

Idea no Hi (Import) FAQ/Walkthrough

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IDEA NO HI

DAY OF THE IDEA

(c) 1994 SHOUEI SYSTEM

(c) 1994 AIHARA FACTORY

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GUIDE

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VERSION HISTORY

v1.0 (08/08/04) - Initial release.

***I added some cheat codes and about the game.

Please use these three cheat codes.

Infinite M	7E07D83F
	7E07D942
	7E07DA0F
No Encounter	7E0A9D00
	7E0A9E00
EXP After Battle	7E14FCFF
	7E14FDFD

About the game

A game where the manga artist Corge Aihara took charge of the character design and scenario. Anyway, it is strange, for example, the stage backgrounds, items, and monsters. However, the mismatch sense with the talkative characters is peculiar, and the story is surprisingly serious.

After choosing the hero's name, the game begins.

Research Institute

After the opening scene, search the two bedrooms inside of the basement for items. The items found are a duster (desk), 50M (desk), red blood which recovers one's health by 200 (drawers), red blood (desk), red blood (desk), 10M (bookshelf). (Hint: just remember that you can only hold 18 items in your inventory). Go up the stairs to 1F, and there are two locked doors on the far right and left which cannot be open for now. Just leave the institute. Go to the government office which is a little shack near the institute to save your game. Then walk east to Hachiouji Town.

Hachiouji Town

In the daytime, go inside the department store to 3F, and buy the weapon vinyl hose for 100M. Go into the small house that is on the right side of the hospital, and search the drawers for a red blood. Go into of the small house that is behind the department store, and search the drawers for a rosary necklace, and the bookshelf for a talisman. In one of the rooms on 2F of the inn, speak to the man who will ask you to go to the Housing Complex to get his important treasure. One of the men inside of the government office will tell you how to use the dash movement. The dash movement can only be used inside of a dungeon or a town by pressing the select button and the direction

you are going to at the same time to speed up your movement. Leave the town, and go south to the Housing Complex.

Housing Complex

Enter the remains of the housing complex site which is occupied by ghosts. On 1F, the items found inside of the treasure chests are red blood, hiranya pendant. On 2F, the items found are red blood (treasure chest), haetori ribbon (drawers). On 3F, the item found inside of the treasure chest is the package of fermented soybeans. On 4F, the items found inside of the treasure chests are 50M, vitriol bottle (treasure chest), red blood. When you have obtained the package of the fermented soybeans, leave the complex, and return back to Hachiouji Town.

Hachiouji Town

On 2F of the inn, bring up the command menu, choose belongings, then use to hand over the package of fermented soybeans to the man. The man will give a spare key for the research institute and tranquilizer as a reward. Leave the town, and go back to the Research Institute.

Research Institute

On 1F, go in front of the two locked doors which are on the far left and right side inside of the institute, bring up the command menu, choose belongings, and use the spare key to open the doors. The items found inside the door on the left are 60M, oonugi nail dirt which raises one's luck to 3, tattered inspection trousers. The items found inside the door on the right are 60M (desk), tattered inspection clothes (desk), antidote (desk). Take the stairs down into the basement, go to the lock door on the right, bring up the command menu, choose belongings, and use the spare key to open the locked door on the right. The items found inside are a flashlight (desk), a memo pad (desk). Kamekichi will learn that his data was faxed to the South America Easter Research Institute. Leave the institute, and go to Hachiouji Town.

Hachiouji Town

In the daytime, go into the curio shop which on the right side of the department store, speak to the dealer, choose appraisal to upgrade the tattered inspection trousers, and tattered inspection clothes to the second power for 120M each. Speak to the lady near the department store, and she will tell you how to use the memo pad. The memo pad can record information with the start button after speaking to someone. After the information has been recorded, bring up the command menu, choose belongings, and then use the memo pad to see the recorded information. A medium appears only at night in the upper right side of the town. Leave the town, and go north to the Northeast Cave.

Northeast Cave

Enter the cave, bring up the command menu, choose belongings, and use the flashlight in order to see inside of the dark cave. The spikes on the ground inside of the cave are poisonous. Since the saurel zombie is weak against fire, use your special ability of 'sense fire power' which is effective against it. If you are cursed by the saurel zombie, go back to Hachiouji Town and have the medium Mikoto cure you for 20M. The items found inside the treasure chests are 50M, antidote x2, fire bottle, a syringe. Leave the cave, and go north to Utsunomiya Town.

Utsunomiya Town

The town's people will tell you about a famous horse name NMA No. 1 who lives in the small ranch in the southeast. Leave the town, and go southeast to the Small Ranch.

Small Ranch

Enter the pasture, go inside the barn on the right, and speak to the old man who will say that the horse is sick, and he needs someone to heal the horse's sickness. The item found inside of the treasure chest is a sausage. Leave the ranch, and go to the Utsunomiya Town.

Utsunomiya Town

Go to the upper right corner of the town, and stand in front of the hedgehog. Bring up the command menu, and choose 'belongings,' then 'use' to hand over the sausage to the hungry hedgehog. After the hedgehog eats the sausage, choose yes to make the hedgehog become Kamekichi's pet (1-7). (In battle, the hedgehog does fight). Leave, and go to Hachiouji Town.

Hachiouji Town

The man standing in front of the hospital is a veterinarian. Apparently, he is a big fan of that horse, NMA No. 1. Speak to him, and he will follow you to the Small Ranch.

Small Ranch

Enter the ranch, go inside the barn on the right, and speak to the old man. The veterinarian will say that NMA No. 1 has a neglected cold but it will recover soon; try not to worry, and come back later. As gratitude, the old man will let you rest inside of his house. The scenario will now switch over to Rinko from here.

Fukushima Town

Go inside of Mayor Terasai's house which is in the middle of the town, and speak to him. He will tell you that the ghost who abducted the child went to the North Cave. Outside of Mayor Terasai's house, speak to Rinko's older sister who will give you Rinko's key which will open the door to Rinko's house. Go inside of Rinko's house which is a small house behind the mayor's house. Go in front of the door, bring up the command menu, choose belongings, and then use Rinko's key to open the door. The items found inside of the treasure chest are a flashlight, a short bow, wood arrow x99. Combine the wooden arrows with the shortbow. (The bed can also be used for recovering your health). Go inside of the deposit store which is on the right side of the department store. You can leave unwanted items here since you can only hold 18 items in your inventory. The items found inside of the treasure chest in the deposit store are red blood x2, rotten egg, enema. Go to the upper section of the town, and go inside of the factory which is a big building with three doors, and try to avoid the ghosts by going in-and-out of the gray lockers since the ghosts cannot be defeated. The items found inside of the stripe looking chests are white ribbon, 20M, red blood, 50M, 100M, explosive. Leave the town, and go northwest of the town to the North Cave.

North Cave

Enter the cave, bring up the command menu, choose 'belongings,' then 'use' the flashlight in order to see inside of the dark cave. Go to the right, and

say yes to the fallen adventurer Manakata who will give you iron arrow x30 as gratitude. Go in front of the big rock, bring up the command menu, choose 'belongings,' then 'use' the explosive to destroy the big rock. On 1F, the items found inside of the treasure chests are red blood, tsuruda nail dirt which raises one's strength to 9, pinwheel x5, red blood. Take the stairs down into the underground. In the underground, the items found inside of the treasure chests are a red wristband, cure-all, haetori ribbon. Take the last stairs down into the underground. Combine the iron arrows with the short bow. Walk until you reach the boss, Gold Eater. In battle, use rotten egg (to lower the enemy's attack, defense, and quickness) or haetori ribbon (to lower the enemy's attack, and quickness), and remember to recover Rinko's HP with red blood. After firing 9 iron arrows at Gold Eater, Rinko older sister will appear in the battle to help her fight against Gold Eater. When Gold Eater is defeated, it will explode itself, seriously injuring Rinko's elder sister. Rinko's elder sister will say her last word to Rinko, and then she dies. Leave the town, and return back to Fukushima Town.

Fukushima Town

Enter the town, and go inside of Mayor Terasai's house which is in the middle of the town. On 1F, go in front of the double doors which is the Mayor's office to eaves drop on the Mayor's conversation. When the conversation is over, open the door, and go inside the office. Rinko will be caught by the Mayor and his two subordinates. The scenario will now switch over to Kamekichi from here.

Small Ranch

Go outside to meet the old man who will thank you, and let you use his horse NMA No. 1. When you leave the ranch, you will see NMA No. 1 on the field. Press the A button to hop on and off the horse. Hop onto NMA No. 1, then jump over the wooden gate to the other side, and continue to ride the horse all the way to the west side. While riding on the horse, you will become invisible. You will see a small house by the lake.

West Lake

Hop off the horse, and enter the house. Speak to the old man who will let you use his raft. Go thru the top door. Walk to the pier, and go onto the raft which will take you to an island which is in the middle of the lake.

Tower

Enter the tower, and the scene will automatically switch over on the top floor of the tower where Rinko who is being held and tied up to a bed, as the pendulum or hatchet swings back-and-forth over her body as Mayor Terasai and his two helpers watches. Mayor Terasai will then say to Rinko that after 7 minutes, her body will be cut right in two. The scene switches back over to Kamekichi who is now inside of the tower's 1F as the countdown starts at 7 minutes. On 1F, the door on the right and left are locked. On 2F, the items found inside of the stripe chest are oonugi nail dirt which raises one's luck to 3, fire bottle. On 3F, the items found inside of the stripe chest are blue blood, enema, tranquilizer. On 4F, the items found inside of the stripe chest are tsuruda nail dirt which raises one's strength to 9, demon lioncloth. On 5F, the stripe chest is locked. Go up the stairs to 6F, walk down, and go thru the wall on the right. Kamekichi will run to turn off the pendulum switch, and then release Rinko. The mayor will then transform into JykleHyde and fight Kameichi and Rinko. In battle, the mayor will change back and forth from JykleHyde into the Mayor. Use haetori ribbon to lower his attack power and speed. After defeating the mayor, he will say his final word, and then he

will died. Go thru the top door, and take the stairs all the way down into the underground. Walk left, and go up the stairs. Rinko will stop to thank you for saving her. Just say "yes" to her question of "Am I close to becoming a strong girl?" and exit the cave. When you come out onto the field, MNA No.1 will return, and Kamekichi will learn the special ability of vehicle movement which is to summon a vehicle. This can also be used to summon MNA No.1 to the field. Go south to Hisabe Village.

Hisabe Village

Enter the village, and speak to an old man in one of the houses that's behind the inn who will mention something about a beautiful woman name Idea. The people will tell you that for years they have been bullied by the people of Heian Town. Leave and go north to the Solitary House.

Solitary House

Enter the house, and go down the ladder into the basement. The items found inside of the treasure chest are enema, red blood x2. Upstairs on 2F is Psycho Brain who has a strong barrier that cannot be broken by any attack. You should come back here later on when Kamekichi has learned the special ability of mind pain. Leave the house, and go west to Heian Town.

Heian Town

Enter the town, and the people will tell you that they need water, and that there is a monster who lives in the South Cave that has the key to open the watergate reservoir. Leave, and go of the town to the South Cave.

South Cave

Enter the cave, bring up the command menu, choose belongings, and use the flashlight in order to see inside of the dark cave. On 1F, the items found inside of the treasure chests are vitriol bottle, red blood. Take the stairs down into the underground. In the underground, the items found inside of the treasure chests are cure-all, tranquilizer. Whenever Rinko tells you that is an unusual wall there. Just walk into the wall thru the hidden passage to the other side. Take the stairs further down into the underground. The items found inside of the treasure chests are blue blood x2, blue blood. Take the last stairs down into the underground, and make your way thru the walls until you have reach a door. Don't go thru the door as yet, just search the wall on the left side of the door, and Rinko will tell you that it is a unusual wall. Walk thru the hidden passage until you arrive in a small room with a treasure chest. The item inside is soroi ribbon (1-8). This is one of Rinko's equipment that can be appraised. When you have picked up the soroi ribbon, return back to door, and go inside the room. The item found inside of the treasure chest is a prickly bracelet. Fight the praying mantis-gosaku. After the praying mantis-gosaku is defeated, open the treasure chest to get the water gate key. Leave the cave, and go west to the Heart of the Mountain.

Heart of the Mountain

Enter and make your way up the mountain. The items found inside of the treasure chests are iron arrow x30, blue blood x2, tranquilizer. Go in front of the panel, bring up the command menu, choose belongings, and use the water gate key to lower the switch to open the reservoir. Make your way down the mountain. The item found inside of the treasure chest is spanner (a weapon). Leave the mountain, and go back to Hisabe Village.

Hisabe Village

Enter, and take a look at the flooded village. Leave the village, and go back to Heian Town.

Heian Town

When you enter, all the people inside the town will surround Kamekichi and Rinko yelling at them saying that when they opened that water gate, the water flowed into Hisabe Village. Then Kamekichi uses his ESP to make the people's heads hurt, and learns the special ability of mind pain which is a mind attack. Leave the town, and go back to the Solitary House.

Solitary House

Enter the house, and go upstairs to 2F. Speak to Psycho Brain who will fight you. In battle, choose fight, then press the left button to bring up the special ability menu, and use mind pain to break Psycho Brain's strong barrier. After defeating Psycho Brain, two treasures chest will appear. The items found inside are golden water of god x9 which revive the dead, and sleeping medicine. Then, a dark hole will appear on 2F, and the group will fall thru it landing onto the basement floor. From here, the scenario will now switch over to the Japanese sumo wrestler Kaminariwa. Inside the underground arena, the sumo wrestler Kaminariwa will loose the match against the pro wrestler monster Giant.

Matsuyama Town

When Kaminariwa is awoken by the master's daughter three days later, go to the training hall, and speak to the master who will be angry at Kaminariwa for losing the match. The master who is now ashamed of the sumo wrestler Kaminariwa will expel him. Leave the town, and go southeast to Kouchi Town.

