in battle) for dragon fireworks (#3). After that, go to Mom-and-Pop Candy Store. At Mom-and-Pop Candy Store, buy the boomerang for 150 yen for Mana. Also, reply with no about selling Mana's megaphone because the boomerang is still a little weak. Leave Mom-and-Pop Candy Store, and go to Maruichi Department Store. At Maruichi Department Store, go to 1F. On 1F, speak to Manukan, and buy the uncanny good clothes for 1000 yen for Mana. Reply with yes to sell Mana's previous equipment. Leave Maruichi Department Store, and go to the Shopping Center. At the Shopping Center, go to the Meat Shop, and buy 10 meat-on-the-bone chickens for 200 yen. Leave the Shopping Center, and go to the Park. At the Park, fight Gojirins. In battle, make sure to use the item of meat-on-the-bone chicken to recover 80HP for all members of the group. After defeating Gojirins, go down, and fight Gojirins. After defeating Gojirins, go to the upper right to where Gojirins-sama, Kajio, Gojirin & Kokoro-chan are at. After the scene, reply with yes, and fight the boss Super Gojirin & Super Kajio. In battle, get rid of the annoying Super Gojirin first, and also make sure to use the item of meat-on-the-bone chicken to recover 80HP for all members of the group. After defeating Super Gojirin & Super Kajio, reply with yes to take Kokoro home. Go northeast to Kokoro's House which is behind Win Kiss Convenience Store. At Kokoro's House, speak to Kokoro's Mama to get astringent persimmon (which recovers 5HP for one person) as gratitude. After that, Mama Madoka comes by to take Mana home.

JUNE 3-8

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor, and reply with yes. Mana and Shikushiku or Yawara or Doctor will be training from June 3-8. During their training, Mana, Shikushiku or Yawara or Doctor will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

JUNE 9

THE LOVELY HIROSHI-KUN (Unconditional)

In the empty classroom, Repota comes by, and speaks to Mana. At home, Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. Go to the Mansion which north of Mana's house. At the Mansion, go to 1F. On 1F, go thru the door on the right, speak to Devil Kickers, and reply with yes. Leave the Mansion, and go to the Shopping Center. Inside the Shopping Center, go to the Meat Shop, and buy 6 meat-on-the-bone chickens for 200 yen. Also, go to the Bookshop, and buy hard book for 250 yen for Doctor. Leave the Shopping Center, and go southwest from Mom-and-Pop Candy Store to the Soccer Stadium. At the Soccer Stadium, speak to Hiroshi-kun who will transform into Devil Hiroshi, and reply with yes twice. First, push the soccer ball to the far right or left side close to the white line, then push the ball upward, and one of the Devil Kickers will use defense to block Mana. Now, fight Devil Kickers. After defeating Devil Kickers, push the ball further up, and one of the Devil Kickers will use defense to block Mana again. Now, fight Devil Kickers. After defeating Devil Kickers, push the ball to the center area of the goal post where Devil Hiroshi. Now, fight Devil Hiroshi (HP397). After defeating Devil Hiroshi, Soccer Mask J appears, and uses J Tackle to drive out Black Shadow that was inside of Hiroshi. Now, fight Black Shadow (HP550). In battle, the helper Soccer Mask J will also use his amazing attacks on Black Shadow. After defeating Black shadow, Soccer Mask J leaves, and then Mama Madoka comes by to take Mana home.

JUNE 10-15

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor will be training from June 10-15. During their training, Mana, Shikushiku or Yawara or Doctor will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

JUNE 16

THE PLAY MEETING IS DANGEROUS (Mana's charm capability is LV2 or more)

Inside the classroom, there is a preparation for a stage play of "Little Red Riding Hood." Repota will be the narrator, and Mana will be Little Red Riding Hood. At home, Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Shopping Center. At the Shopping Center, go to the Meat Shop, and buy 15 meat-on-the-bone chickens for 200 yen. Leave the Shopping Center, and go to the Soccer Stadium. At the Soccer Stadium, go to the left side of the entrance, and speak to Mr. Jiro, and choose yes to exchange some of the crowns (which are obtain only in battle) for dragon fireworks (#3). I would recommend 7 dragon

fireworks. (Make sure that you have a rust bomb inside the item menu). Leave that area, and go to Pioneer Kindergarten. At Pioneer Kindergarten, speak to Ms. Nikki who is blocking the middle door, and reply with yes. Inside the dramatic hall, the stage play of "Little Red Riding Hood" begins. At the beginning of the play, fight one of the Big Wolf Nanako's Groups. (Please remember that in everyone of the battle scenes with the Big Wolf Nanako's Group, choose "persuasion" first, and then choose "fight" since it is only Mana fighting the Big Wolf Nanako's Group by herself, and sometimes the Big Wolf Nanako's Group are more than one which will make the battle much more difficult for Mana. Also, the helper Soccer Mask J. and Yuzu will be there to help Mana during each battles). After defeating one of the Big Wolf Nanako's Groups, fight two of the Big Wolf Nanako's Group. After defeating two of the Big Wolf Nanako's Party, fight three of the Big Wolf Nanako's Group. In battle, use the item of dragon fireworks on three of the Big Wolf Nanako's Group, and meat-on-the-bone chicken to recover 80HP for Mana. After defeating three of the Big Wolf Nanako's Group, the Big Wolf Nanako appears. Then, the Big Wolf Nanako calls forth Wolf Chief who is one of her mecha series to fight Mana. Fight Wolf Chief (320HP). In battle, use the item of rust bomb on Wolf Chief first. After defeating Wolf Chief, the Big Wolf Nanako runs away, and the fisherman Gojirin comes on stage.

