

Jungle Wars 2 (Import) FAQ/Walkthrough

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Jungle Wars 2 -Kodai Mahou Atimos no Nazo-

Jungle Wars 2 -Mysteries of the Ancient Magic Atimos-

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GUIDE

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VERSION HISTORY

v1.0 (03/16/04) - Initial release.

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

Please use these cheat codes.

Infinite G	7E11CCFF
	7E11CDC9
	7E11CE9A
	7E11CF3B
No Encounter	7E068B00
EXP after battle	7E0F22FF
	7E0F23FF
	7E0F24FF

About the game

The sequel to the Game Boy version that was sold in 1990. Like the former work, the game design is Hijime Kimura alias "Kimukou," and the character design is Takayuki Doi, alias "Doin." This time, peculiar events also appear, for example, you raise funds and construct a jungle railway by auctioning off items.

Boy's Village

Get out of the bed, and search the treasure chest for hemp pants. After equipping the hemp pants on Boy, go thru the door, and speak to Jungle Papa who will give Boy 50G. Come out of the house, then go to the house on the left, speak to the bird who will give Boy a taxi ticket. Now, go to the curio dealer which is the house on the lower left, sell the taxi ticket for 24G, and buy the bamboo spear for 60G. Equip the bamboo spear on Boy. Hint: you can search the fountain or sleep in a bed to recover Boy's HP. After that, leave, and go west to the cave.

Cave

When you go into the cave, there is an event with Frying Pan and King Rhino of the UrUr Group. Follow Frying Pan up the stairs. Boy will be cornered by two rats of the UrUr Group. Then an earthquake occurs as rocks start to fall in the cave. After that event, search the three treasure chests for nina ball, medical herb, and taxi ticket. After that, leave, and go east to the Fortuneteller Baba's House which is on the right side of Boy Village.

Fortuneteller Baba's House

Go to the back of the room where Baba is at, and search the treasure chest

for hemp pants. After that, leave, and go south to the Bridge.

Bridge

After crossing the bridge, Sasuke will come by with the eagle named Ken who will give Boy Ken's flute which is to summon Ken freely. Then Sasuke becomes a friend, but he cannot carry any items. After that, leave, and go further northeast to Luna Village.

Luna Village

Speak to Jungle Papa's younger sister Luna who will leave afterward to go to Boy's house. After that, leave, and go southeast to the hole of Cheese Dungeon.

Cheese Dungeon

Fall into the hole, and go down the stairs. You will end up in a large room made out of cheese. The stairs in the far right corner will lead you into a couple of areas that has treasure chests with chuudaa cheese x2 and 50G. The stairs in front of the other stairs will take you down to another area where there are two more treasure chests with nina ball and square lumber. In this area, go up the stairs that is in the left corner, encounter Salad whom you will fight, but Frying Pan will escape. After defeating Salad, search the treasure chest for a power wrist (Boy). After that, leave, and go further east to UrUr Market.

UrUr Market

Speak to the parrot who will then fly away, and don't buy anything from those three rats because their items are too expensive for now. Now, speak to Frying Pan. After speaking to Frying Pan, the magician Mio will come by, and join the group in battle against Frying Pan, Salad, and Trumpet. In battle, use Mio's magic of nina against the enemies. After defeating Frying Pan, Salad and Trumpet, Salad and Trumpet will recover Boy, Mio, and Sasuke. Choose "yes" to Mio's question to make her become a friend, then leave, and go back to the Fortuneteller Baba's House.

Fortuneteller Baba's House

Speak to Baba who will teach Mio the magic of frio which is a cold attack for one group. After that, leave, and go back to UrUr Market.

UrUr Market

As you pass thru the market, buy some equipments for Mio (stick [80G], and hemp cloth [75G]) and Boy (skin scandals [60G]) since the prices have been lowered, then leave thru the north gate, and go into the cave that is called Missy Tunnel. The group should be around LV7 by now.

Missy Tunnel

When you go into the tunnel, fight King Rhino and the others of the UrUr Group. In battle, use Mio's magic of nina which is a flame attack for one person. After defeating King Rhino and the others who will leave afterwards, exit thru the right side of the tunnel, and go north to Mole Village.