Kouchi Town

Enter the town, go inside of the hospital to 2F, and speak to the monster Giant who will say something about the underground arena and Jack the Killer, then he dies. Leave the town, and go north of the town to the North Forest.

North Forest

Enter the forest, and fight the man-eating bear. After defeating the man-eating bear, you will get the meat of the man-eating bear. After this, you cannot enter the forest anymore. Leave the forest, and go back to Kouchi Town.

Kouchi Town

Enter, and go to the chanko shop which is on the left side of the inn. Speak to the man who will take the meat of the man-eating bear to make a true chanko which is superfine stamina soup. After Kaminariwa eats the soup (chanko 20 cups), his attack power increase by 30, his defense power increase by 20, and his physical strength increase by 200. Then a pupil of the sumo wrestler will come by the shop to tell Kaminariwa to go quickly to the master's place. Leave the town, and go to Matsuyama Town.

Matsuyama Town

Enter the town, go the sumo wrestler house, and speak to the master who is pacing back and forth in one of the rooms on the right of the training hall. The master will ask you to help get back his daughter who has been

abducted by Godfather. Leave the town, and go to Kouchi Town.

Kouchi Town

Enter during the night, and go to the upper left corner of town to enter the Slums. Defeat four men who are called 'Chinbera A,' and as you attempt to leave a man stop to talk to you, just say yes to the question, and he will automatically show you the entrance to the underground arena which is hidden underneath the statue inside the church yard. Once you are inside the underground, take the next flight of stairs down, go into the room and speak to Godfather who will ask you to go to the top of North Mountain to get the red flower which is a qualification to get into the underground arena house. When you search the bookshelf on the right, the item you find is a ??? x2 which causes confusion. Leave, and go west of the town to the West Cave.

West Cave

Enter the cave, go in front of the big rock that is blocking the way, press the A button, and Kaminariwa will move the rock automatically. Next, move the rock on the right the same way. Exit the cave, and go east to North Mountain.

North Mountain

Enter, and make your way up the mountain. The items found inside of the stripe chests are eggs x2, blue blood x3, gonishiki nail dirt which raises one's defense to 5, red blood. Once you obtain the red flower at the top, go back down the mountain. Leave the mountain, go thru the West cave, and walk back to Kouchi Town.

Kouchi Town

Enter, and go into the churchyard. When you search behind the statue, the statue will move revealing the hidden stairs. Go down the two-flight of stairs, and go into the dark room where Godfather is at. Stand in front of Godfather, bring up the command menu, choose "belongings," then 'use' to hand over the 'red flower' to Godfather who will tell you to go upstairs into the underground arena. Take the stairs up one flight, and go thru the double doors into the arena. Then a group of men will take Kaminariwa into a waiting room which looks like a prison. The item found inside of the treasure chest is blue blood x2. Inside the prison, you can practice with the four karate practitioners if you want to or not. After that, go to rest in any of one the beds. After resting, the door of the waiting room will be open. The item found inside of the treasure chest is blue blood x2. Leave the waiting room, and go into the arena. Enter the ring, and Kaminariwa will fight against Jack the Killer. After defeating Jack the Killer, Kaminariwa will end up back inside of the waiting room. After taking a rest in one of the beds, the door will be open. The item found inside of the treasure chest is blue blood x2. Leave the waiting room, and go into the arena. Enter the ring, and Kaminariwa will fight against Chin in the second round. After defeating Chin, Kaminariwa will end up back inside of the waiting room. After resting in anyone of the beds, the door will be open. The item found inside of the treasure chest is blue blood x2. Leave the waiting room, and go into the arena. Enter the ring, and Kaminariwa will fight against Ameba Jin in the third round. After defeating Ameba Jin, Kaminariwa will end up back inside of the waiting room. The four karate practitioners will surround Raiishi telling him that he is wonderful. Go take a rest in anyone of the beds, and the scenario will now switch over to Kamekichi and Rinko who are inside the basement of the Solitary House.

Solitary House

Kamekichi will say to Rinko that Kaminariwa needs their help. Leave the house, hop onto the horse and head west pass Heian Town, then all the way south, and use the horse to cross over the broken bridge to get to the other side where the West Cave is at.

West Cave

Enter, and go down thru the cave. The old man will tell you that his wallet which has the underground hand-to-hand match place pass was stolen by Chinbira A, and that the legendary Bigfoot will be appearing in the next match. Exit the cave, summons the horse, head east to Kouchi Town.

Kouchi Town

Enter, and go to the upper left corner of the town to enter the Slums. Speak to Chinbira A who is nearby the exit/entrance of the Slums, and he will say that he stole the wallet. Then he will fight you. After you defeat Chinbira A, you will get the hand-to-hand match place pass. Go to the churchyard. When you search behind the statue, the statue will move revealing the hidden stairs. Go down the one flight of stairs. Stand in front of the guards who are blocking the doorway, bring up the command menu, choose 'belongings,' then 'use' to show them the hand-to-hand match place pass. The two guards will step aside so that Kamekichi and Rinko can go into the arena. Inside the arena, Kamekichi and Rinko will be shown to their seat as they watch the death match royale match between Kaminariwa and Bigfoot. When Kaminariwa is losing the fight against Bigfoot, Kamekichi and Rinko will go inside of the ring to help him. Now the three of them will fight Bigfoot. After Bigfoot is defeated, Kaminariwa will thank you for helping him. The three will end up in the waiting room. Let Kaminariwa rest in any of the beds. The sumo master's daughter will come by, and give the guard some wine which is filled with sleeping pills that will put him to sleep. When the guard falls asleep, the sumo master daughter will open the lock door to let the three of you out. Kaminariwa will open the door in the other side of the room to release the four karate practitioners who will then go into to the arena room, and knock out all the guards that's there. When you come out of the arena, try to go up the stairs, and Godfather will stop you. Fight Godfather. After defeating Godfather, Kaminariwa will leave the group to go back to see the master and his daughter. Leave the town, and go to Matsuyama Town.

Matsuyama Town

Enter the town, go the sumo wrestler house, and go into the room on the right of the training hall, and hear Kaminariwa's story. The master will thank Kaminariwa for his assistant, and for helping his daughter. The Master will revoke Kaminariwa's expulsion, and give him the legendary sumo wrestler's loincloth. Now, Kaminariwa attack, defense, speed, and luck are raised to 15. After Kaminariwa tells Kamekichi and the others that he is going on a training trip, then he leaves. Exit the town, go thru the West Cave, cross the bridge which is now fixed, and go all the way west to another cave.

Cave

Enter the cave, and go to the right where you will see Kaminariwa. Speak to Kaminariwa, and agree to make him join the group. As you walk further up inside of the cave, you will see a giant tree stump. Just go in front of the giant tree stump, press the A button, and Kaminariwa will automatically push the stump aside. Exit the cave, and go southeast to the Burnt Remains House. It should be known that the horse can only carry two people, and since

Kaminariwa joins the group, the load will be too heavy for the horse to carry.

The Burnt Remains House

Enter, and Kamekichi will say that this is his house. Search the bookshelf for a secret method of yoga, and the drawers for a tranquilizer. In the room on the left, read the blue book which has written research data which says, "Idea...hide-out...Easter." In the basement, there is a locked door which requires a key to open it. Leave the house, and go west to Nagasaki Port Town.

Nagasaki Port Town

Enter, and speak to the people who will tell you that in the dead of night, a raccoon dog comes by to search for food in this town. The raccoon dog favorite thing is a wasps' nest. And also that the ship's captain who went to the Air-Raid Shelter in the south is missing, and all his soldier are sick inside of the hospital. Leave the town, go north, and walk along the northeast side of the trees until you have entered the forest.

Forest

Enter the forest, and fight several group of wasps until you have reach the wasps' nest that is there lying on the grass. Pick up the wasps' nest, leave the forest, and return to Nagasaki Port Town.

Nagasaki Port Town

Enter during the night, go to the park which is in the lower left corner of the town, walk into the small square that is next to the two signs that say "raccoon dog food," bring up the command menu, choose "belongings," then "use" to put the wasps' nest onto the small square. The raccoon dog will come by to take the wasps' nest, and then quickly leave. You need to feed the raccoon dog five wasps' nest in order to tame it. Once the raccoon dog has been tamed, it will come back to you. Just choose "yes" to make the raccoon dog become Kamekichi's pet (2-7). Also, you would have to set Kamekichi's pet hedgehog free so the raccoon dog can join the group. (In battle, the raccoon dog will run away in front of the enemy, and return back when the enemy is defeated.) Leave the town, and go south to the Air-Raid Shelter.

Air-Raid Shelter

When you go inside the shelter, you will notice that the captain is not there. Leave, and go east of the shelter to the East Cave.

East Cave

Enter the cave, bring up the command menu, choose belongings, and use the flashlight in order to see inside of the dark cave. Let one person among the group get cursed by the suicide exploding spirit (jibaku rei), then as you are about to leave the cave, Kamekichi will say lets go fly to Hachiouji Town where there is a medium. Then Kamekichi will learn the special ability of momentary movement which is to warp. The group will automatically come outside of the cave. Bring up the command menu, choose special ability for Kamekichi, and use the momentary movement to warp to Hachiouji Town.

Hachiouji Town

Enter during the night, go to the upper right corner of the town, speak to the medium who will remove the curse. After the medium removes the curse, she will ask you if she can join the group. Just say yes to make the medium joins the group. After the medium joins the group, she will tell you that her name is Mikoto. Leave the town, and then use momentary movement to warp to Fukushima Town.

Fukushima Town

Enter, go to the upper section of the town, and go inside of the factory which is the big building with three doors, and defeat one of the ghosts using Mikoto's death which extinguishes the undead. After defeating the ghost, the souls of Rinko's parents will talk to her telling her that they were killed by Terasai as they were looking for the gold vein. The father will teach Rinko the path to the gold vein. Then the souls of Rinko's parents will say their final farewell to Rinko, and then disappear which meaning that their souls has now died in peace. Leave the town, and go north of the town to the North Cave.

North Cave

Enter the cave, bring up the command menu, choose belongings, and use the flashlight in order to see inside of the dark cave. Go to the upper right corner where there is an open treasure chest. Search on the right side for a hidden wall, and walk thru the hidden passage. Take the stairs down into the underground until you have see a blue suitcase. The item found inside is gold bullion. Leave the cave, and then use momentary movement to warp back to Nagasaki Port Town. Then, walk southeast of Nagaski Port Town to the East Cave.

East Cave

Enter the cave, bring up the command menu, choose belongings, and use the flashlight in order to see inside of the dark cave. The items found inside of the blue suitcases are tiger arm, a rice cake offering which recovers 100 of Mikoto's special ability, a red distorted mask. Make your way to the upper left side until you find a man who is possessed by a cursed spirit. Speak to the man, and then you will go into battle. Just make the others defend while Mikoto uses her special ability of death to defeat the cursed spirit. After the cursed spirit is defeated, the man standing there will proclaim that he is the captain. The captain will say that he and the sailors removed the monument that was beside the Air-Raid Shelter for a contest of strength, and that it was dropped into the sea. Mikoto will then tell the captain, "That monument was a cenotaph which comforts the soul of a large number of people who died in the Air-Raid Shelter" and that was probably why all the sailors became ill by the curse. A new cenotaph will have to be made, and an entire memorial service will have to be held so that the sailors may return. Leave the cave, and go to the Air-Raid Shelter.

Air-Raid Shelter

Enter, and speak to the stone dealer who will tell you that in order to make a new cenotaph, he needs the heavy big stone that is in Rocky Mountain. Leave, and head east to the forest where you will see a huge tree nearby the road. From that tree, walk 5 steps north until you are in a forest.

Forest

Inside, continue walking right until you have exit the forest.

Rocky Mountain.

Enter the mountain, and speak to the captain who will say that he is going to the hospital after this because he worried about the sailors. Go in front of the heavy big rock, press the A button, and Kaminariwa will automatically push the rock all the way back to the Air-Raid Shelter.

Air-Raid Shelter

Inside, the stone dealer will tell you to come back later for the cenotaph. Warp to Nagasaki Port Town.

Nagasaki Port Town

Enter, and stay at the inn. Leave the town, and go south to the Air-Raid Shelter.

Air-Raid Shelter

Go inside, and speak to the stone dealer who will give you the cenotaph. Leave, and go east of the shelter to the East Cave.

East Cave

Enter the cave, bring up the command menu, choose belongings, and use the flashlight in order to see inside of the dark cave. Go in front of the vestiges of the cenotaph, bring up the command menu, choose belongings, then use to place the cenotaph in its original place as Mikoto say, "May they die in peace." Leave, and warp back to Nagasaki Port Town.

Nagasaki Port Town

Enter, and walk to the left side of town. Go inside of the hospital to 2F, and after you speak to the captain, and several of the sailors, they will leave that area to return back to the ship. Leave the hospital, and go thru the left exit which will take you to the ship's port. Go on board the ship for South America.