JUNE 17-22

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor will be training from June 17-22. During their training, Mana, Shikushiku or Yawara or Doctor will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

JUNE 23

KOKORO-CHAN'S GREAT PINCH! (Mana's luck capability is LV1 or more)

Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. Go all the way east to the brown bridge. On the brown bridge, speak to Mister Officer who is blocking the way. Now, use a dash move towards Mister Officer to move him out of the way. (To Dash, use the Y or B button + the directional button, meaning the right button). After that, cross over the bridge, and go to the front of the European-style building. At the front of the European-style building, speak to the Kidnapper, and reply with yes. Now, go to the Shopping Center. At the Shopping Center, go to the Meat Shop. At the Meat Shop, speak to Gojirin's Mama, and reply with yes. The monsters that Mana, Yawara and Shikushiku encounter here are Pale Old Man, Weird Aunt, Mandraco, Air Mushroom, Nausea

Rat. After that, leave the Shopping Center, and go to Gojirin's House (green roof). At Gojirin's House, speak to Gojirin to get the golden stone. After that Gojirin will follow the trio. Leave Gojirin's House, and go to the Mansion. At the Mansion, go upstairs to 3F. On 3F, go thru the door on the left into Eppu's room, and go up the ladder to the roof. On the roof, fight the Kidnapper (418HP). In battle, the helper Gojirin will be there to help Mana, Yawara and Doctor or Shikushiku fight the Kidnapper. After defeating the Kidnapper, the Black Shadow appears, and then disappears. After that, Mama Madoka comes by to take Mana home.

JUNE 24-29

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor will be training from June 24-29. During their training, Mana, Shikushiku or Yawara or Doctor will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

JUNE 30

OH, THE BEAUTIFUL LAWRENCE-KUN (Unconditional)

In the classroom, a new student named Lawrence appears. At home, Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Doctor to join Mana. After that, go up the stairs to return back to the Vacant Lot. From Mana's House, go east to the strange looking house which is Lawrence's House. At Lawrence's House, go up the stairs, and go thru the door into the room where Lawrence's parents are at. In this room, speak to Lawrence's Papa. Leave Lawrence's House, and go to the Mansion. At the Mansion, go upstairs to 3F. On 3F, go thru the door on the left, and speak to Eppu. Leave the Mansion, and go to back to Lawrence's House. (Make sure that Mana has a rust bomb inside the item menu). At Lawrence's House, go to the room where Lawrence's parents are at, and speak to Lawrence's Papa. In this room, go thru the door on the left into Lawrence's room. In Lawrence's room, go thru the door at the top into the kitchen. In the kitchen, go thru the door at the top into a small room with a ladder. In this small room, go up the ladder until you reach the control room. In the control room, speak to Lawrence's Papa, and reply with yes. An onion like rocket will take them to the roof of ITS Building which is under construction. On the roof, go to the right, and fight Nanako's Silver. After defeating Nanako's Silver, step on the square panel on the floor, and a crane will take the trio to another area of the roof. In this area, go to the right, and fight Nanako's Silver. After defeating Nanako's Silver, search the treasure chest for gambaG. Now, go downward, and step on the square panel which is nearby. The crane will take the trio to another area of the roof. In this area, go downward, and step on the square

panel on the floor which is nearby. The crane will take the trio to another area of the roof. In this area, go upward, and fight Nanako's Silver. After defeating Nanako's Silver, search the two treasure chests for candy and gorgeous block. Now, step on the square panel on the floor which is nearby. The crane will take the trio to another area of the roof. In this area, go to the left, and speak to Nanako. Nanako calls forth Defense Machine who is one of her mecha series to fight Mana, Yawara and Doctor. Fight Defense Machine (624HP). In battle, use the item of rust bomb on Defense Machine first. After defeating Defense Machine, Nanako and her Group run away. During the conversation with Lawrence, reply with yes to give Lawrence a codename. After that, Mama Madoka comes by to take Mana home.

JULY 1-6

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation

Stamina Cleverness

Incite Charm

Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from July 1-6. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

JULY 7

THE CUPID OF LOVE ON THE 7TH NIGHT OF JULY! (Unconditional)

Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. (Don't choose Lawrence to join Mana for this scenario). After that, go up the stairs to return back to the Vacant Lot. Go north to ITS Building which is on the right side of Pioneer Kindergarten. At ITS Building, go inside, and go to the front of the elevator. At the front of the elevator, press 2F. On 2F, go thru the door on the right into a room with Uncle Quiz. Speak to Uncle Quiz, and reply with yes. If Mana answers the quiz correctly, she gets a rare item of clothes of justice. Leave ITS Building, go to the Apartment which is behind Lawrence's House. (At Lawrence's House, Lawrence's maid Marian is selling equipment but only for Lawrence). At the Apartment, go thru the middle door on 1F into Ms. Miyuki's room to find Yuzu. Speak to Ms. Miyuki, and reply with yes. Leave the Apartment, and go to the Shopping Center. At the Shopping Center, go to the Bookshop, and speak to the female high-school student who is standing nearby the bookshelf. Leave the Shopping Center, and go to the front gate of the Eleven Nights Shinto Shrine. Don't go thru the gate of the Eleven Nights Shinto Shrine, and just go south until you reach an open area with a Flower Garden. The enemies that Mana, Yawara and Shikushiku encounter here are Albatross, Seminar, Bomb Mushroom, Ice Bat. At the Flower Garden, speak to the Young Man of the Bookshop who is possessed by Black Shadow. Fight Tanabata (the 7th night of July) Prize (728HP). (If Lawrence is put into the group, Black Shadow will

feel strong). After defeating Tanabata (the 7th night of July) Prize, the Young Man becomes sane again. After that, Mama Madoka comes by to take Mana home.