Sara Mole Village

Go and drink some water from the fountain to recover the group's HP & MP.

After that, leave, and go east to the cave which is called Tunnel Work Spot. The group should be around LV10 by now.

Tunnel Work Spot

Go down the stairs, and speak to mole who is blocking the path to the big black hole, then jump into that hole. Afterwards, speak to Klin Alligator who will join the group, and help him push the rock that is blocking the path into the small hole. Now, speak to Jungle Papa who will give Boy the lithograph which is a secret lithograph that describes the mysteries of the ancient magic Atimos, and also the 7 sages such as Enver (a monkey), Gustav (an alligator), Chubby (a large cat), Tsuchika (a goat), Kabura (a penguin), Lamba (a leopard), and Nan (a turtle) who know about that secret. Now, bring up the game's menu, go to 'properties,' 'Boy,' 'lithograph,' then 'use' to read the information from the lithograph. After that, Yurack and the others of the UrUr Group will appear to fight Boy and the others. In battle, use Mio's magic of rupa which is a flame attack for 1 group. After defeating Yurack and the others who will escape afterwards, leave, and come out thru the tunnel's entrance. When you reach outside of the tunnel, the eagle, King Ten, will fly by to pick up Jungle Papa to take him back to Boy's Village. After that, the eagle, Ken, who will also fly by to say that Boy can now use Ken's flute. When using the flute, Ken will ask Boy 'go to where,' 'memorize a present location' and 'interrupt.' Then, Kiln Alligator will separate from the group. Now, re-enter the tunnel, and take the path that's in the upper right to exit the tunnel. Then, go east, and make your way thru the dense forest to Sasuke's House which is a strange looking tree in the upper left area of that forest.

Sasuke's House

Go inside, and search the treasure chest for a boomerang (Sasuke or Mio). After that, leave, and continue to go east thru the dense forest, then northeast to Lake Village. Be careful of the poisonous swamps are around on the ground, and they can inflict minor damage.

Lake Village

You can get the star carpet that's inside of the treasure chest later on. Go to Maureen's house which is the far upper left corner to 2F, and search the two treasure chests for tsururin oil and bandana (Boy or Sasuke). Then, go to the curio dealer which is house on the lower right, and buy some new equipment for Boy (jitte [620G], apple pants [350G]), Mio (headband, shoes [250G]) and Sasuke (jitte, headband, power wrist [200G], shoes, apple pants). After that, leave, and go northwest to Alligator Village. The group should be around LV13 by now.

Alligator Village

Enter to memorize the location of that village, and then exit. Now, use Ken's flute to take the group back to Sara Mole Village to drink the water from the fountain to recover their HP & MP. After that, use Ken's flute to return back to Alligator Village, and go further west to UrUr Group Branch Office.

UrUr Group Branch Office

When Boy and the others go inside, they will see Kiln Alligator and King Rhino arguing. Boy and the group will help Kiln Alligator to fight King Rhino and the others. In battle, use Mio's magic of rupa which is a flame attack for 1 group. After defeating King Rhino and the others, Kiln Alligator becomes a friend, but he cannot carry any items. Now, go upstairs to 2F, and

search the three treasure chests for rupa ball, medical herb, and mattock (Kiln Alligator). After that, leave, and go east to a hole which is Poison Dungeon.

Poison Dungeon

Fall into the hole, and go down the stairs. There are treasure chests with the items of 400G, stimulant, hippo extract, deruana thread, and nunchaku (Boy or Leon). You have to jump down into several dark holes, climb up and down the ladders to get to some of these treasure chests. There are also poisonous swamps around inside the cave. After that, leave, and go north to the front of the collapse bridge.

Collapse Bridge

Three alligators will come by to form a bridge. Cross the bridge to the other side. This part is tricky because you have to position Mio in such a way that she is directly facing the flames, and then use her magic of frio to put out some of the flames that are around the hole where King Snake lives.

King Snake's House

Go inside, and speak to King Snake. After that, leave, and go north to the front of the next collapse bridge. When nothing happens, go back and speak to King Snake. Then, King Snake will come outside, and form a bridge by himself, but Kiln Alligator will separate from the group to return back to Lake Village. When you cross over to the other side of the bridge, make sure that it is daytime since Leo only appears in battle during the day. After that, choose "yes" to Leo's question, then he will join the group, but he cannot carry any items. By the way, Leon turns into a werewolf at night. Now, go further west to two strange looking trees which is Waterfall Village.