Ship

As the ship travels along the waters of South American, a submarine will come by and shoot two torpedoes which will cause serious damage to the ship. Inside one of the ship's room, Minkoto will notice that Rinko is missing. Leave that room, go up, and then left. Go thru the door into the other room, and go down, then left. Go thru the door into the next room. Go thru the air duct that is filled with water. You can only breath for 59 seconds while swimming under the water. After the 59 seconds are up, you will receive damage from inhaling the water. Swim down, left, down, right, up, then taking the stairs to enter the second area of the air duct tunnel that is also filled with water. Swim left, up, left, down, right, down, left. You will be inside of another room. The item found inside of the stripe chest is red blood x4. Go thru the door, and you will see Rinko in the hallway. Go pass the fire, go down, and Kamekichi will telepathically hear a voice calling for help. Continue to go down, then right. Go thru the door into the room. Speak to the adventurer Munakata who is stuck in a tunnel. After Kaminariwa pulls him out, Munakata will join the group temporarily, and give you a bow and arrow with a rope. Leave the room, and go left, up, left. Go thru the door into the room, and then go thru the air duct. Swim right, up, left, up, right, down, left, then go thru the opening to enter the first area of the air duct tunnel. Swim down, left, up, right, up to go inside the

room. Go thru the door, and then go up, right. Go thru the door into the hallway. Go right, down, right, and walk all the way to the last door on the right. Go thru the door. Go in front of the porthole that is on the right, bring up the command menu, choose belongings, and use the bow and arrow with a rope to leave that area of the ship. Go up the ladder. Go into the hallway that has fire. Go to the upper left area where there is a door. Open the door to let some of the seawater to go thru to put out the fire. Go to the lower left area. Take the door on the left is lock. Go thru the door into the room. The item found inside of the stripe chest is a rice cake offering. Go up the ladder. Make your way around to the upper left area of the hallway to the door that's there. (Ignore the other door in the upper right corner for the time being for it will lead you to another door that is locked.) Go thru the door. As the submarine leaves the scene, you see two men going inside of the submarine. Walk all the way to the left until you see the body of five dead sailors. The door at the top left and bottom left will both take you to a room with two stripe chests. The items found inside those chests are gold bullion x16. The door on the middle left will take you to a room with one stripe chest, and the body of three sailors. Open that chest to find the captain inside. Speak to the captain who will tell you that Demok and Dr. Poe took large quantities of enriched uranium from the ship. After the captain gives you the emergency exit door key which is for the locked door that will take you to a lifeboat, he then dies. Return to the hallway, and walk all the way to the right until you see a door. Go thru the door which will take you into another hallway. Walk all the way to the left. Go in front of the door, bring up the command menu, choose belongings, and use the emergency exit key to open the door. When you go thru the door, the lifeboat will automatically float by. The group are on the lifeboat but it will be too heavy to move so you would have to throw way some of the items that is in the group's belongings, for example, all of the gold bullion, and several of the red blood and blue blood. Once the items have been remove, and the lifeboat will slowly move north heading to the shores. The group will come off the lifeboat but the adventurer Munakata will remain on it, as he thank the group for helping and gives you black blood x4 which recovers one's entire health as gratitude, and then leaves on the lifeboat. The group will automatically walk right into Mexico Town.

Mexico Town

Enter, go inside of the house that is behind the inn, and speak to the old woodcutter who is lying in bed. He will say that his favorite ax is inside of a hut that now has been occupied by monsters, and that he would like to cut down a tree before he soon dies. The item found inside of the blue suite case is a archery (a weapon). Leave, and go west of the town to the Northwest Cave.

Northwest Cave

Enter the cave, and Kamekichi will learn the special ability of 'sense light power' which makes the inside of a dark dungeon bright. Walk all the way to the left side of the cave. Exit, and go south of the cave to the Hut.

Hut

Enter the hut, and fight a couple of monsters called gnatman and bubble old man. The items found inside of the treasure chests are an old man ax, and wild boar food. Leave the hut, and warp back to Mexico Town.

Mexico Town

Enter the town, go inside of the woodcutter's house that is behind the inn,

and bring up the command menu, choose belongings, and use to give the old man ax to the woodcutter who is lying in bed. The woodcutter will thank you by giving you a gold key as gratitude, then leave his house to go cut some trees. Go outside of the woodcutter's house, and speak to the woodcutter who is lying down on the ground. After speaking to the woodcutter, he then dies, and you will get the old man ax. Go back inside of the woodcutter's house. Go in front of the wild boar, bring up the command menu, choose "belongings," then "use" to give the wild boar food to the wild boar. Just choose "yes" to make the wild boar become Kamekichi's pet (3-7). Also, you would have to set Kamekichi's pet the raccoon dog free so the wild boar can join the group. At night, go to the big house where the young lady Cynthia lives which is on the left side of the woodcutter's house. Go up the stairs to 2F, and go all the way right to the door that is locked. Go in front of the door, bring up the command menu, choose belongings, and use the gold key to open it. The master of the house will wake up suddenly, yelling, "thief." Two guards will come by and arrest the group, and taken them to prison. Inside of the prison, speak to Manakata who is on the other side, and then rest. From here, the scenario will now switch over to the thief Judd who is talking to the kindergarten director.

Chicago Town

On 2F, search the drawers for darts x9, and enema. Exit happy house, go to the left side of the house, and speak to the boy who will tell you to go to his uncle's house to see Miss Eva. Go to the house on the lower left side of happy house, and speak to Miss Eva. After Miss Eva leaves the house, search the drawers for 50M, and red blood x4. Then take a rest in one of the beds. Go into the house that is on the left side of the inn. On 1F, go into the room at the bottom, and search the drawers for a blue blood. Go into the house that is on the right side of the department store. On 2F, go into the room at the bottom, and search the drawers for a red blood. Leave the town, and go west to Los Angeles Town. (On the field, in battle, you will frequently encounter Mr. Quiz who will ask you a question. If you answer a question correctly, Mr. Quiz will give you items, such as, vitriol bottle, darts, red blood, talisman, fire bottle. If you answer a question incorrectly, Mr. Quiz will give you a hyper bomb which will explode inflicting damage on you as a gratitude.)

Los Angeles Town

Enter the town. Go into the house that is in front of the curio shop. On 1F, go into the room, and search the drawers for black briefs. Go into the house that is on the right side of the museum. On 1F, go into the room, and search the drawers for a black brassiere. Leave the town, and go north to the North Ruins Building.

North Ruins Building

Enter the building. Make sure that Judd is in the group to open the desks that have traps on them. The items found on 1F are black blood (bookshelf in room 101), fire bottle (desk in room 104). Go to where the stairs are at, and read the sign on the wall that says, "The fellow who wants to meet me searches the bookshelf in room 401. By the legendary Great Thief." Take the stairs all the way up to 4F. The items found on 2F are hand grenade (bookshelf in room 202), talisman x4 (desk in room 204). On 4F, go thru the door at the bottom, and go into room 401 which is on the left side, and search the corner of the bookshelf for a piece of paper which will say that "The fellow who wants to meet me searches the desk in room 102. By the legendary Mr. great thief." Take the stairs all the way down to 1F. On 1F, go thru the door at the bottom, and go into room 102 which is on the right

side. Search on the right side of the long gray desk that is in the lower right corner for a piece of paper that says, "The fellow who wants to meet me searches the wall in room 303. By the legendary Mr. great thief." Take the stairs all the way down to 3F. On 3F, go thru the door at the top, and go into room 303 which is on the left side. Search the wall that is near the bookshelf on the right for a switch. Say yes to move the switch. After pulling the switch a ladder will come down. The items found on 3F are geison dirt nail (bookshelf in room 301) and darts x9 (desk in room 301). Climb up the ladder which will take you to 4F. There you will see the skeleton of the legendary Mr. great thief lying in bed. Search the left side of the bed for ano book. Search the desks in the room for an electromagnetic wire shovel which is used has a red outside line barrier, strange face, 500 M. Leave the building, and go back to Los Angeles Town.

Los Angeles Town

Enter at night, go to the right side of the museum, and enter the water supply entrance. Inside, the electromagnetic line can cause serious damage as you walk along the tunnel so be cautious. Make your way thru the tunnel, until you have found the electromagnetic device switch which is ON. Turn the switch OFF. Go right, and climb up the ladder. You will be inside of the museum. Go in front of the 100 karat diamond, and press the A button to make Judd use a key to open the case. Now, Judd has obtained the diamond. Go in front of the square floor, and press the A button to open it. When you go down the ladder, Eva will be waiting for you. Talk to Eva, and give her the diamond. Make your back to the entrance of the tunnel. On the outside of the museum, you will be caught by four policemen for stealing the diamond, and send to prison. Inside of the prison, will use a key to open the door automatically. Try not to get caught by any of the policemen or you will be placed right back in the same prison cell. Forget about the policeman on the right side of the cell. Just focus on the one on the left. When that policeman turns his back to you, go close to the left wall, as you move slowly up right behind him. As that policeman makes a right turn, just keep on going up, then turn right. Be careful because there is another policeman here. Just stay close to the side with the prison cells, and wait until this policeman turns his back on you, then go up the ladder. You will end up in a tunnel. Go down, right, down, right, up, right. Exit that tunnel. Go down the ladder into another tunnel. Go left, down, right, down. Exit that tunnel. You will be in the other side of the prison. The item found inside the treasure chests are flashlight, red blood x4. Re-enter that tunnel. Go up, left, up, right. Exit that tunnel to go down the ladder into another tunnel. Go left, down, up. Exit that tunnel. Go down the ladder into another tunnel. Go right, up, right, down. Exit that tunnel. Go down the ladder which will take you to the waterway. Go left, down, right, down, left. From here, the scenario will now switch over to Kamekichi, Kaminariwa, Rinko and Mikoto who are inside of a prison cell in Mexico Town. In the same prison cell, Judd will appear from the stool. Speak to Judd, and then he will open both prison cell doors for the adventurer Munakata who will also come along. Go in the stool to enter the waterway, use Kamekichi's special ability of 'sense light power' to make the inside of a dark waterway bright, and then continue to follow Judd. When Judd stops to look at the cracks in the wall, speak to him, and Kaminariwa will go in front of the crack to hit it making a big hole. During the night, the group will come out into the prison yard that is in the border between America and Mexico. The adventurer Munakata will give you kaginawa (a rope with a hook) as gratitude for helping him, and then leaves. Now, the group will head back to Chicago Town.

Chicago Town

When the group enters the town, Judd will leave the group, and head for the

hospital. Leave town, and warp to Fukushima Town.

Fukushima Town

Go inside of the deposit store which is on the right side of the department store, and go to the back to speak to the man who is behind the counter. The man will ask for your help because his daughter, Yukari, has been kidnapped. Leave the town, and go northeast to the Ruins Building.

The Ruins Building

Enter, and you will see a moat around the building. Bring up the command menu, choose belongings, and then use the kaginawa (a rope with a hook) to walk across the rope to get to the other side of the building. Go inside the building. On 1F, search the desk for a black blood. Go in front of the wall, and Rinko will tell you that the wall looks strange, then Kaminariiwa will break that wall down (make sure put Kaminariiwa in the front of the group). Search the bookshelf for ano book. Go up the stairs to 2F. On 2F, search the desk for manaita (a chopping block). Go up the stairs to 3F. On 3F, go in front of the weak wall, and Rinko will tell you that the wall looks strange, then Kaminariiwa will break the wall down (make sure put Kaminariiwa in the front of the group). Search the bookshelf for a tsuruda nail dirt, and the desk for dragon arm. Kaminariiwa will break two more walls down. Go up the stairs to 4F. On 4F, take the stairs up to the last floor. Speak to Mr. Tengu or the long-nosed goblin who is a subordinate of Lady Idea. In battle, he will use his long-nosed goblin straw raincoat (tengu no mino) to make himself invisible, making you guess where he is at. After defeating Mr. Tengu, you will receive the long-nosed goblin straw raincoat (tengu no mino). Walk down, and then go down the stairs. Search the desk for a tranquilizer. Walk up, and pull the switch to open the door. Yukari will thank you for helping her, and she will ask you to take her back to her father's place. Leave the building, and warp to Fukushima Town.

Fukushima Town

Go inside of the deposit store which is on the right side of the department store, and Yukari will quickly run to her father. The man will thank you for helping his daughter, and as gratitude, he will give you pocket bell which can summons the deposit shop anywhere. Leave the town, and warp to Utsunomiya Town.

Utsunomiya Town

Enter, and go to the upper right corner of the town. Bring up the command menu, choose belongings, and then use the pocket bell to summon the deposit shop. Choose deposit (the first one), and then companion (the second) to remove the wild boar from the group. Speak to the hedgehog, and say yes to make it become a pet again. Leave town, and warp to Nagasaki Port Town.

Nagasaki Port Town

Don't enter the town as yet, instead go north, and walk along the northeast side of the trees until you have entered the forest.

Forest

Enter the forest, and fight several group of wasps until you have reach the wasps' nest that is there lying on the grass. Pick up the wasps' nest, leave the forest, and return to Nagasaki Port Town.

Nagasaki Port Town

Enter during the night, and go to the park which is in the lower left side of the town. Bring up the command menu, choose belongings, and then use the pocket bell to summon the deposit shop. Choose deposit (the first one), and then companion (the second) to remove the hedgehog from the group. Walk into the small square that is next to the two signs that say "raccoon dog food," bring up the command menu, choose "belongings," then "use" to put the wasps' nest onto the small square. Speak to the raccoon dog to make it become a pet again. Leave the town, and warp to Chicago Town.

Chicago Town

Enter the town, and go to the hospital. On 2F, go into the room in the lower right, and there will be a scene between Judd and Eva. Apparently Eva was seriously injured by Demok when he took away the 100 karat diamond from her. After their conversation, Eva will die. Then, Judd will quickly leave to go to Manhattan Tower. Leave the town, and walk west to Los Angeles Town.

Los Angeles Town

Enter the town, and speak to Eva's mother who is in front of the government office. Leave, and warp back to Chicago Town. Do not enter Chicago Town, just walk east to the collapse bridge, and stand in front of the bridge. Then, walk 3 steps up until you fall thru a hole which will take you to the other side of the collapse bridge. Walk east to the Hut.

Hut

Enter, and search the bed for ano Book. Leave the hut, and continue to walk northeast to Manhattan Tower.