JULY 8-13

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation

Stamina Cleverness

Incite Charm

Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from July 8-13. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

JULY 14

YAWARA-CHAN CHARLATAN INCIDENT (If Yawara was made into a friend on April 28)

In the empty classroom, Gojirin comes by, and speaks to Mana and Yawara. At home, Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. (If Mana's conversation is LV3 or more, she will be able to talk to Goldfish-san who will give Mana a rare item of repeat talisman). Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, Yawara A and Yawara B joins Mana. After that, go up the stairs to return back to the Vacant Lot. (Make sure that you have a rust bomb inside the item menu). Now, go to the Super Judo Center. Inside the Super Judo Center, speak to Yawara's Papa. Leave the Super Judo Center, and go to Mom-and-Pop Candy Store. At Mom-and-Pop Candy Store, speak to Ms. Oyone. Leave Mom-and-Pop Candy Store, and go the Super Judo Center. Inside the Super Judo Center, the charlatan Yawara is revealed. Fight Yawaran who is one of Nanako's mecha series to fight Mana and Yawara. In battle, use the item of rust bomb on Yawaran first. After defeating Yawaran, Mama Madoka comes by to take Mana home.

JULY 15-20

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation

Stamina Cleverness

Incite Charm

Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or

Lawrence will be training from July 15-20. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

JULY 21

TROUBLE IN SUMMER BEACH - GRANDMA'S CHAPTER (Mana has four or more capabilities of LV2)

In the empty classroom, Nanako comes by, and speaks to Mana and Shikushiku. At home, Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and quickly go to Pioneer Kindergarten. At Pioneer Kindergarten, there is a bazaar, and the Principal & Ms. Nakki are selling random items for 30 yen each. After that, go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. (Make sure that Mana has a rust bomb inside the item menu). Now, go back to the front of Mana's house. At the front of Mana's house, speak to Mama Madoka, and reply with yes. After that, Mama Madoka drives the trio to Grandma Karen's House. Go inside Grandma Karen's House, and speak twice to Grandma Karen who will give Mana a candy. Leave Grandma Karen's House, and go west to the Beach. At the Beach, search the treasure chest for clam. Go further west, and search the treasure chest for good candy. After that, go upward into the water area, and then the trio will be carried off into the sea. At sea, a robot shark will swallow the trio. Inside the robot shark, search the treasure chest for fish. Go thru the door at the top into a room full of conveyor belts. In the room full of conveyor belts, go to the left, and go thru the door into another room. In this room, search the treasure chest for Ieroo's card. Then, push the button on the wall that is nearby to change the lift flow. The monsters that Mana, Yawara and Shikushiku encounter here are Simoon Gun, Spinning Machine, Erudite Robot, Nanako's Gold, Nanako's Silver, Electric Wave Terminal. Defeat the monsters to open the door, and go back thru that door into the room full of conveyor belts. In the room full of conveyor belts, go to the upper left, and go thru the door into another room. In this room, search the two treasure chests for gorgeous block & candy, and go back thru that door into the room full of conveyor belts. In the room full of conveyor belts, go all the way to the right, go the door into another room. In this room, go to the right while trying to avoid the three of the moving Nanako's Group, and search the treasure chest for a substitute talisman. Now, go back thru the door into the room full of conveyor belts. In the room full of conveyor belts, go to the lower right, and try not to fall off the conveyor belt. Go thru the door into another room. In this room, search the treasure chest for candy. Then, push the button on the wall that is nearby to change the lift flow. Defeat the monsters to open the door, and go back thru that door into the room full of conveyor belts. In the room full of conveyor belts, go to the center of the room to where a door is at. Go thru that door into the main computer room. In the main computer room, fight Computer Pentuam (622HP). In battle, use the item of rust bomb on Computer Pentuam first. After defeating Computer Pentuam, the robot shark explodes, and then Madoka comes by on a boat to take Mana back to Grandma Karen's House.

JULY 21

TROUBLE IN SUMMER BEACH - THE TOURIST HOME CHAPTER (Mana has three or less capabilities of LV2)

Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and quickly go to Pioneer Kindergarten. At Pioneer Kindergarten, there is a bazaar, and the Principal &