Waterfall Village

Go to the curio dealer which is the tree house on the lower right, and buy a power wrist for Leon. Search the treasure chest for deruana thread and frio ball. Go to the Rila's house which is on the left side of the curio dealer. There is a treasure chest inside this house, and the only way you can get the item (stimulant) that's inside is to go into the bed and search it, then choose "yes" to sleep. Now, it will be night and everybody will be sleeping including Rila and her parents. Go the weapon and protection shop which is the center tree house at the top, search the treasure chest for sash (Boy), headband, then buy some new equipments for Boy (knickerbockers [650G]), Mio (ribbon [1000G], sari [500G], cute shoes [1300], sash [1000]), Sasuke (ribbon [1000G], knickerbockers [650G], cute shoes [1300]), and Leon (bandana [700G], knickerbockers [650G]). There is a also tree house with a key shape sign on the left side with a parrot who will let you deposit an item for 5G or withdraw an item. Search the treasure chest for fine water DX, kumu ball, black belt (Boy or Leon), 106G, long torch. Go to Enver's house which is the tree house behind the curio dealer, speak to Enver, and choose "yes" to his question about finding the dream stone which is a magic key. Search the treasure chest for medical herb. After that, leave, and go to the Waterfall which is in the upper left side of the village.

Waterfall

When you go inside, search the ten treasure chests with the items of medical herb, fine water, sash, kenboug (Boy or Leon), super MMP, 456G, 90G, 321G, 87G, and dream stone (Mio). After that, leave, and go back to Waterfall Village.

Waterfall Village

Go and show the dream stone to Enver who will tell you about the ancient mystery. After that, leave, and go northeast to Auction Village.

Auction Village

Many rare items are auction off in the basement of the house in the upper left. The auction is held during the daytime. You have to push the "up" button to make bids on the items. Be cautious because the rare items only appear once at the auction. If you win any of the items that you bid on, you can go next door to the deposit shop to pick them up. After that, leave, and go northwest to Mushroom Dungeon.

Mushroom Dungeon

There are no monsters in here. As you search the red mushrooms while eating them, you will become dizzy and warp to another area with mushrooms. Search the treasure chests (8) for ruby ring (Mio), shelf fungus, oyasai, bio fig, 573G, nightcap (Mio or Sasuke), ancient Korean carrot, and restorative. After that, leave, cross the bridge, and go east to Beast Village.

Beast Village

During the day, go to the curio dealer, and buy some new equipment for Sasuke (monkey wrench [2500G]), Boy (quarter staff [6000]), and Leon (black belt [2000G]). At night, go to the house in the upper right, and speak to big cat named Chubby who will tell you about the solar lamp which is in Sun Tower. After that, leave, and go north to Daltanyan's House.

Daltanyan's House

The cat named Dalta will give you some information about the 7 sages who are Enver (Waterfall Village), Gustav (Alligator Village), Chubby (Beast Village), Tsuchika (Port Town), Kabura (Ice Country), Lamba (High Mountain), Nan (Turtle Village), and their locations. After that, leave, and go east to Sun Tower. Some of the members of the group should be around LV18 or LV19 by now.

Sun Tower

Go into the small room (the one without a treasure chest) that is on the left side of the big room, and then go upstairs to 2F. Along the way, search the six treasure chests for flame nail (Leon), have strength, nina ball, fine water, flame ring (Boy, Mio, Sasuke or Leon), medical herb, solar lamp which makes the group avoid the enemies' encounters on the field. After that, leave, and go north to Tammy's Hand-to-Hand Fight Dojo.

Tammy's Hand-to-Hand Fight Dojo

Go into the house, speak to Tammy of the jungle tournament, and choose "yes" to her question to fight her. After defeating her, you can fight her again numerous times to get a lot of experience points. After that, leave, and go west to Lance's House.

Lance's House

Go into the house, speak to Lance of the UrUr Group, and choose "yes" to his question to fight him. After defeating Lance, he will leave his house. Then,

exit, and go north to Tournament Village.