Manhattan Tower

Enter the tower. On 1F, the two doors at the front are locked but the two doors at the back are opened. In the room on the upper right, the item found inside of the desk is mind pendant. Go up the stairs to 2F. On 2F, the item found inside of the desk is blue blood x4. Go thru the door on the lower right, and go up the stairs to 3F. On 3F, there are six desks which are locked. Go up the stairs to 4F. On 4F, the item found inside of the desk is golden water of god x2. While inside the room, read the sign on the wall which says, "This week correct word is atomic gun." Go up the stairs up to 5F. On 5F, in the room, read the sign on the wall which says, "This week correct word is atomic gun," and take the stairs on the right side to 6F. The item found inside of the desk is 800M. Take the stairs on the left side to 6F. Go down the stairs, walk down, and then go up the stairs. Walk onto the square tile, and you will hear a voice from the speaker. You will be asked the question of "What is this week's correct word?" The answer is atomic (the one on the left). Once the word has been correctly chosen, the wall will disappear. Go up the stairs to 7F. Take the stairs to 8F. The item found inside of the desk is red blood x4. Go up the stairs up to 9F. On 9F, walk down and go thru the door. On the outside, search the stripe looking chest for hunter pants, and hunter jacket. Go up the stairs to 10F. Take the stairs all the way up to 12F where you will see the injured Judd laying on the floor and the gentleman Demok. Speak to Demok who will then fight you. Demok, who lost the fight, will quickly retreat into his helicopter heading for Easter Research Institute. Speak to Judd, and the group will automatically go back to the hospital in Chicago Town.

Chicago Town

Inside the hospital, Judd will be in bed, and he wants to join the group but he cannot since there are already four people in the group. Only one person has to be removed. Bring up the command menu, choose belongings, and then use the pocket bell to summon the deposit shop. Choose deposit (the first one), and then companion (the second) to remove a member from the group. Speak to Judd again to make him join the group. Leave the town, and just walk east to the collapse bridge. Stand in front of the bridge. Then, walk 3 steps up until you fall thru a hole which will take you to the other side of the collapse bridge. Walk east to Manhattan Tower.

Manhattan Tower

On 1F, put Judd in front of the group. Then go to the front of the locked door on the right, and Judd will open the door with a key. Search the desk for hunter jacket. Then, go to the front of the locked door on the left, and Judd will open the door with a key. Search the desk for hunter pants. Make your way up to 3F. On 3F, inside the room, make Judd search the six desks that are locked. The items found inside are 200M x3, ano book, fire extinguisher, hand grenade. Leave the tower, warp to Fukushima Town, and walk all the way west to West Lake. Go on the raft which will take you to the tower.

Tower

On 1F, make sure that Judd is in front of the group. Then go to the front of the locked door on the right, and Judd will open the door with a key. Search the three stripe looking chests for ruizu nail dirt, tsuruda nail dirt, oonugi nail dirt. Then, go to the front of the locked door on the left, and Judd will open the door with a key. Search the three stripe looking chests for golden water of god, tranquilizer, rice cake offering. Make your way up to 5F. On 5F, inside the room, make Judd search the stripe looking chest. The item found inside of the stripe chest is cure-all x4. Leave the tower, warp to Nagasaki Port Town, walk all the way east to The Burnt Remains House.

The Burnt Remains House

Go down the basement, and make sure that Judd is in front of the group. Then go to the front of the locked door, and Judd will open the door with a key. Read the blue book which is mother's diary, "??????" Leave the house, warp to Mexico Town, and walk all the way to the southeast border gate. Enter the border, and Judd will go to the front of the border to open the gate with a key. Continue to walk east until you have reached Caracas Town.

Caracas Town

Enter the town. Leave the town, and go southwest to the Research Institute Ruins of Fire.

The Research Institute of Ruins

Enter, and make sure that Mikoto is in the group. Now, go in front of the entrance doors which is locked by the powers of a strong spirit, and the medium Mikoto will open the doors for you. Go thru the door. On 1F, go thru the door, and take the stairs up to 2F. On 2F, go into the room on the right, and search the desk for a clothes pole. Go up the stairs to 3F. On 3F, make sure that Judd is in the group. Now, go in front of the door, and Judd will open it. As you go in front of the desks, Judd will first remove the trap from each one of the desks. The items found inside are soroi shoes (2-8), antidote x4, Nicola's white robe. Return back to 1F, make sure that Mikoto

is in the group either, take the left or right hallway which will lead you to the exit door which is locked by the powers of a strong spirit, and the medium Mikoto will open the doors for you. After Mikoto opens the door, the spirit of a ghost will appear and occupy her body. Go thru the exit door to leave the research institute. Walk southwest all the way to the cave. In battle, Mikoto who is possessed by an evil spirit will fight against the group, and she cannot be replaced by another person within the group either.

Cave

Enter the cave. Make sure that Rinko is in the group. Whenever Rinko tells you that is an unusual wall there. Just walk into that wall and go thru the hidden passage to the other side to get to the treasure chests. Make sure that Judd is also in the group because some of the treasure chests have traps on them, and he is the only one who can remove those traps. The items found inside of the treasure chest are a high-class pancho (the treasure chest with a trap), hand grenade x2, blue blood x4. Continue to walk until you see stupid frog who will fight you. In battle, stupid frog will use a sleeping gas attack to make everyone in the group sleep. The scenario will now switch over to Dr. Poe from here. At the Easter Research Institute, Demok will come by the laboratory to give Dr. Poe the 100 karat diamond. Apparently Dr. Poe is missing one item to make the atomic gun for Demok. That missing item is the manjuium which is a very rare universal mineral. Dr. Poe takes his detector to find the manjuium, and Demok gives him a robot named UTR-7X to accompany and protect him. Dr. Poe and UTR-7X arrive on the roof of the Research Institute to take the helicopter to East Mountain.

East Mountain

The helicopter will drop off Dr. Poe and UTR-7X at the site where a gigantic meteorite fell on East Mountain. Search the stripe chest for blue blood x4, and an indio hat. Bring up the command menu, choose belongings, and use the detector to make it work. Go near the southwest center area of the grass until you begin to hear a loud sound. As the detector sound becomes weak, it means you are approaching a menjoium near that area. That area has an hidden hole. Once the hole has been found, you will be ask a question if want to go down the hole. Just say yes to the question to go down into the hole which will take you to the underground of the mountain. Make you way down in the underground of the mountain. The items found inside of the treasure chests are vitriol bottle, dirty hat, black blood x2. Continue to walk further down until you see a dog. Speak to the dog. Apparently, this dog had eaten the menjoium. The dog will then run away from Dr. Poe to the mountain exit. Go thru the exit of the mountain. Dr. Poe and UTR-7X will both fall down from the edge of a cliff. Then, Dr. Poe will wake up inside of a house in Sanchago Town that is in South America.

Sanchago Town

Inside of the house, search the drawers for a blue juma-trunks. Go outside and speak to UTR-7X who will then re-join Dr. Poe. Go into the house which is behind the department store's right side, and speak to the man who will ask you to obtain the wood sorrel grass that grows in the North Forest to cure his bedridden grandfather from the cause of an unknown illness. The desk inside the room is locked. Leave the town, and go all the way north to the North Forest.

North Forest

Enter the forest, and fight several group of monsters until you have reach the wood sorrel grass that is there. Pick up the wood sorrel grass, leave the

forest, and return back to Sanchago Town.

Sanchago Town

Go into the house which is behind the department store's right side, stand in front of the old man who is lying in bed, bring up the command menu, choose belongings, and use to give the wood sorrel grass to the old man. The old man who is a vehicle mechanic is now cured, and he will thank you for saving his life. As gratitude, he is going to repair a boat, and ask you to come by later to the Wharf when you need the boat, then he leaves the house. Exit the town, and walk east to the Wharf.

Wharf

Enter the hut, and the vehicle mechanic will let you use his boat. Take the boat, and go all the way up the river to the place where the cave is it. Get off the boat, and go to the cave.

Cave

Enter, and continue to walk until you reach the prison where stupid frog is at. Fight stupid frog. In battle, UTR-7X will automatically neutralized the sleeping gas of stupid frog. After defeating stupid frog, Dr. Poe takes out the menjoium from stupid frog's stomach. As UTR-7X leaves the cave to report back to Mr. Demok, Dr. Poe looks on at the sleeping Kamekichi from the other side of the prison. The scenario changes over to Kamekichi and the others who awoke inside of the prison. As Dr. Poe speaks to Kamekichi and the others, the ghost will appear from Mikoto's body declaring itself as Nicola who is Dr. Poe's dead son. Nicola tells his father the truth about Demok, saying that Demok was responsible for his death by setting fire to his research institute. After Nicola finish telling you his story, he disappears. Now, Dr. Poe has a change of heart, will utter CHIJIKUKATAMUKEERU, then opened the prison door, and then leave the cave to return back to Easter Research Institute to destroy the chijikatamukeeru. Let Judd remove the booby trap from several of the treasure chests. The items found inside of the treasure chests are a donkey poncho, cure-all (a treasure with a trap), secret medicine for military use (a treasure with a trap). Leave thru the right side of the cave, and go onto the boat, and head south down the river. While going down the river in the boat, a helicopter will fly by. Continue to go south until you see a Big Tree by itself. Get of the boat.

Big Tree

Enter the tree, and the broken helicopter that's there cannot move. Speak to the man who is lying on the ground. That man is no other than the adventurer Munakata. Agree to help take him to the hospital.

Sanchago Town

The group will automatically end up at the hospital in a room with Munakata. Stay at the inn over night, and then return back to hospital. Speak to Munakata who will thank you for helping him. Munakata gives you the helicopter, then leaves to go on his adventure on foot. Go into the house which is behind the department store's right side. The vehicle mechanic cannot open his safe to get his important treasures which is a collection of fermented soybeans packages. Make sure that Judd is in the group so that he can open the safe which is locked. After the safe has been opened, the vehicle mechanic will thank you, and say that he can repair any vehicle that is broken. Speak to the vehicle mechanic again, and he will accompany you to repair the broken helicopter. Leave the town, and walk south to the Big tree.

Big Tree

Enter, and the vehicle mechanic will repair the broken helicopter as you wait. After he finishes repairing the broken helicopter, he will tell you that it won't fly because the helicopter needs oil fuel. Warp to Caracas Town, and then walk northeast to Bogota Oil Kingdom.

Bogota Oil Kingdom

Enter the kingdom, go up to the area where the oil is on fire, and speak to the three men that's there who will say that they need nitroglycerin to put out the fire. Leave the kingdom, and walk all the way southeast until you see a hut that has a truck beside it.

Hut

Enter the hut, speak to the fisherman, and request to borrow his truck. Search the drawers for an indio pants. Go into the empty room in the upper right, and search the upper left corner for ano book. Leave, and go to the other hut which is a Wharf.

Wharf

Enter, and go onto the boat which will automatically take you down to the West River.

West River

Make sure that Judd is in the group so that he can remove the traps from the treasure chests. Search the treasure chests for hand grenade, tsuruda dirt nail, red blood x4, dirty skirt, Taro pendant. In the boat, go all the way to the lower right area of the river until you see half-fish man. Speak to gill-man. Fight gill-man. After you defeat gill-man, Kamekichi and the others will pick gill-man up. Leave the river, return back to the Wharf, and walk to the Hut.

Hut

Enter, and speak to the fisherman to drop off gill-man. Then the fisherman will give you the truck key. Leave, and go in front of the truck which is on the right side of the hut, bring up the command menu, choose belongings, and use the truck key on the truck. Press the A button to get on and off the truck. Once you get on, the truck will move in the direction that you want it to move. Get off the truck. Go back inside of the hut and you will see that the fisherman is making money using gill-man as a side show. Exit the hut, and wait until its night. Enter the hut, and go into the room in the upper right which is now a prison for gill-man. Gill-man will ask you for help. Make sure that Judd is in the group. After Judd opens the locked door, speak to gill-man again who will then leave the hut to return back to the West River. Leave, and go to the Wharf.

Wharf

Enter, and go onto the boat which will automatically take you down to the West River.

West River

In the boat, go all the way to the lower right side of the river until you

see gill-man. Speak to gill-man who will thank you for helping him. Gill-man wants to become a member of the group. Choose yes to make gill-man becomes Kamekichi's pet (4-7). Leave the river, return back to the Wharf, and walk to the truck. Get in the truck, and drive all the way west, cross the bridge, then drive southeast thru the jungle to the East of Jungle Mountain.

East of Jungle Mountain

Enter the mountain. However, do not dress lightly because a leech will continuously attached to the body of several of the members in the group, and their strength will decrease by 20 as you go along up the mountain. Walk right, go up the stairs, walk left all the way until you see a cave. Go inside of the cave. Make sure that Judd is in the group so that he can remove the traps from the treasure chests. Search the treasure chests for blue blood x4. Go up the stairs, and you will be on the outside of the mountain. Walk all the way left. Go up the stairs. Search the treasure chest for a secret medicine for military use. Walk all the way right until you see a cave. Go inside of the cave. Search the treasure chests for Taro poncho. Go up the stairs, go thru the exit, and you will be on the outside of the mountain. Walk right, and go up the stairs. Walk left, and go up the stairs. Make your way up the mountain until you see a cave. Enter the cave. Search the treasure chests for a gold bullion, nitroglycerin, electric drill. As Kamekichi is about to leave the cave, he will learn dimensional movement to escape safely from dungeon with the nitroglycerin. You will be taken to the entrance of the mountain. Leave the mountain to go back into the truck. Be careful when you are driving thru the jungle because if you hit something while inside of the truck, the nitroglycerin will explode, and it will be game over. Once you are safely out of the jungle with the truck, quickly press the A button to stop the truck, and walk to Bogota Oil Kingdom.

Bogota Oil Kingdom

Enter, and the three men will come to greet you at the entrance, and two of them will take the nitroglycerin from you to put out the oil fire. Once the fire has been put out, speak to the man in the middle, and he will give you the oil. Leave the kingdom, and warp to Sanchago Town. Don't enter the town, and just walk south to the Big Tree.