Ms. Nakki are selling random items for 30 yen each. After that, go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go back to the front of Mana's house. At the front of Mana's house, speak to Mama Madoka, and reply with yes. After that, Mama Madoka drives the trio to the Tourist Home. At the Tourist Home, reply with yes to Ms. Ayako's question. Outside the Tourist Home, go west to the Beach. At the Beach, speak to the blue-haired boy named Shingo-kun, and reply with no. After that, go upward into the water area, and then the trio will be carried off into the sea where they meet Mr. Crab and Ms. Mermaid. Fight Mr. Crab Storm. After defeating Mr. Crab, Ms. Mermaid will thank the trio, and then, they get swept in the waves to an island with a Beach. On the Beach, go upward into the Cave. The monsters that Mana, Yawara and Shikushiku encounter here are Mr. Crab, Dance Flower, King of the Sea, Tropical Penguin. Inside the Cave, go to the lower right, and search the treasure chest for good candy. Now, go to the lower left, and go down the stairs to B1. On B1, go to the right, and search the treasure chest for gambaFX. Now, go to the lower left, and search the treasure chest for good cookie. After that, go downward, and search the treasure chest for trumpet shell. Then, Chestnut Armor appears, and blocks the way. Fight Chestnut Armor (482HP). After defeating Chestnut Armor, go back up the stairs to 1F. On 1F, try to go thru the cave's entrance which is blocked by a big rock. Now, go back down the stairs to B1. On B1, go to the right to where the pond is at. Go to the front of the pond, and speak to Ms. Mermaid who will take the trio back to the sea. After Ms. Mermaid leaves, Madoka comes by on a boat to take Mana back to the Tourist Home. At the Tourist Home, Shingo-kun gives Mana a mister talisman.

JULY 22-27

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from July 22-27. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

JULY 28

THE GREATEST CRISIS OF THE ADVENTURE GROUP (Unconditional)

Mama Madoka comes by to wake Mana up, and gives her 500 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house. After Nanako and her father Mr. Takashi talk to Mana, go back inside the house, and speak to Mama Madoka. Fight Angry Mama. Mana will lose the battle against Angry Mama. In Mana's room, go to the front of the window, and Mana will hear the voice of Shikushiku & Lawrence. Now, make an attempt to go down the stairs, and Mama Madoka appears. Fight Tired Mama. After defeating Tired Mama, go downstairs. After speaking to Papa Kaoru and Shun, they will disappear. Now, go outside the house. Outside

the house, speak to Nightmare Machine, and reply with yes or no. Fight Nightmare Machine (460HP). In battle, use the item of rust bomb on Nightmare Machine first. After defeating Nightmare Machine, Mana returns back to the real world with her friends nearby.

JULY 29-AUGUST 3

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation

Stamina Cleverness

Incite Charm

Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from July 29-August 3. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

AUGUST 4

A VERY EARNESTLY IDOL (If Yawara was made into a friend on April 28)

In Shun's room, reply with yes or no to Shun's question. Mama Madoka comes by to wake Mana up, and gives her 600 yen. Yuzu tags along with Mana. Now, feed Goldfish-san who will give Mana the rare item of Mama's hand-me-down. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. (Monkey is selling new equipment for Doctor for 1 piece of scrap iron each). After that, go up the stairs to return back to the Vacant Lot. (At Lawrence's House, Marian is selling new equipment but only for Lawrence). Go to the Super Judo Center. At the Super Judo Center, speak to Yawara's Papa, and reply with yes. The trio will fight a man of group 3. After defeating the man of group 3, Yawara's Papa gives Mana the black belt dougi. Make sure to equip Yawara with the black belt dougi. Leave the Super Judo Center, and go north to ITS Building. At ITS Building, go inside, and go to the front of the elevator. At the front of the elevator, press 2F. On 2F, go thru the door on the right into a room with Uncle Quiz. Speak to Uncle Quiz, and reply with yes. If Mana answers the quiz correctly, she gets the rare item of clothes of courage. Leave ITS Building, and go to the Shopping Center. At the Shopping Center, go to the Sport Supplies Store, and buy "rugby ball" for 180 yen for Shikushiku. Reply with yes to sell Shikushiku's previous weapon. Leave the Shopping Center, and go to Mom-and-Pop Candy Store. At Mom-and-Pop Candy Store, buy rip up hammer for 200 yen for Mana. Reply with yes to sell Mana's previous weapon. Leave Mom-and-Pop Candy Store, and go to Maruichi Department Store. At Maruichi Department Store, go to 1F (Manukan is selling suits for Lawrence). On 1F, speak to the elevator girl named Elegia, and choose 3F. On 3F, go to the right, and go upstairs to the roof. On the roof, go to the left, and go thru the door into a room with a man named Manager. In this room, talk to the Manager, and reply with yes. Yawara puts on Narumi's costume, and becomes Yawara Narumi. Now, leave that room, and go on stage. After Yawara Narumi performs on stage, the trio will automatically go back to the room, and talk to the Manager. (Make sure to re-equip Mana and Shikushiku's clothes). Leave that room, and go

downstairs to 3F. The (annoying) monsters that Mana and Shikushiku encounter here are Dryer Gun, Lyrica Doll, Narumi's Showbiz Star, Nanako's Elite, Judo Machine, Radical Showbiz Star, Pale Old Man. (During some of the battles, choose "persuasion" first, and then "fight" since it is only Mana and Shikushiku who are fighting the monsters. Also, the helper Soccer Mask J. and Yuzu will be there to help Mana and Shikushiku during each battles). On 3F, speak to the elevator girl named Elega, and choose 1F. On 1F, go downward, and speak to the Suspicious Man. Fight Chondro Man (668HP). After defeating Chondro Man, go outside Maruichi Department Store. Outside Maruichi Department Store, talk to Narumi who will give Mana Marumi's talisman, and then, Mama Madoka comes by.