Tournament Village

In the daytime, go to the 5000G jungle tournament, and buy a ticket for 2G. Participate in the tournament which is a one-on-one battle. First, Boy will go to a qualify tent for beginners, and then to a waiting room where the qualifiers wait during each of the 8 rounds. In the final battle of the tournament, Leon will be Boy's opponent, and it is wise not to buy anything since Boy won't win. Then, go to the curio dealer which is house on the lower left, and buy some new equipment for Boy (turban [2800G]), Mio (pocchi dress [1800G]), Sasuke (turban [2800G]), and Leon (kenbougi [1000G]). After that, leave, and go west to the Cave. Some of the members of the group should be around LV19 to LV21 by now.

Cave

When you enter the cave, go upstairs, and buy the flame stick [3000G] for Mio from the gorilla. After that, go up the stairs that is on the left to exit the cave. Then, go to Hot Spring Village which is nearby.

Hot Spring Village

First, go to the curio dealer which is house on the lower right, and buy tonfar [3000G] for Boy and Leon. The boy name Thomas is also here looking for his parents. The hot spring in the village can recover HP & MP, and cure faint. After that, leave, go south to where the boat, and sail south to Fairy Village.

Fairy Village

When you speak to the fairies, they will say that Knock Out Gorilla stole their fairy plaster cast. After that, leave, and sail southwest to a cave called Mr. Knock Out Gorilla's House.

Mr. Knock Out Gorilla's House

Mio and Leon will separate from the group. Boy and Sasuke should be around level 26 by now. Use the other boat to get to other areas of the cave, and search the five treasure chests for paperweight drill, kenkou sandal (Boy or Sasuke), fine water, boxing gloves (boy), stimulant. Then, go upstairs, and fight Knock Out Gorilla twice, but in second battle, Boy and Sasuke will have some difficulties with Knock Out Gorilla who will put on the fairy plaster cast. After defeating Knock Out Gorilla, search the treasure chest for the fairy plaster cast. Then, leave, and sail back to Fairy Village.

Fairy Village

Go, and speak to the fairy, and choose "yes" to give them the fairy plaster cast. Then, the fairy will give you thorn crown as a reward. After that, leave, and sail southwest right into the Waterfall.

Waterfall

The boat will fall over the waterfall, then going down the river crashing nearby Sweege Family Cottage. After that, Thomas will come out to help Boy and Sasuke.

Sweege Family Cottage

On 2F, first speak to Sasuke, then Thomas who will become a friend, but he cannot carry any items. After that, leave, and walk northeast to Port Town.

Port Town

Go to the harbor which is behind the inn, and speak to Mio who will rejoin the group again. Then, go to the curio dealer which is middle house near the entrance, and buy some new equipment for Sasuke (knee breeches [900G]), Thomas (sneakers [1300G], power wrist [200G], sun visor [1800G], bamboo sword [4000G]), and Mio (sneakers [1300G], spirit baton [10000G]). After that, leave, and use Ken's flute to go to Lake Village.

Lake Village

Go to the where the small tent is at, and search the treasure chest that is behind Kiln Alligator for star carpet. Then, leave, and use Ken's flute to return back to Port Town. After that, leave, and walk (or buy a 50G ticket at the bird taxi which is on the right side of the curio dealer, and choose #2) northwest to Moon Tower. Some of the members of the group should be around LV15 to LV27 by now.

Moon Tower

As you go thru a series of rooms and floors, search the treasure chests for fine water, super MMP, 765G, restorative, ruby ring, frio ball, ice ring, fine water DX, lacquered clogs (Mio), defense rosary, and bio fig. On the top floor, fight Kabuki Lion of the UrUr Group. In battle, use Mio's magic of rupani (a flame attack for 1 group) against this troublesome boss. After defeating Kabuki Lion, search the treasure chest for moon clock. After that, leave, and go northeast to Shrimp Village.

Shrimp Village

Go inside the village to mark it on the map. After that, leave, and go into the hole which is a cave.