Big Tree

Enter, and go in front of the helicopter. Bring up the command menu, choose 'belongings,' then 'use' to put the oil into the helicopter. After the group automatically goes into the helicopter, it will fly into the sky. You are now in control of the helicopter. Press the A button to get on and off the helicopter. You will be attack once in a while by another helicopter. Fly all the way west of Sanchago Town across the sea until you see a building on a small island. This building is the Easter Research Institute.

Easter Research Institute

When the helicopter is on top of the building, press the A button in order to enter the heliport. Go down the stairs. The door cannot open be opened. Continue to go down two-flight of stairs. Make sure that Judd is in the group so that he can open the safes that are locked in the room on the right and left. Go into the room on the left, and search the treasure chests for are cure-all, tranquilizer, ranger shoes, ranger helmet. Go into the room on the right, and search the treasure chest for cure-all or panacea, rice cake offering, ranger shoes, ranger helmet. Leave that area, and go down the stairs. You will see Dr. Poe who is locked inside of a prison. Speak to Dr. Poe. After speaking to Dr. Poe, walk down, right, up, then go down the

stairs. Go into the room on the lower right, and search the drawers for ano book. Leave that room, and go and speak to Demok. Demok will fight you with his atomic gun. UTR-7X will interrupt the battle trying to stop Demok, and then UTR-7X will hurl itself at Demok damaging the atomic gun. Fight Demok again. This time without the atomic gun. After defeating Demok, he will say his final word then die. Go to the upper right side until you see a double door. Go thru the doors into the submarine room. Make sure that Judd is in the group so that he can open the locked desk that is in the room. The item found inside of the room is card key. Return back to the prison area where Dr. Poe is at. Bring up the command menu, choose 'belongings,' then 'use' to use the card key to open the door to enter the room. The pocket bell cannot be summoned inside of the building, so you would have to go outside to remove one member from the group, and then return back inside. Go to the prison where Dr. Poe is at, speak to him, and say yes to make Dr. Poe join the group. Go up to the last floor to the room that is locked. Go in front of the door, bring up the command menu, choose 'belongings,' then 'use' to use the card key to open the door. Go into the next room. Make sure that Judd is in the group to open the desks. Search the bookshelf for ano book, and also search the four desks for Watt secret formula, battery which recovers Dr. Poe's special ability by 100, geison dirt nail, gonishiki dirt nail. Go in front of the door, bring up the command menu, choose 'belongings,' then 'use' to use the card key to open the door to leave the room. Return to the roof where the heliport is at, and Dr. Poe will power-up the helicopter so that it will be able to go thru blizzards. Dr. Poe will say that a submarine will be needed to go to the submarine base where Idea is at. Go into the helicopter, and fly south to the southpole. Since the helicopter cannot land on the snow, you need to land on the grass area that looks like a circle. Once you have landed, leave the helicopter, and walk to Morodechinaya Town. In the South Pole, you cannot wear thin clothes outside because your health will decrease rapidly.

Morodechinaya Town

Enter the town, and go to the department store on 2F, buy fur clothes for only Kamekichi. On 3F, buy a shovel/scoop and 18 disposable body warmers which recovers a frozen state. Apparently the people of the town cannot go to sleep because of a ghost name Freddie who appears in their dreams to kill them. Whenever you go to rest at the inn, the ghost name Freddie will appear repeatedly in Kamekichi's dream to fight him in a one on one battle. Just avoid the inn for the time being since Freddie cannot be defeat for now. Leave the town, and go northwest to the Cave.

Cave

Enter, and glide across the ice to the upper left area until you see a man who is frozen in ice. Go in front of the frozen man, and Kamekichi will automatically use his special ability of idea thermal power which will dissolve the ice. This man is Munakata, and he will thank you for helping him, and as gratitude, Munakata will give you his snowmobile, and then leave the cave to go back to the hotel in Morodechinaya Town. The items found inside of the treasures are disposable body warmer x4, tranquilizer, disposable tent which recovers the party state when moving. Leave the cave, and go north to the coastline where you will see a something buried in the snow. Go in front of that, bring up the command menu, choose belongings, and use the shovel to dig up the sea lion meat. Warp to Morodechinaya Town but don't enter the town. Just walk north until you see an ice pillar. Stand at the bottom (or south) of the ice pillar, and from there, walk 11 steps to the east, and 8 steps to the north. Then, bring up the command menu, choose belongings, and use the shovel to dig up the snowmobile. The snow mobile cannot move because it needs oil. Warp to Bogota Oil Kingdom.

Bogota Oil Kingdom

Enter, and speak to the man who is standing near the three oils, and he will give you the oil. Leave, and warp to Morodechinaya Town. Don't enter the town. Just walk north until you reach the snowmobile. Go in front of the snowmobile, bring up the command menu, choose belongings, and use to put the oil into the snowmobile. Press the A button to get on and off the snowmobile. Get on the snowmobile, and drive all the way east to a cave.

Cave

Enter, and speak to the polar bear who will tell you that it cannot move because it is hungry. Bring up the command menu, choose belongings, and use to give the sea lion meat to feed the hungry polar bear. As gratitude, the polar bear wants to become a member of the group. Just make sure to deposit gill-man. After that, choose yes to make the polar bear becomes Kamekichi's pet (5-7). Use Kamekichi's special ability of dimensional movement to escape from the cave, hop onto the snowmobile, and head north across the crevasse until you reach the Northeast cave.

Northeast Cave

Enter, and glide across the ice in the direction of right, down, left, up, left (middle path) until you reach the stairs that go down. The items found in the treasure chest are dynamite, racial arrow x30. Go down the stairs into the underground. In the underground, there will be six small streams (counting from left to right) running with water. Glide across the ice, and go into stream number 2. You will land in a small room, and search the treasure chest for a tranquilizer. Glide across the ice, and go into stream number 5. You will land in a small room, and search the treasure chest for a rice cake pudding. Glide across the ice, and go into stream number 4. You will land in a small room and see a man who is frozen in ice. Go in front of the frozen man, and Kamekichi will automatically use his special ability of idea thermal power which will dissolve the ice. That man is apparently in a deep sleep, and has something in his hand. You will then take the southpole map which is a map to find the location of Freddie. Use Kamekichi's special ability of dimensional movement to escape from the cave, hop onto the snowmobile, and head south of the crevasse. Get off the snowmobile, bring up the command menu, choose belongings, and then use the south pole map to see Freddie's Location in the snow. Just keep on walking around that area until you are inside of a cave.

Freddie's Location

At the bottom left of the cave, go thru the door into the room. Make sure that Mikoto is in the group. Search the coffin to find Freddie. Fight Freddie. After Freddie is defeated, he will send the group to the immortal Dreamworld. As a reminder, the pocket bell and Kamekichi's special ability of warp or escape does not work in Dreamworld.

Dreamworld

You will see two houses on the upper right side of the road. Go into the first house that is on left. Search the treasure chest for dream hose x2, and the drawers for dream underpants. Leave the house, and continue to going in and out the doors of different houses until you have reach a house that is surrounded by a row of bushes. Go back thru that door again, and you end up inside of a cave. In the cave, you will have to pull the correct lever to open a door. If you pull the wrong lever, you will be sent back to the

beginning of the cave. Go to the lower right side of the cave, and pull the right lever that is by the door. Enter, and search the treasure chest for rice cake offering x9. Go to the lower left side of the cave, and pull the left lever that is by the door. Enter, and search the treasure chest for tranquilizer x9. Go to the middle right side of the cave, and pull the left lever that is by the door. Enter, and search the treasure chest for battery x9. Go to the upper left side of the cave, and pull the right lever that is by the door. Enter, and search the treasure chest for cure-all x9. Go to the upper right side of the cave, and pull the right lever that is by the door. Enter the room, and go right to take the six-flight of stairs down into the underground. Search the treasure chest for manjiteri sword x9, dream underpants, egg x9, racial arrow x99. Go back up those six-flight of stairs to the room. As you make your way up, search the treasure chest for dream brassier x2. At the top, go thru the door, and speak to the Sleep Master who controls the eternal dream. Fight the Sleep Master. In battle, the Sleep Master will cast spells such as confusion and paralysis continuously on the group. After you have defeated the Sleep Master, you will be automatically teleported back the Northeast Cave to the location where you found the man who was frozen in ice.

Northeast Cave

Speak to man to wake him up from his dreams. The man will proclaim himself as Captain Nemo. Captain Nemo will give you yumedameen which is a special band that takes the capability to enter into a dream. Captain Nemo will tell you that he is a submarine inventor. But, his submarine has been set into the Depths-of-the-Earth World. The Depths-of-the-Earth World is connected with the seabed. The entrance to the Depths-of-the-Earth World is a crater in the Great Snow Mountain in the North Coastal Highway. Then he disappears. Use Kamekichi's special ability of dimensional movement to escape from the cave, hop onto the snowmobile, and head south of the crevasse. Get off the snowmobile, bring up the command menu, choose belongings, then use the south pole map to see Freddie's Location in the snow. Just keep on walking around that area until you are inside of a cave.

Freddie's Location

At the bottom left of the cave, go thru the door into the room. Search the coffin to find Freddie. Speak to Freddie. After speaking to Freddie, go in front of him, bring up the command menu, choose belongings, and use to put the yumedameen on Freddie's head to make him loose his capability to go into people's dream. Leave the cave, hop onto the snowmobile, and head to south to Morodechinaya Town.

Morodechinaya Town

Enter, and go into the house that is at the back of the inn. Go inside the room, and speak to the man who is lying in bed. As gratitude, the man offers you his harpoon. Pick up Ahab's Harpoon. Leave the town, hop onto the helicopter, and fly north across the sea of the South Pole until you see a house on a small island. Land the helicopter, and go to the Collector's House.

Collector's House

Enter, speak to the man who is a collector of ano books. You can trade those ano books for special items or weapons. Leave, hop onto the helicopter, and fly southeast to Canada until you have reached an grassy area to land the helicopter. Go across the bridge. On the bridge, a shark won't let you cross the bridge to the other side. Wait until the shark is at the center of the

bridge, then bring up the command menu, choose belongings, and use to kill the shark with Ahab's harpoon. Go in front of the dead shark to pick up back Ahab's harpoon. Continue going south until you have exit the bridge. Bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the truck. Drive west to Portradium Town.

Portradium Town

Enter during the day, and go to the department store on 2F to buy a blue blouse and blue skirt. When you go to the inn to take a rest, a blue creature will appear in the dark to say, "Tomtom," then disappear. Go into Dr. Verne's house which is behind the hospital. On 1F, go into the room that is on the lower right side, and search behind the middle bookshelf for ano book. Go up stairs to 2F, and go into the room on the left. Search the bookshelf that is near the drawers for ano book, and search the drawers for Verne's lab coat or white robe. Go into the hag's house which is on the far right side of Dr. Berunu's house. Go into the room, and search the drawers for cure-all and golden water of god. Leave, hop onto the truck, and drive south to the Big Tree.

Big Tree

Enter during the night to see Fuse and Olivia having a brief secret rendezvous. Leave, hop onto the truck, and then drive west to Macchio Town.

Macchio Town

Since only males live in this town, make sure to remove Rinko and Mikoto from the group. Then, speak to the male guards in order to enter the town. Go into the big house which is Charles' House, go to 2F into the room on the left, and speak to Fuse who will ask you to go Feminine Town to see Olivia. Search Fuse's bed for ano book. Leave, hop onto the truck, and drive to the northeast of the forest. Get off the truck, walk on the grass/tree area that is very close to the mountain and river, and you will automatically end up in a dark place. Continue to walk up until you see the blue creature. Speak to the blue creature that is a hidden character in the game named Tom-Tom. Say yes to make Tom-Tom join the group. Leave, hop onto the truck, and drive all the way east to Feminine Town.

Feminine Town

Since only females live in this town, make sure to remove Kaminariwa, and Tom-Tom from the group. Now dress up Kamekichi in the blue blouse and blue skirt. Then, speak to the female guards in order to enter the town. Go into the big house which is Diana's House, and on 1F, go to upper left corner until you see stairs going down. Take the stairs down into basement, and speak to Olivia who is locked up inside of a prison. Olivia will give you a letter to deliver to Fuse in Macchio Town. Olivia wants to die together with Fuse. Go up to 2F to Olivia's room on the right, search the drawers for a first-rate brassier, first rate underpants. Leave, and warp to Macchio Town.

Macchio Town

Make sure that there are no females in the group. Then, speak to male guards in order to enter the town. Go into Charles' House. On 1F, go to upper left corner until you see stairs going down. Take the stairs down into basement, and speak to Fuse who is locked up in prison. Go in front of Fuse, bring up the command menu, choose belongings, and use to give Olivia's letter to Fuse. After reading Olivia's letter, Fuse will ask you to prepare 2 poisons. Leave, and warp to Portradium Town.

Portradium Town

Enter, and go into the house that is in the upper right corner. Speak to the Hag who will ask you for your help in order to prepare the poison. The Hag needs a medical herb called oak grass which can be found in the mountain that is at the back of her house. Inside of the Hag's house, go thru the back door to enter the mountain. Make your way up the mountain until you see the oak grass. Pickup the oak grass, and leave the mountain. Return back to the Hag's house. Go in front of the Hag, bring up the command menu, choose belongings, and use to give the oak grass to the Hag. The Hag will start to make the poison, and tell you to come back later for it. Go to the inn to rest, and then go back to the Hag's house. Speak to the Hag, and she will give you the 2 poisons. Leave, and warp to Macchio Town.