AUGUST 5-10

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation

Stamina Cleverness

Incite Charm

Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from August 5-10. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

AUGUST 11

TO THE WEST THE ADVENTURE GROUP! (If Doctor wasn't made into friend on May 19, the hook rope cannot be used)

Mama Madoka comes by to wake Mana up, and gives her 600 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. Go to the Apartment. At the Apartment, go to 2F. On 2F, go thru the door on the right into Ms. Nikki's house. In Ms. Nikki's house, speak to Ms. Nikki. Then, leave the Apartment, and go the Mansion. At the Mansion, go to 1F. On 1F, go thru the door on the left into Repota's house. In Repota's house, read the letter, and speak to Repota who is very ill. Leave the Mansion, and go to Shiura Mountain which is behind the Eleven Nights Shinto Shrine. At Shiura Mountain, go thru a series of caves until you reach the top of the mountain. At the top of the mountain, fight the Guardian Deity. After defeating the Guardian Deity, Mana gets the medical herb. Leave Shiura Mountain, and go back to the Mansion. At the Mansion, go to 1F. On 1F, go thru the door on the left into Repota's house. In Repota's house, give Repota the medical herb to cure his illness.

AUGUST 11

TO THE PAST...! (If Doctor was made into a friend on May 19, the hook rope can be used)

At night in Mana's room, a mysterious voice spoke to Mana. Reply with yes to

get the past mark. Mama Madoka comes by to wake Mana up, and gives her 600 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Doctor to join Mana. Also, speak to Monkey, and buy the rust bullet gun (#3) & Edison's white robe (#6) each for 1 piece of scrap iron for Doctor. Make sure to equip Doctor with the rust bullet gun & Edison's white robe. After that, go up the stairs to return back to the Vacant Lot, and go to the European-style building. In the European-style building, go up the stairs to 4F. On 4F, the past mark becomes a light on the floor. Now, walk into the light to warp to Shiura Mountain. The monsters that Mana, Yawara and Doctor encounter here are Malice Boss Cat, Eerie Ghost, Blood Sucking Seminar, Virus, Coal Tar Man. On Shiura Mountain, go to the upward to where the small stone is at. Now, press the L or R button which is the control button to change the formation of the group. Make sure that Yawara is at the front of the group, and then press the Y button to make her push the stone up. Go to the left to where the treasure chest is at. Now, press the L or R button. Make sure that Doctor is at the front of the group, and make her stand on the wooden peg while facing the direction of the other wooden peg, and then press the Y button to make her use the hook rope to get across to the ledge area where the treasure chest is at. Now, search the treasure chest for the gun of justice, and make sure to equip Doctor with it. After that, go into the Magma Cave that's nearby. Inside the Magma Cave, use the hook rope to get across the magma to the upper left side. Along the way, search the treasure chest for good candy and the ball of courage (a weapon for Shikishiku). On the upper left side, go thru the opening into another area of the mountain. In this area, go to the top, and talk to Black Shadow. Fight Weak Malice (884HP). After defeating Weak Malice, Manako-chan who appears gives Mana the hammer of justice, and then disappears. After that, Mama Madoka comes by in an aircraft to take Mana home.

AUGUST 12-17

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from August 12-17. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

AUGUST 18

SOCCER MASK J IS AIMED AT (If Soccer Mask J helped Mana's group 8 times or more in battle against other enemies)

Inside the empty classroom, Mana eavesdrops on a conversation between Nanako and her Group. At home, Mama Madoka comes by to wake Mana up, and gives her 600 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house. After one of Nanako's Group talks to Mana, go to the Vacant Lot. At the Vacant Lot,

go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. (Make sure that you have a rust bomb inside the item menu). Go to the Soccer Stadium. At the Soccer Stadium, give Nanako's Group the ticket, and then go up to the top area of the soccer field. After the long scene, Soccer Mask JJ appears. Now, fight Ball Master (880HP) who is one of Nanako's mecha series. The helper Soccer Mask JJ will help Mana's group in battle against Ball Master. In battle, use the item of rust bomb on Ball Master first. After defeating Ball Master, Mama Madoka comes by to take Mana home.

AUGUST 19-24

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from August 19-24. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

AUGUST 25

THE FELLOW, YUZU'S TRAGIC LOVE? (Mana's conversation capability is LV4 or more)

Inside the empty classroom, Nanko comes by to harass Mana about her missing cat, Margarita. Reply with yes or no to Nanako's question. At home, Mama Madoka comes by to wake Mana up, and gives her 600 yen. Yuzu tags along with Mana. Now, feed Goldfish-san who will give Mana the rare item of hand-knitted sweater. Leave the house. Outside the house, walk thru the gate. After the explosion, Nanako appears, and joins Mana. Now, go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. Go to Illusion Forest which is on the left side of Maruichi Department Store. On the left side of Maruichi Department Store, pass thru the bicycles, and go up. Speak to Hooky Company who is blocking the gate to Illusion Forest, and reply with yes. Now, go thru that gate into Illusion Forest. The monsters that Mana, Yawara and Shikushiku encounter here are Devasted Seminar, Fierce Dog, Dancing Flower, Hedolina, Mist Misty. In Illusion Forest, go up, and go down the hole with a ladder into a cave. In this cave, go all the way up, and go up the ladder into another area of the forest. In this area, go to the lower right where there are two holes with a ladder. Go down the bottom hole with a ladder into a cave. In this cave, go to the right, and go up the ladder into another area of the forest. In this area, go to the upper left, and reply with yes to push the blue switch. Now, go back down the hole with a ladder into the cave. In the cave, go to the left, and go up the ladder into the forest area. In this area, go up a little, and go down the hole that's nearby with a ladder into a cave. In this cave, go to the upper right, and go up the ladder into another area of the forest. In this area, go upward, and talk to Margarita. Fight Margarita. After defeating

Margarita, Mama Madoka comes by to take Mana home.