Macchio Town

Make sure that there are no females in the group. Then, speak to male guards in order to enter the town again. Go into Charles' House. On 1F, go to upper left corner until you see stairs going down. Take the stairs down into basement, and speak to Fuse who is locked up in prison. Go in front of Fuse, bring up the command menu, choose belongings, and use to give the 2 poisons to Fuse. Fuse will thank you, and take one of the poisons for himself, then he will ask you to deliver the remaining 1 poison and his letter to Olivia. Leave, and warp to Feminine Town.

Feminine Town

Make sure that there are no males in the group. Then, speak to female guards in order to enter the town again. Go into Diana's House. On 1F, go to upper left corner until you see stairs going down. Take the stairs down into basement, and speak to Olivia who is locked up in prison. Go in front of Olivia, bring up the command menu, choose belongings, and use to give the letter and poison to Olivia. After reading Fuse's letter, Olivia will thank you. Apparently, Fuse wrote in the letter to Olivia saying, "This evening, at twelve o'clock, let's die together by taking the poison, the two of us at the same time." Go to the inn to rest. Now, the females in this town will be mourning of the death of Olivia just as the males in Macchio Town are mourning the death of Fuse. Go to the inn to rest again. Leave the inn, and go to the center of the town where the males and females are now holding the funeral of Fuse and Olivia. Go in front of the two coffins, and the ceremony will begin as Charles and Diana each giving their eulogy for Fuse and Olivia. After the eulogy, Fuse and Olivia will come out from their coffins confuse that they are still alive. Then the Hag will come by to explain that it wasn't really poison but the medicine of asphyxia that these two drank, then leave. Olivia will thank you, and gives you a diamond necklace. Go to the inn to rest once more. Go to the upper left corner into the cave, and speak to the guy who is looking at the wall. Leave, hop onto the truck, and drive all the way west to Macchio Town.

Macchio Town

Enter, and go into Charles' House. Go up stairs to 2F, and you will see Fuse and Olivia. Speak to Fuse and Olivia. Then the guy will come by to give Fuse a large number of titanium, then leave. Fuse will go into his room to make the extra big drill. Go to the inn and choose lodging, at night a man named Equale will come into the room trying to kill Kamekichi amd the others. Once Equale is defeated, he will retreat. Leave the inn, and go back to Charles' house. Go up stairs to 2F, and speak to Fuse who will give you the extra big drill. Leave the town, hop onto the truck, and drive all the way back to

Portradium Town. Get off the truck.

Portradium Town

Enter, and go into Dr. Verne's house which is behind the hospital. Go up stairs to 2F. Go in front of the geologist, Dr. Verne, bring up the command menu, choose belongings, and use to give the extra big drill to Dr. Verne. As you are about to leave the room, Dr. Verne will then ask if you brought the truck. After that, Dr. Verne will go down the stairs to 1F to make the bowels of the earth exploration vehicle. Go down the stairs and continuously speak to Dr. Verne three or four times until he give you an answer that he is finished. Dr. Verne will say that he needs a giant magnet. Leave, go into the bowels of the earth exploration vehicle, and drive west until you see the first large crack on the Great Snow Mountain.

Great Snow Mountain (1)

Enter, and while inside of the bowels of the earth exploration vehicle, search the treasure chest for 500M, and worn-out bustier. Leave, and continue to drive west until you see the second large crack on the further left side of the Great Snow Mountain.

Great Snow Mountain (2)

Enter, and while inside of the bowels of the earth exploration vehicle, search the treasure chest for a secret process of Esoteric Buddhism, and gold bullion. Leave thru the exit on the left side, and continue to drive west until you see Anchorage Town.

Anchorage Town

Enter, and go into the house that is behind the inn. Speak to the man who is lying in bed. He wants you to get the diamond underpants as a memento for his wife. You cannot wear thin clothes outside because your health will decrease rapidly. Only equip Kamekichi with fur clothing. Leave, and drive west until you see the third large crack on another Great Snow Mountain.

Great Snow Mountain (3)

Enter, and while inside of the bowels of the earth exploration vehicle, search the treasure chest for ruizu nail dirt, and F1 shoes. Leave, and drive all the way northeast to Magnet Mountain. Hop off the bowels of the earth exploration vehicle.

Magnetic Mountain

Enter, and go to the right until you see a cave. Enter the cave. Make sure Judd is in the group. The item found inside of the treasure chest with a trap is dynamite. Walk all the way to the left until you see stairs. Go up the stairs, and walk all the way to the right until you see two stairs. Go up the stairs on the right and search the two treasure chests. The items found inside are dimensional magnet S x9, dimensional magnet N x9. Go up the stairs on the left. You will see the entrance to two caves. Go into the cave on the far left. Search the two treasure chests for ranger pants, ruizu nail dirt. Go all the way up until you see a stairs. Go up the stairs, and go thru the opening which will take you outside to another area of the mountain. Go to the left, and go into that cave. Go all the way up until you see a stairs. Go up the stairs, walk down, and go thru the opening which will take you outside to another area of the mountain. Go left, and go into the cave on the far left, and search the treasure chest for antidote x4, ranger jackets.

Go into the cave in the center, take the stairs down, go thru the opening which will take you outside to another area of the mountain. Go right until you see a stairs. Go up the stairs. Go left until you see a cave. Enter the cave. Search the treasure chest for gonishiki nail dirt, tsuruda nail dirt, secret medicine for military use. Go up all the way to the right until you see a stairs. Go up the stairs, and go thru the opening which will take you outside to another area of the mountain. Go left until you see a stairs. Go up the stairs, and go right until you see a cave. Enter the last cave. Fight the two monsters which are magnet gals, and then pick up the giant magnet that is on the ground. Use Kamekichi's special ability of dimensional movement to escape from the mountain, hop onto the bowels of the earth exploration vehicle, and drive all the way back to Portradium Town.

Portradium Town

Enter, and go into Dr. Verne's house which is behind the hospital. On 1F, go into the room, and speak to Dr. Verne who will take the giant magnet from you. The doctor will then tell you to come back later. Leave his house, go outside of the town, and you will see that the bowels of the earth exploration vehicle is not there. Warp to Fukushima Town. Don't enter the town, just bring up the command menu, and choose Kamekichi special ability of vehicle movement to summon the helicopter. Get on the helicopter, and fly north until you see a house next to a cave. Land the helicopter, and go into the Psychic House.

Psychic House

Enter, and make sure that Mikoto is among the group. Speak to the old hag, choose yes, and she will tell you to go to the cave. Mikoto will automatically leave the old hag's house by herself. Walk to the North Cave.

North Cave

Go into the cave. There are four monsters wandering around inside. Just use Mikoto's death to extinguish the evil spirits, and fireball to extinguish the sanma zombies. Continue to walk to the left side of the cave until you see Itako Spirit by itself. Speak to Itako Spirit. Fight Itako Spirit. In battle, don't use any special ability attack, just only psychic cure or great psychic cure to recover Mikoto's health. Make sure to use about 5 hand grenades because they can give a great deal amount of damage about 400 point to Itako Spirit. After Itako spirit is defeated, it will change into the old hag, and then Mikoto will memorize the special ability of Itako which is a spirit summons. After the old hag disappears, meaning that she died, Mikoto will automatically teleport back to the inside of the old hag's house to greet and re-join her friends. Leave the old hag's house, get on the helicopter, and fly northeast across the sea back to Canada until you have reach a grassy area to land the helicopter. Warp back to Portradium Town.

Portradium Town

Enter the town, and go to Dr. Verne's house. On 1F, go into the room, and speak to Dr. Verne who has completed the bowels of the earth exploration vehicle by adding the magnet to the vehicle. Dr. Verne and the group will go inside of the vehicle which will automatically take them to the outside of the town. Drive the bowels of the earth exploration vehicle north of Portradium Town to the grassy area where the helicopter is at. Press the A button to get out of the vehicle. Press the A button to hop into the helicopter. Just make sure to hover the helicopter right above the bowels of the earth exploration vehicle, and then press the A button to pick up the bowels of the earth exploration vehicle. Now, fly the helicopter west across

the sea until you see a volcano on a island.

Volcano Island

Fly right above the top of the volcano, and make sure that the helicopter shadow in directly on the dark spot of the volcano and press the A button to land the helicopter inside of the volcano. Dr. Verne will leave the group. The heat inside of the volcano will decrease the group health. So make sure to remove several layers of their clothing. Hop back into the bowels of the earth exploration vehicle, and drive northwest until you see the first bridge. Get out of the bowels of the earth exploration vehicle and walk across the first bridge. Walk north until you see Hamehame Village.

Hamehame Village

Enter, go into the house on the left that is behind the hospital, and speak to the worried man who will tell you that his daughter Buriburi will be eaten by Nponpo. Leave the village, and walk east until you see a swamp.

Swamp

Enter the swamp, and the group will be ambushed and taken as prisoners inside Hoehoe Fortress by four of the Hoehoe tribe.

Hoehoe Fortress

Inside the dark prison, use Kamekichi's special ability of 'sense light power' to make the inside of a dark fortress bright. When the Hoehoe tribe guard has fallen into the lava, you will be able to cross over it. Go left until you see two doors which will take you into two small rooms. Inside of these rooms, treasure chests are found. Let Judd remove the booby trap from the treasure chests in those rooms. The items found inside of the treasure chests are ??? which causes confusion, narcotic x9 which puts an enemy to sleep, Hoehoe boomerang, mysterious mask. Continue to walk up until you see a stairs. Take the stairs down in to the cave, and walk all the way up until you see the fierce god Nponpo and Buriburi. Buriburi will approach the group, and the group will go into battle with Nponpo. You cannot win this battle against Nponpo for he will use his third-eye to blind the group except for Kamekichi and his pet. Buriburi will then quickly take Kamekichi into a secret passage. Walk left until you see a stair. As you go up the stairs, you will see a rhinoceros who has a thorn in its foot, and also Dr. Verne. Once you have exit the area of the secret passage, walk all the way south to Hamehame Village.

Hamehame Village

Enter, go into the house on the left that is behind the hospital, and speak to the man who will thank you for helping his daughter Buriburi. Also, use the pocket bell to add three members to the group. Leave the village, and walk south and cross the first bridge. Hop back onto the bowels of the earth exploration vehicle. Drive southeast to the entrance to leave Volcano Island, and fly northeast to the southpole. First drop off the bowels of the earth exploration vehicle, and then land the helicopter on the grass area that looks like a circle. Once you have landed, leave the helicopter, and hop onto the snowmobile. Drive north to the area of Freddie's Location. Get off the snowmobile, bring up the command menu, choose belongings, and then use the southpole map to see Freddie's Location in the snow. Just keep on walking around that area until you are inside of a cave.

Freddie's Location

At the bottom left of the cave, go thru the door into the room, and speak to Freddie who will say that if you eat the memekinoko, you will be able to see the entrance to the Tropical Cave, and you should rub the insectivorous plant Utsubokagura's body fluids on Nponpo's third eye. After speaking to Freddie, leave the cave, hop onto the snowmobile, and drive south to Morodechinaya Town. Get off the snowmobile, hop onto the helicopter, pick up the bowels of the earth exploration vehicle, and fly southwest across the sea back to Volcano Island.

Volcano Island

Fly right above the top of the volcano, and press the A button to land the helicopter inside of the volcano again. Hop back into the bowels of the earth exploration vehicle, and drive northwest until you see a bridge. Get out of the bowels of the earth exploration vehicle and cross the bridge. Walk north until you see Hamehame Village.

Hamehame Village

Enter, go into the house on the left that is behind the hospital, go down the cellar, and speak to the man who will tell you that Nponpo was angry because his daughter Buriburi escape. The man will then ask for your help, and give you mushroom shears which is a thing to use to obtain a piece of memekinoko. (Make sure that Tomtom is among the group before going to the Tropical Cave since he has the special ability of hibagon breath which is a cold attack that can kill the monsters much quicker. By the way, hibagon breath uses 0 MP). Leave the village, and walk south and cross the bridge. Hop back onto the bowels of the earth exploration vehicle. Drive the bowels of the earth exploration vehicle all the way to the west until you see four large mushrooms. Hop off the bowels of the earth exploration vehicle, and go in front of the mushroom. Bring up the command menu, choose belongings, and use the mushroom shears on anyone of the large mushrooms to get a piece of memekinoko. After that, hop back onto the bowels of the earth exploration vehicle, and drive northeast until you reach the second bridge. Get out of the bowels of the earth exploration vehicle, and cross the second bridge. Walk all the way to the northwest until you have see a crater on the left side of the wall and a crater on the right side of the wall. Go to the center of wall where the craters are on the opposite sides. Bring up the command menu, choose belongings, and use to eat the piece of memekinoko which will let you see the Tropical Cave entrance. The Tropical Cave entrance is now seen.

Tropical Cave

Enter, and inside of the dark cave, use Kamekichi's special ability of 'sense light power' to make the inside of a dark dungeon bright. Make your way thru the cave. The items found inside of the treasure chests are tweezers which is used to remove thorn from the body, soroi brassiere (3-8), oonugi nail dirt, a strange necklace. Continue to walk until you have reached the insectivorous plant Utsubokagura. Fight Utsubokagura. After Utsubokagura is defeated, you will receive vine body fluids which is to be used on Nponpo's third eye. Use Kamekichi's special ability of dimensional movement to escape from the cave, walk south and cross the second bridge. Hop back onto the bowels of the earth exploration vehicle. Drive east to the first bridge. Get out of the bowels of the earth exploration vehicle, and walk across the first bridge. Walk north to Hamehame Village.

Hamehame Village

Enter the village, and use the pocket bell to deposit Kamekichi's pet polar bear and the three members from the group. Exit, and walk all the way north of the village into the area where the secret passage is at to get back into Nponpo's cave. Enter, and take the stairs down into the underground. Walk until you see buki-ceratops which looks like a rhinoceros. Go in front of buki-ceratops, bring up the command menu, choose belongings, and use the tweezers to remove the thorn from buki-ceratops' foot. Speak to buki-ceratops who is now happy. Buki-ceratops wants to become a member of the group. Choose yes to make buki-ceratops becomes Kamekichi's pet (6-7). Take the stairs down. Continue to walk until you reach the secret passage to get into Nponpo's cave.