AUGUST 25 NIGHT

I DIDN'T HEAR ANYTHING ABOUT MOVING! (Unconditional)

Yuzu appears, and asks a question. Reply with yes twice. During the night, Mana awoke in her room. Now, go downstairs, and eaves drop on Mama Madoka and Papa Kaoru's conversation. After Mama Madoka and Papa Kaoru's conversation, Mama Madoka takes Mana back to her room.

AUGUST 26-31

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation

Stamina Cleverness

Incite Charm

Luck Fighting Spirit

Next, you will be asked another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from August 26-31. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

SEPTEMBER 1

NANAKO'S REFORMATION IS CARRIED OUT (Unconditional)

In the empty classroom, Mana comes by to talk Ms. Nikki. Reply with yes or no. At home, Mama Madoka comes by to wake Mana up, and gives her 700 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Doctor to join Mana. After that, go up the stairs to return back to the Vacant Lot. (Make sure that you have a rust bomb inside the item menu). Go to the Super Judo Center. At the Super Judo Center, speak to Yawara's Papa, and reply with yes. The trio will fight a man of group 4. After defeating the man of group 4, Yawara's Papa gives Mana the ice glove. Leave the Super Judo Center, and go to ITS Building. At ITS Building, go inside, and go to the front of the elevator. At the front of the elevator, press 2F. On 2F, go thru the door on the right into a room with Uncle Quiz. Speak to Uncle Quiz, and reply with yes. If Mana answers the quiz correctly, she gets the rare item of clothes of justice. Leave ITS Building, go west to Watabe's House which is on the left side of Pioneer Kindergarten. At the gate of Watabe's House, go inside the Guardhouse, and speak to Guardman who will summon Mechanic Dog. Fight Mechanic Dog. In battle, use the item of rust bomb on Mechanic Dog first. After defeating Mechanic Dog, Guardman opens the gate. Now, go thru that gate, and go all the way to the upper left to Watabe's House. At Watabe's House, go thru the door into the tower. Inside the tower, go upward, and read the panel on the wall that's near by the barrier to remove the green door on the right. The monsters that Mana, Yawara and Doctor encounter here are Magnetic Monitor, Small Wolf, Soprano CD, Timer Bell, Parabolon BS, Mechanic Dog, Moving Plastic Bucket, Vacuum Cleaner Tiger, Electric Wave

Terminal, Stand Machine, Tall Doll, Space-time Distortion, (keibinken), Guard Mannequin. Go thru the door on the right, and fight the monster that is blocking the other door. After defeating the enemy, go thru that door into another room. In this room, fight the monster that is blocking the way. After defeating the monster, go to the right, and push the switch on the wall to remove the green door on the left in the barrier room. Leave this room, and go back to the room where the barrier is at. Go thru the door on the left, and fight the monster that is blocking the other door. After defeating the enemy, go thru that door into another room. In this room, fight the monster that is blocking the way. After defeating the monster, go to the left, and push the switch on the wall to cut the power source of the barrier that's in the other room. Leave this room, and go back to the room where the barrier is at. Now, go to the front of the elevator, and choose 2F. On 2F, go upward into next room with four switches. In this room, use Mana's dash move to step on the four corner switches that's on the floor to quickly open the door at the top, and then quickly go thru that opened door (which is timed) into the next room. In this room, step on the floor switch. Leave that room, and go back to the elevator, and choose 3F. On 3F, go upward into the next room with a maze. In this room, read the sign which will then disappear. The item found inside the two treasure chests are a lovely bloomers x2. As Mana moves upward toward the GOAL, the room will become dark. In this case, use Mana's dash move to get to the top area where the door is at into the next room. In this room, step on the floor switch. Leave that room, and go back to the elevator, and choose 4F. On 4F, go upward into next room with a puzzle. In this room, push the blocks with numbers upward into the orange square tiles area with $1 + 4$ (left side) = $2 + 3$ (right side) to open the door at the top. Go thru that door into the next room. In this room, step on the floor switch. Leave that room, and go back to the elevator, and choose 5F. On 5F, go upward into the next room with a puzzle. In this room, step on the floor switches in the order of N-A-N-A-K-O to open the door at the top. Go thru that door into the next room. In this room, step on the floor switch. Leave that room, and go back to the elevator, and choose 6F. On 6F, go upward into the next room with seven monsters. In this room, pass thru the monsters, and go thru the door at the top into next room. In this room, step on the floor switch. Leave that room, and go back to the elevator, and choose 7F. On 7F, go upward into the next room with a monster. In this room, try to dodge the monster so that it will go behind the blue line and step on the blue switch on the floor to open the door at the top. Go thru that door into the next room. In this room, step on the floor switch. Leave that room, and go back to the elevator, and choose 8F. On 8F, go upward into the next room. In this room, fight Robot (1090HP). In battle, use the item of rust bomb on Robot first. After defeating Robot, go thru the door at the top into the next room. In this room, Mana eavesdrops on the conversation of Nanako, Mr. Takashi and his Secretary. After that, fight Mr. Takashi (846HP). During the battle, the fight will reset three times. After defeating Mr. Takashi who was controlled by his Secretary, reply with yes to Nanako's question. Then, Mama Madoka comes by to take Mana home.