Nponpo's Cave

Enter, and inside of the dark cave, use Kamekichi's special ability of 'sense light power' to make the inside of the dark dungeon bright. Walk all the way up until you see the fierce god Nponpo and the 5 daughters of Hamehame Village. Approach Nponpo, and Kamekichi will go into battle with Nponpo. In battle, use only the vine body fluids to rub into Nponpo's third eye to make him go blind. Nponpo will quickly escape going further into the cave. Do not follow him for now because he cannot be defeated as of yet. One of the daughters will thank you for saving them, and then leave. Walk all the way down, and go up the stairs on the right which will take you into the Hoehoe Fortress.

Hoehoe Fortress

Walk down, then all the way to the right passing the prison, and speak to your friends who will re-join the group again. There is an exit. Don't go thru the exit as of yet. Walk left, then all the way down to the bottom side where you will see four doors. The first door will take you into a room where several of the Hoehoe villagers will talk about the legendary sword called the cold sword that can cut magma. The second door will take you into a room where several of the Hoehoe villagers will talk about Nponpo who is angry that he lost his eyesight in his third-eye. The third door will take you into a room where you can save your game. The fourth door will take you into an inn like room where there are four more of the Hamehame Village daughters who are walking in circle around a pole. Speak to one of the daughters who say that they will open the fortress gate of the Hoehoe tribe. After that, the four daughters will leave the room. Also, in the room, speak to the adventurer Munakata who will give you sea lion glove as gratitude, then leave. Walk back all the way pass the prison to where your friends had re-join the group. Make sure that Rinko, Judd, and Tom-Tom are among the group now. Go thru the exit. Go northwest until you see a cave.

Cave

Enter, and inside of the dark cave, use Kamekichi's special ability of 'sense light power' to make the inside of the dark dungeon bright. Let Judd remove the booby trap from several of the treasure chests. The items found inside of the treasure chests are a rotten eggs x4, eggs x4. Walk to the right until you see a stairs. Go up the stairs to 2F. Walk all the way up until you see three treasure chests. (Be careful where you walk because you will fall thru an open floor as you go in front of any of these three treasure chests.) Just walk up and stand between the two treasure chests on the right to open them. The items found inside are cure-all, dirty hip straw raincoat. From the area between the two treasure chests that you have opened, walk one step down, two steps to the left, one step down, three steps to the left, three steps up, two steps to the right, and open the treasure chest. The item found inside is dirty breastplate. Go all the way to right until you see a stairs.

Take the stairs down. Walk all the way down to the lower right until you see a switch. Go in front of the switch to pull the lever down. Make your way back to the stairs. Go up the stairs. Go all the way down, then right, and walk over the seven stones to cross the lava. Take the stairs up. On this floor, walk all the way to the left until you see another switch. Go in front of the switch to pull the lever down to open the door. Go thru the door. The switch that is there doesn't work. Go in front of the wall that is on the left side of the switch that doesn't work, and Rinko will tell you that there is a strange wall. Go thru the hidden wall, and walk thru the hidden passage to the switch. Go in front of the switch to pull the lever down to open the door. Go thru the hidden passage again, and walk thru the open door. The item found inside of the treasure chest is red blood. Continue to walk all the way to the right until you see a switch. Go in front of the switch to pull the lever down to open the door. Walk down, go thru the door, and continue to walk until you see a stairs. Go up the stairs. Walk all the way to the right until you see a switch. Go in front of the switch to pull the lever down to open the door. Go thru the open door. Make your way to the lower right side until you see a stairs. Go up nine-flight of stairs. The temperature is very cold in this area. You have to glide across the ice. There are three switches. The switch on the left opens the door in the lower left corner. The items found inside of the treasure chest are 1000M, 500M. The switch in the upper right opens the door that is near by the switch. The items found inside of the treasure chest are cure-all x2, rice cake offering x2. The switch at the top opens the door in the upper left corner. Go thru the open door until you see the stairs. Take the stairs up. Make sure that Kamekichi is wearing the sea lion glove. In here, there are four switches, and you have to pull the lever on all four switches to remove the snow stopper that is around the cold sword, and you have to glide yourself across the floor repeatedly to each switch to pull the levers. Glide in the order of: up, right, down, right, up, (top right switch-pull the lever down), down, left, up, (bottom right switch-pull the lever down), left, (bottom left switch-pull the lever down), down, right, up, left, down, left, up, (top left switch-pull the lever down), left, up, right, down, right, down, right, up, right, down, right, down, left, up, right down, right, up, and pull the cold sword out. Use Kamekichi's special ability of dimensional movement to escape from the cave. Walk all the way south to Hoehoe Fortress.

Hoehoe Fortress

Enter, and use Kamekichi's special ability of 'sense light power' to make the inside of the dark fortress bright. Go all the way to the left passing the prison until you see the stairs. Go down the stairs, and go all the way up into Nponpo's Cave.

Nponpo's Cave

Walk all the way to the back of the cave until you see Nponpo. Speak to Nponpo, and go into battle with Nponpo. In battle, use only the cold sword to attack Nponpo. You need to strike Nponpo with the cold sword ten or eleven times to defeat him. After Nponpo is defeated, he will fall into the lava and take the form of magma and then chase after you. You have to run very quickly away from the magma or else it's game over. Once you have exit Nponpo's Cave, the group will automatically cross over the bridge. The bridge will then collapse, and the magma will flow into the ditch. Go thru the secret passage, and walk up several-flight of stairs. As soon as you exit the secret passage area, a small volcano will erupt with a lot of magma that will push off the submarine from the top of the small volcano. The submarine will drop into the lake. Walk all the way south passing Hamehame Village, and cross the first bridge. Hop back onto the bowels of the earth exploration vehicle. You can now drive over the magma river. There are three craters. Two of the craters

are located on the west side of Hamehame Village, and one crater is located on the northwest side of Hamehame Village. First drive to the far left of Tropical Cave.

Crater 1

Enter, and while inside of the bowels of the earth exploration vehicle, search the treasure chest for Chun bracelet. In the far upper left, there is an opening that will take you into a woman's dressing room. I believe that this dressing room belongs to the women who work in Fukushima Town department store. When you speak to the women in the dressing room, they will call you names, for example, a pervert, dirty, a molester, a lewd person. Leave, and drive all the way to the far right of Tropical Cave.

Crater 2

Enter, and while inside of the bowels of the earth exploration vehicle, search the treasure chest for a rusty frying pan, soroi glove (4-8). In the far upper left, there is an opening that will take you to the South Pole. Leave, and drive all the way to the northwest until you see Crater 3.

Crater 3

Enter, and while inside of the bowels of the earth exploration vehicle, search the treasure chest for dog pipe, ano book. In the far upper right, there is an opening that will take you to Hentai Town. Leave, and drive all the way back to Hamehame Village.

Hamehame Village

Enter, go into the house that is at the top of the village, and speak to the village elder who will thank you for defeating Nponpo, and as gratitude he gives you the keitai magma (portable magma) which is a special product magma that can melt any iron. Speak to Dr. Verne who will give you the submarine key. Dr. Verne will also say that a monster name Kussher lives in the lake of the north coastal highway which is connected to a submarine cave. Leave the village, hop into the bowels of the earth exploration vehicle, and drive north until you see the submarine in the lake. Get off the bowels of the earth exploration vehicle, and go in front of the submarine. Bring up the command menu, choose belongings, and use the submarine key on the submarine to make it work. The group will get inside of the submarine. Then the submarine will automatically leave the area of the lake. Raise the submarine in the ocean to see the location where you are at. The submarine should be nearby Morodechinaya Town. Now, move the submarine to the southwest of Volcano Island.

Volcano Island

Go between the southern area of Volcano Island and the psychic house, and submerge the submarine into ocean. You will see a Submarine Cave.

Submarine Cave

Move the submarine into cave. Make your way thru the cave until you are in a lake. The sea serpent Kussher will appear. Defeat Kussher. After defeating Kussher, you will receive a golden water of god. Leave the cave, raise the submarine, and move the submarine to the left side of the volcano where the lake is at. The lake is surrounded by mountains. Get off the submarine, and walk to the area where the trees are nearby the foot of the mountains that is below the lake. Walk around that area until you are in a dark space.

Continue to walk upward in the dark until you see a blue chest. The item found inside is soroi loincloth (5-8). Search the back of the blue chest to get the powerful protector "ryuutetsu T-shirt." Leave the island, hop back into the submarine, and move the submarine all the way east nearby Anchorage Town. Submerge the submarine into the ocean. You will see a big blue treasure chest. Move the submarine over the chest, and choose which person whom you want to go on the small submarine. Move the small submarine up until you see a stripe looking treasure chest. Move the submarine over the stripe treasure chest to obtain the diamond underpants which is an important treasure of a father in Anchorage Town. Raise the submarine, move it upwards, and land the submarine at Anchorage Town.

Anchorage Town

Enter, and go into the house that is behind the inn. Go in front of the man who is lying in bed. Bring up the command menu, choose belongings, and use the diamond underpants to give to the man. The man will thank you, and as gratitude, he will fix the helicopter so that it can float on water. He will tell you to bring the helicopter to the west side of the town. Leave, and warp to Portradium Town.

Portradium Town

Do not enter the town. Instead, walk all the way north to the grassy area. Summons the helicopter. Get into the helicopter, and fly the helicopter west to Anchorage Town. Land the helicopter on the small square patch of grass that is on the left side of Anchorage Town.

Anchorage Town

Enter, the man will greet you, and then go outside. A few second later, the man comes back saying that you can land the helicopter on water or any places now, and then leave. Exit the town, hop into the sea-helicopter, and fly east to the small Hut that is on the eastside of Feminine Town.

Hut

Land the sea-helicopter nearby the hut. Get off the sea-helicopter, and go inside the hut. Speak to the man to hear about Ideal Village which Idea created. After that, leave the hut, and hop into the sea-helicopter, and fly north to the Military Factory.

Military Factory

Land the sea-helicopter nearby the factory. Get off the sea-helicopter, and go inside the factory. Walk along on the conveyer belt to the upper right area, and go down the stairs to B1. The items found inside of the stripe chests on 1F are iron, ranboo glove, fire extinguisher, hand grenade x4. On B1, walk along on the conveyer belt to the area where there is a man with a stripe chest. The items found inside of the stripe chests on B1 are ranboo glove, battery x2, rocket bomb, Watt secret formula, rinia gan, and torpedo pipe. After getting the torpedo pipe from the stripe chest, speak to the man who is nearby for he will mention something about a man in Anchorage Town. Exit the factory, hop into the sea-helicopter, and fly west back to Anchorage Town.

Anchorage Town

Land the sea-helicopter but don't enter the town just hop into the submarine. Submerge the submarine into the ocean, and go southwest until you see a

wrecked ship (1-4) that sank into the seabed. Move the submarine over the wrecked ship, and choose which person whom you want to go on the small submarine. Move the small submarine thru the ship, and search the 5 rooms that have stripe chests with items. Some of the stripe chests have monsters inside of them. The items found inside of the stripe chests are vintage G ban, a secret medicine for military use, ??? x9, ano book, henna kanazuchi, fuse. After getting the fuse in one of the rooms at the back, leave the wrecked ship. Now, raise the submarine, and go northeast back to Anchorage Town. Don't enter the town just stay on the submarine, and sail southwest until you reach the peninsula that has Heian Town.

Heian Town

North of Heian Town, submerge the submarine into the ocean, and go north until you see a black wrecked submarine (2-4) that sank into the seabed. Also, there is a big crack on the ocean floor that is northwest of the black wrecked submarine. Move the submarine over the black wrecked submarine, and choose which person whom you want to go on the small submarine. Move the small submarine thru the ship, and search the 2 rooms that have stripe chests with items. The items found inside of the stripe chests are rocket shoes, commando glove, torpedo shooting equipment. After getting the torpedo shooting equipment, leave the black wrecked submarine. Now, raise the submarine, and go northeast back to Anchorage Town. Don't enter the town just stay on the submarine, and sail southeast all the way around until you reach the eastside of the South American Continent where the Jungle is at. Near the eastside of the Jungle, submerge the submarine into the ocean, and go all the way south until you see a wrecked ship (3-4) that sank into the seabed. Move the submarine over the wrecked ship, and choose which person whom you want to go on the small submarine. Move the small submarine thru the ship, and search the 5 rooms that have stripe chests with items. Some of the stripe chests have monsters inside of them. The items found inside of the stripe chests are ano book, SWAT parker, 800M, rusty knife, 2000M, soroi skirt (6-8). After that, leave the wrecked ship, raise the submarine, and sail north back to the Jungle area. First, sail all the way east until you reach the peninsula that has Heian Town. Then, sail southeast until you reach the Housing Complex which is to the south of Hachiouji Town. Near the eastside of the Housing Complex, submerge the submarine into the ocean, and go all the way south until you see a wrecked ship (4-4) that sank into the seabed. Move the submarine over the wrecked ship, and choose which person whom you want to go on the small submarine. Move the small submarine thru the ship, and search the 5 rooms that have stripe chests with items. Some of the stripe chests have monsters inside of them. The items found inside of the stripe chests are 600M, 2000M, 1000M, gold bullion, tattered BC skirt, tattered B konshatsu. After that, leave the wrecked ship, raise the submarine, and sail north back to the Housing Complex area. First, sail all the way northwest until you reach the area that has Heian Town. Then, sail west until you reach the South American Continent where the Jungle is at. Now, sail west until you reach the area that has Caracas Town. North of Caracas Town is a small island called Puerto Rico Island.