SEPTEMBER 2-7

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work -

Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from September 2-7. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

SEPTEMBER 8

THE HEADQUARTERS OF GOJIRINS (If Doctor wasn't made into a friend on May 19)

At home, Mama Madoka comes by to wake Mana up, and gives her 700 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Shikushiku to join Mana. After that, go up the stairs to return back to the Vacant Lot. Go south to Kajio's House which is on the far left side of Gojirin's House. At Kajio's House, speak to Kajio to get the password. Leave Kajio's House, and go to Illusion Forest which is on the left side of Maruichi Department Store. On the left side of Maruichi Department Store, pass thru the bicycles, and go up. Speak to Hooky Company who is blocking the gate to Illusion Forest, and reply with yes. Now, go thru that gate into Illusion Forest. In Illusion Forest, go up, and go down the hole with a ladder into a cave. In this cave, go to the upper left. Make sure that Mana is at the front of the group, and quickly press the Y button to make Mana do a dash move downward and quickly turn into the left corner where the switch is at to escape the big moving rock. In the corner, press the switch on the wall, and reply with to stop the big rock from moving. After that, go upward to where the light is at. Now, walk into the light to warp to another area of the forest. In this area, go all the way up, and go down the hole with a ladder into a cave. In this cave, speak to Gojirins who is blocking the way. After giving Gojirins the password, go to the left, and go up the ladder into another area of the forest. In this area, go upward into the next area. In this area, fight Gojirin. After defeating Gojirin, he becomes sane.

SEPTEMBER 8

MESSAGE IN A BOTTLE (If Doctor was made into a friend on May 19)

In the empty classroom, Repota is talking to Mana, Doctor, and Nanako. At home, Mama Madoka comes by to wake Mana up, and gives her 700 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Doctor & Nanako to join Mana. After that, go up the stairs to return back to the Vacant Lot. (Make sure that you have a rust bomb inside the item menu). Go to the Riverbank that's nearby the Sewer. In the Riverbank, there is treasure chest. Now, press the L or R button. Make sure that Doctor is at the front of the group, and make her stand on the wooden peg while facing the direction of the other wooden peg, and then press the Y button to make her use the hook rope to get across the water area to where the treasure chest is at. Now, search the treasure chest for a message. Leave the Riverbank, and go to the gate of Watabe's House. At the gate of Watabe's House, go inside the Guardhouse, and speak to Guard Man to open the gate. Now, return back to the Vacant Lot. At the Vacant Lot, go thru the pipe again, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Doctor to join Mana. After that, go up the stairs to return back to the Vacant Lot. Go to the Super Judo Center. At the Super Judo Center, speak to Yawara's Papa, and reply with yes. The trio will fight a man of group 5. After defeating the man of group 5, Yawara's Papa gives Mana the instructor's dougi. Make sure to equip Yawara with the instructor's dougi. Now, leave the Super Judo Center, go all

the way to Watabe's House. Now, press the L or R button, and make sure that Doctor is at the front of the group. At Watabe's House, go into Watabe's Laboratory 3 which is on the far right side of the Tower. In Watabe's Laboratory 3, go to upward, and go up the stairs to 2F. The monsters that Mana, Yawara and Doctor encounter here are Tall Doll, Watabe's Member, Pale Father, Air Lancer, Burning Clean, Silver Plate Malice, Mad Maid, Researcher, Radarman, Revive Machine. On 2F, go to the right, and go thru a part of the gray wall. Then, go upward, and go thru a part of the gray wall. Now, go to the left, and go thru a part of the gray wall. Then, go upward, and go thru a part of the gray wall. Once you reach the top area of the room, push the switch on the right, and the switch on the left to open the door on 1F. Go back down the stairs to 1F. On 1F, go thru the door on the right, and go thru the door at the top into the next room. In this room, go into the waterway, and go to the right. Now, press the L or R button. Make sure that Doctor is at the front of the group, and make her stand on the iron peg while facing the direction of the other iron peg, and then press the Y button to make her use the hook rope to get across the water area to where the treasure chest is at. Now, press the L or R button again. Make sure that Yawara is at the front of the group, and then press the Y button to make her push the stone up. After that, search the treasure chest for gun of courage. Make sure to equip Doctor with the gun of courage. Now, go further to the right into the next room. In this room, use the flowing water to get to area where Mr. Takashi's Secretary and the Scientist are at. Then, Mr. Takashi's Secretary calls forth Big Robot. Fight Big Robot (1100HP). In battle, use the item of rust bomb on Big Robot first. After defeating Big Robot, Mr. Takashi's Secretary escapes, and Mana gets the gun of justice. In fact, the Scientist is Doctor's father. After that, Mama Madoka comes by to take Mana home.