Puerto Rico Island

Near the north side of Puerto Rico, submerge the submarine into the ocean, and move the submarine into the big tunnel. The submarine will automatically go in, and fire two missiles at the gate making a large hole in the gate. Move the submarine over the large hole to get into the base of the Submarine Research Laboratory.

Submarine Research Laboratory

Go up the stairs on the right to 2F. The items found inside of the stripe chests on 2F are chinbou gan and vintage shirt. On 2F, go all the way to the left, and go up the stairs to 3F. On 3F, defeat the monster in the room on the far right, and search the machine to get the ID permit. After that, defeat the monster in the room on the far left then use the ID permit on the machine to get the ID card. Now, use the ID card on the double doors to get into the room where the elevator is at. The items found inside of the blue chests on 3F are 2000M and gold bullion. Use the ID card on the elevator, and press 4F. The items found inside of the blue chests on 4F are power glove, 2000M, henna niku tataki. On 4F, go to the lower right, and go up the stairs to 5F. On 5F, speak to Idea who will mention something about Noah's plan and Noah's ark. Idea will trap the group in a large cage, after the conversation ends, and you will have 3 minutes to leave the place before it explodes as the timer counts downward. Bring up the command menu, choose belongings, and then use the keitai magma (portable magma) to destroy the cage. Quickly escape by going down the stairs, go back into the elevator, and press 1F. Hop into the submarine, and leave the base of the Submarine Research Laboratory. The Submarine Research Laboratory will explode after you escape.

Puerto Rico Island

Near by Puerto Rico Island, bring up the command menu, choose belongings, and then use the pocket bell to summon the deposit shop. Choose deposit (the first one), and then companion (the second) to remove the Buki-ceratops from the group. Now, sail west into the whirlpool during the night, and press the A button. The submarine will end up in a dark area called Future World. As a reminder, the pocket bell will not work if Ringo and Dr. Poe are among the group. Sail to the northeast side of the island, hop out of the submarine, and go into the ruined building.

Ruined Building

In the building like cave, go to the upper left to a small room with a vending machine that sells powerful weapons such as be (sword), hanapuu (bow), chichimore (grater), mehimun (knife), dodiman (machine gun) for 12000M each. After that, leave the building, and walk west to the Cave.

Cave

Enter the dark cave, bring up the command menu, choose belongings, and use the flashlight or Kamekichi's special ability of 'sense light power' in order to see inside of the dark cave. Go to the upper left, and go down the stairs to B1. On B1, go to the lower left, and go up the stairs 1F. The items found inside of the stripe chest are Soroi sailor [in a hidden passage on the top right side of the small room on B1] (7-8), gold bullion x2, Gueegar's egg (after opening one of the stripe chest that's near the two other stripe chests on B1, the egg will hatch, and the infant Gueegar will clings itself to Kamekichi's face. Now, go back to the cave's entrance, and the adult Giigaa will emerge from Kamekichi's stomach (killing Kamekichi) to fight the group. In battle, use Tom-Tom's special ability of roulette beam on Guiigaa. After defeating Gueegar, reply with yes for him to become Kamekichi's pet), cure-all x4, tattered hat, antidote x4. On 1F, go to the lower left, and go down the stairs to exit the cave. Go west to the Broken Ark.

Broken Ark

Go to the upper right, and go up the stairs to 4F. On 4F, go to the left in to the room, and search the equipment on the machine to get the ark's hatch opening-and-closing equipment. After getting the hatch opening-and-closing

equipment, go thru the door at the bottom to the hallway. In the hallway, go to the left. Now, go thru several double doors until you reach a room where Mikoto will mention that Idea died in this room. In that same room, search the table to get the "translator" and "Idea's tape recorder." After that, leave the ark, and hop into the submarine. Now, sail southwest from the island back into the whirlpool, and press the A button. There will be an attack with an intense shaking, and Dr. Poe will say that Idea had used chijikukatamukeeru. When you return back to the present, many of the lands have sink to the bottom of sea. Go to the U.S. Forces Ship which is nearby.

U.S. Forces Ship

Speak to the man in the green shirt to hear about Ideal Village which is north at the bottom of the sea. Make sure to buy about 12 secret medicine for military use, and distribute them evenly amongst the group. Leave, and hop back into the submarine. Sail north, and go to the center of the lake that is between the Hut and the Military Factory. Submerge the submarine into that lake, and go to Ideal Village which is nearby.

Ideal Village

Move the submarine over Ideal Village, and choose which person whom you want to go on the small submarine. Move the small submarine thru the village, and go to the center house with the big hole in front to get Idea's diary. Make sure to read Idea's diary to get Kamekichi's birthday date of October 17 which is a personal identification number 1017 to open the door in Noah's Ark. After that, leave the village, and raise the submarine. Sail south back to the U.S. Forces Ship.

U.S. Forces Ship

Now, submerge the submarine into sea, and go into the shadow of Noah's Ark which is nearby.

Noah's Ark

After using the hatch opening-and-closing equipment to open the hatch, the submarine will land on the ark. Go to the upper right or lower right area, and go thru the door. Continue to walk until you reach a door that is locked. Just type in 1017 to open the door. Go thru that door, and go up the stairs to 2F. The items found inside of the blue chest on 2F are dimensional magnet N x9, dimensional magnet S x9, sabita frying pan. On 2F, go thru the door on the far right, and go up the stairs to 3F. Recommend level 47-54 for the group. On 3F, go thru the door in the lower left, and fight the troublesome boss, Piizu who is one Idea's 4 Sky Kings. In battle, use Kamekichi's special ability of sense brain waves on the group. As the confused Kamekichi attacks Piizu who has a 200HP, make sure to recover the group's HP. After defeating Piizu, the prison door will open. Go inside the prison, and speak to one of the eight children. After that, the children will escape. The items found inside of the blue chest on 3F are secret process of yoga, secret process of Esoteric Buddhism, ruizu nail dirt, daison nail dirt, Soroi necklace (8-8), helmet for military use. The items found inside of the blue chest on 2F are Idea's gun. Recommend level 47-55 for the group. Now, go to the upper left to 4F, and fight Idea. In battle, use Kamekichi's special ability of a sense of care to revive the dead, and Kamekichi's special ability of sense exploding force on Idea. After defeating Idea, she will run away. Go to the right, and go down the stairs to 1F. On 1F, Idea will leave in her submarine. Now, go thru the door on the far left to where the group's submarine is at. After the 8 children speak to you, hop back into the submarine. Raise the submarine, and sail south to a land area. After getting out of the submarine, use

Kamekichi's special ability of momentary movement to warp to Portradium Town. At Portradium Town nearby the water area, bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the submarine.

Portradium Town

When you enter the town, the parent (of one of the 8 children) will thank you, and then give you the pressure-resistant clothes. Leave the town, and use Kamekichi's special ability of momentary movement to warp to Caracas Town. At Caracas Town nearby the water area, bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the submarine.

Caracas Town

When you enter the town, the parent (of one of the 8 children) will thank you, and then give you the pressure-resistant clothes. Leave the town, and use Kamekichi's special ability of momentary movement to warp to Los Angeles Town. At Los Angeles Town nearby the water area, bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the submarine.

Los Angeles Town

When you enter the town, the parent (of one of the 8 children) will thank you, and then give you the pressure-resistant clothes. Leave the town, and use Kamekichi's special ability of momentary movement to warp to Morodechinaya Town. At Morodechinaya Town nearby the water area, bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the submarine.

Morodechinaya Town

When you enter the town, the parent (of one of the 8 children) will thank you, and then give you the pressure-resistant clothes. Leave the town, and use Kamekichi's special ability of momentary movement to warp to Mexico Town. At Mexico Town nearby the water area, bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the submarine.

Mexico Town

When you enter the town, the parent (of one of the 8 children) will thank you, and then give you the Atlantis necklace. Make sure to equip Kamekichi with the Atlantis necklace. Leave the town, and use Kamekichi's special ability of momentary movement to warp to Kouchi Town. At Kouchi Town nearby the water area, bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the submarine.

Kouchi Town

When you enter the town, the parent (of one of the 8 children) will thank you, and then give you 20 cups of chanko. Leave the town, and use Kamekichi's special ability of momentary movement to warp to Nagasaki Town. At Nagasaki Town nearby the water area, bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the submarine.

Nagasaki Port Town

When you enter the town, the parent (of one of the 8 children) will thank

you, and then give you base of courage. Leave the town, and use Kamekichi's special ability of momentary movement to warp to Anchorage Town. At Anchorage Town nearby the water area, bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the submarine.

Anchorage Town

When you enter the town, the parent (of one of the 8 children) will thank you, and then powered up the submarine. Leave the town, and use Kamekichi's special ability of momentary movement to warp to Caracas Town. At Caracas Town nearby the water area, bring up the command menu, and choose Kamekichi's special ability of vehicle movement to summon the submarine. Hop into the submarine, and sail all the way south to Battle Race Village which is a small island surrounded by trees with mountain at the back. From that location, submerge the submarine into the ocean, and go east until you see a cave.

Cave

Move the submarine thru the cave, and choose which person whom you want to go on the small submarine. Move the small submarine into the cave, and use the translator in front of the monument to understand the words. Then, search the stripe chests for the items of Atlantis helm, Atlantis shirt, Atlantis armor, Atlantis pants, Atlantis leg, Atlantis glove, Atlantis shoes, Atlantis sword. Only Kamekichi can equip these items. After that, leave the cave, go west back to the location of Battle Race Village, and raise the submarine. Use Kamekichi's special ability of momentary movement to warp to Heian Town.

Heian Town

Heian Town nearby the water area, bring up the command menu, choose Kamekichi's special ability of vehicle movement to summon the submarine. Make sure that each member, the human character, in the group has a pressure-resistant clothing (scuba gear) in their item menu. From that location, submerge the submarine into the ocean, and go northwest until you see a big black crack on the ocean floor. Move to the center of the big black crack, and hold the A button down until the submarine dive further into the abyss of the big black crack. At the bottom of the crack, there is a cave. Just reply with yes. Then the group will leave the submarine with their pressure-resistant clothing on to go into the cave.

Cave

Recommend level 47-56 for the group (Kamekichi, Mikoto, Dr. Poe, Tom-Tom, Gueegar). The group has 60 minutes to find the exit of this cave. Go to the upper right, and go up the stairs to 2F. The items found inside of the stripe chest on 1F are pants for military use. On 2F, go to the lower right, and go down the stairs to 1F. The items found inside of the stripe chest on 2F are jacket for military use. On 1F, go to the right, and go up the stairs to 2F. On 2F, go upward, and go up the stairs to 3F. On 3F, go to the left, and go up the top middle stairs to 4F. The items found inside of the stripe chests on 3F are a talisman x4 and black blood x4. On 4F, go upward, and go up the stairs to 5F. The items found inside of the stripe chests on 4F are gold bullion and rice cake offering. On 5F, go to lower right, and go up the stairs to 6F. The items found inside of the stripe chests on 5F are battery, tranquilizer, pants for military use. On 6F, go to upper left, and go down the stairs to 5F. The items found inside of the stripe chests on 6F are gold bullion, tsuruda nail dirt, gonishiki nail dirt. On 5F, go downward, and go up the stairs to 6F. On 6F, go upward, and go down the stairs to 5F. On 5F, go downward all the way thru the hidden dark passage until you reach the other room with stairs. Now, go up the stairs to 6F. On 6F, go upward, and

go up the stairs to leave the watery area of the cave. Now, go to the upper left, and go thru a series of caves until you reach a futuristic looking blue tiled room with warp machines. In the futuristic looking blue tiled room, go to the left, and go thru the door into the room. The items found inside of the drawers are tranquilizer and red blood x4. In this room, go upward, and walk onto the warp machine to teleport to another room with a warp machine on the right. Walk onto that warp machine to teleport to another room. In this room, go all the way to the upper left, and walk onto the warp machine to teleport to another room with a warp machine on the left. Walk onto that warp machine to teleport to another room. Recommend level 47-58 for the group (Kamekichi, Mikoto, Dr. Poe, Tom-Tom, Gueegar). In this room, fight the boss Equale who is one Idea's 4 Sky Kings. In battle, use Kamekichi's special ability of a sense of care to revive the dead, and Tom-Tom's special ability of roulette beam on Equale. After defeating Equale, go thru the door into the next room with a warp machine. In this room, walk onto the warp machine to teleport to another room with two warp machines. The items found inside of the drawers are multi-glove and battery. Walk onto the warp machine that's on the right to teleport to another room with a warp machine. In this room, walk onto the warp machine on the right to teleport to another room with two warp machines. The items found inside of the drawers are rice cake offering and crystal skirt. Walk onto the warp machine that's on the left to teleport to another room with a warp machine. In this room, walk onto the warp machine to teleport to another room with a warp machine. Recommend level 47-59 for the group (Kamekichi, Mikoto, Dr. Poe, Tom-Tom, Gueegar). In this room, fight Jasuti who is one Idea's 4 Sky Kings. In battle, use Kamekichi's special ability of a sense of care to revive the dead, and Tom-Tom's special ability of roulette beam on this troublesome boss Jasuti. After defeating Jasuti, walk onto the warp machine on the right to warp to a room with two jails, and the final boss the Insanity of Idea. Kamekichi's mother (Idea) and father (Munakata) both are in the same jail on the left. Speak to the Insanity of Idea, and reply with yes. The angry Kamekichi will level up 10 times. After that, fight the Insanity of Idea who has two forms. In battle, use Kamekichi's special ability of a sense of care to revive the dead, and Tom-Tom's special ability of roulette beam on both forms of the Insanity of Idea. Make sure to use the item of secret medicine for military use to fully recover the group's HP. After defeating the Insanity of Idea, go thru the hole in the wall to the room at the back, and turn off the chijikukatamukeeru switch.

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THE END

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Version 1.5

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