SEPTEMBER 9-14

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be ask another question about what type of subject do you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from September 9-14. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

SEPTEMBER 15

A REVIVED NIGHTMARE (Unconditional)

During the night, God is talking to the sleeping Mana. At home, Mama Madoka comes by to wake Mana up, and gives her 700 yen. Yuzu tags along with Mana. Now, feed Goldfish-san who will give Mana the rare item of hammer of justice. Leave the house, go to the Eleven Nights Shinto Shrine. At the Eleven Nights Shinto Shrine, speak to the Shinto Priest who will give Mana a substitute talisman. Leave the Eleven Nights Shinto Shrine, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave,

Speak to God, and choose Yawara & Shikushiku to join Mana. After that, Mr. Takashi's Secretary appears, and calls forth Malice Servant. Fight Malice Servant A (510HP) & Malice Servant B (780HP). After defeating Malice Servant A & Malice Servant B, there will be an event, and Mama Madoka comes by to take Mana home.

SEPTEMBER 16-21

TRAINING MODE

Yuzu appears, and asks a question. Reply with yes twice. At school, Mana is inside her classroom with her teacher Ms. Nikki and classmates. On the screen, there are eight capabilities which are:

Strength Conversation
Stamina Cleverness
Incite Charm
Luck Fighting Spirit

Next, you will be asked another question about what type of subject you want to train in. The five types of subject are: Conversation - Game - Nap - Work - Gymnastics. Choose two subjects that you want Mana to train in, then, choose Shikushiku or Yawara or Doctor or Lawrence, and reply with yes or no to use a study item, and then yes again. Mana and Shikushiku or Yawara or Doctor or Lawrence will be training from September 16-21. During their training, Mana, Shikushiku or Yawara or Doctor or Lawrence will gain points for their academic ability in which they participated in, and also learning new amazing attacks. When the training is over, one of their capabilities will be raised to a level.

SEPTEMBER 22

A GOOD HEART. A BAD HEART. DESPAIR. HOPE. MALICE. (Unconditional)

During the night, God is talking to the sleeping Mana. At home, Mama Madoka comes by to wake Mana up, and gives her 700 yen. Yuzu tags along with Mana. Now, feed Goldfish-san. Leave the house, and go to the Vacant Lot. At the Vacant Lot, go thru the pipe, and fall into the cave. Inside the cave, speak to God, and choose Doctor & Nanako to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go to gate of Watabe's House. At the gate of Watabe's House, go inside the Guardhouse, and speak to Guardman to open the gate. Now, return back to the Vacant Lot. At the Vacant Lot, go thru the pipe again, and fall into the cave. Inside the cave, speak to God, and choose Yawara & Doctor to join Mana. After that, go up the stairs to return back to the Vacant Lot. Now, go to the Super Judo Center. At the Super Judo Center, speak to Yawara's Papa, and reply with yes. The trio will fight a man of group 6. After defeating the man of group 6, Yawara's Papa gives Mana the raging glove. Make sure to equip Yawara with the raging glove. Now, leave the Super Judo Center, and go to the Mansion. At the Mansion, go to 1F. On 1F, go thru the door on the right, and speak to Hiroshi to get a repeat talisman. After that, leave the Mansion, and go to the Apartment. At the Apartment, go to 2F. On 2F, go thru the door on the far left, and speak to Mr. Dongross to get the ball of justice. After that, leave the Apartment, and go to the Shopping Center. At the Shopping Center, go to the Meat Shop, and buy 20 meat-on-the-bone chickens for 200 yen. Leave the Shopping Center, and go to Win Kiss Convenience Store. At Win Kiss Convenience Store, speak to Ms. Makura to get a great apron. After that, leave Win Kiss Convenience Store, and go to Gojirin's House. At Gojirin's House, go upstairs to 2F, and speak to Gojirin to get the double talisman. Leave Gojirin's House, and go all the way to Watabe's House. At Watabe's House, go into the tower. Inside the tower, go to the front of the elevator, and choose 8F. On 8F, go upward into next two rooms. In this room, talk to Mr. Takashi who will call forth Anywhere Transferring Machine. Now, speak to Anywhere Transferring Machine, and warp to the top of the tower. The monsters

that Mana, Yawara and Doctor encounter here are Malice Servant A & B, Beginning Doll, Missile Maron, Malice Sapling, Malice Virus, Malice Bronze Statue, Devil Shadow, Franken Man, God's Messenger. At the top of the tower, go to the left, and search the treasure chest for the fragment of courage for Yawara. The group will warp to another area. In this area, go to the upper left, and search the treasure chest for the fragment of courage for Doctor. The group will warp to another area. In this area, go to the top, and search the treasure chest for the fragment of courage for Mana. After getting the three fragments of courage, the group will warp into a cave where God is at. In this cave, you can change of a friend or save a game. Go thru the door at the top into the next room. In this room, talk to Mr. Takashi's Secretary who will transform into Malice's Otherself. Fight Malice's Otherself (1050HP). After defeating Malice's Otherself, the final boss, Malice's True Form, appears. Fight Betrayal (500HP). After defeating Betrayal, the group gets friendship. Now, fight Hate (700HP). After defeating Hate, the group gets love. Now, fight Despair (900HP). After defeating Despair, the group gets hope. Now, fight Malice's True Form (1800HP). After defeating Malice's True Form, the group gets courage, and Mama Madoka comes by to take Mana home.

SEPTEMBER 29

GOOD-BYE, NEIGHBORHOOD ADVENTURE GROUP (Unconditional)

+++++

THE END

+++++

Version 1.0

By Ritchie (hidall@hotmail.com)

This document is copyright ritchie and hosted by VGM with permission.