Cave

You have to push rocks into small holes, climb up and down the stairs, and jump down into dark holes to get to many of the treasure chests. The items inside of the treasure chests are golf putter (Sasuke or Thomas), kumumu ball, shelf fungus, fine water, bar (Thomas), spring boots (Thomas), and 1982G. After that, leave, and go further northeast to Railroad Village.

Railroad Village

You can go to the house at the top, speak to the person who is behind the counter, and donate some money to the village so that the railroad can be completed to make the tracks extend some more. After that, leave, and go to the Airport which is nearby. Some of the members of the group should be around LV23 to LV28 by now.

Airport

Go thru the small gate to enter, and fight Goggles Monkey. In battle, use Mio's magic of rupani (a flame attack for 1 group) against this troublesome boss. After defeating Goggles Monkey, Thomas' parents will come by to take him and the group to the City in a airplane.

City

After the plane lands, the group will be taken to Thomas's House.

Thomas's House

In the morning, Thomas' father will come by to wake up the group. Now, leave the house, and Thomas will take the group next door to his laboratory. After that, leave, and go northeast to the small building with the words City Hall (shiyakusho).

City Hall

Go to 2F, and speak to Mio's father Makudofu. After that, leave, and go northeast to the upper right side of city hall, there is a manhole.

Manhole

Go in front of the manhole that is besides the large building (Hotel Grand Cannon), search it, and choose "yes" to the question to enter the Sewer. Some of the members of the group should be around LV27 to LV30 by now.

Sewer

Go to the lower middle area to a room where there are two ladders. Now, go down the ladder to the second underground level of the sewer, and then go to the far right to a room. Speak to Doctor Pochi (Mecha Pochi), and fight his Mecha Zaurusu. In battle, use Mio's magic of chilli frio (a ice attack for 1 group) against this troublesome boss. After defeating Mecha Zaurusu, Mecha Pochi will leave. The items that are found inside of the treasure chests are bat (Boy, Sasuke or Thomas), fine water DX, have strength, restorative, and 3965G. After that, leave, and go northwest to the upper left side to where the Airport is at. In front of the Airport, there is a Zoo.

Zoo

Enter, and then go into the building that is on the left side, speak to the whale name Makkie, and choose "yes" to his question. After Thomas separates from the group, Makkie will take the group to Ice Country.

Ice Country

When you speak to the penguin Marin, choose "yes" to the question to make him become a friend. Marin can use magic, but he cannot carry any items. Use the solar lamp to decrease the invasion of enemies. After that, go past the cave that is nearby, and go east to Aurora Castle, but you must enter during the daytime.

Aurora Castle

After speaking to the penguin guard who is blocking the door, he will take the group to see King Mark who is the penguin king. Strong Tiger of the UrUr Group will be there in the throne room. Go to 2F, and search the treasure chests for paperweight drill and rosary of wisdom. On 1F in the upper right corner, sleep in the bed. When night comes, go to the room on the left, and speak to Strong Tiger whom you will fight. In battle, use Mio's magic of rupani (a flame attack for 1 group) against this troublesome boss. After defeating Strong Tiger, Boy will get the gorgeous key. After that, leave, and go west to the cave. Some of the members of the group should be around LV22 to LV32 by now.

Cave

Items found inside of the treasure chests are fine water, diamond ring, 5947G and stimulant. Go down the ladder on the right into the underground, and speak to Strong Tiger who is guarding a treasure chest. Fight Strong Tiger again. In battle, use Mio's magic of rupani (a flame attack for 1 group) against this troublesome boss. After defeating Strong Tiger, he will leave. When you search the locked treasure chest, the gorgeous key will open it automatically so that you can get Ball's crown. After that, leave, and go further east to Blizzard Castle.

Blizzard Castle

After speaking to the penguin guard who is blocking the door, he will take the group to see Emperor Ball. After giving the crown back to Emperor Ball. Ice Walker will come by to fight the group. In battle, use Mio's magic of rupani (a flame attack for 1 group) against this troublesome boss, and Marin's magic of amachani (to raise the entire group's defense). After defeating Ice Walker, he will leave, and Boy will get flashy key. Then, Emperor Ball will recover the group's HP & MP. Go to 2F, and search the treasure chests for hippo extract, cameo of power, and fine water DX. After that, leave, and go north to the Cave which is nearby.

Cave

Inside, the group will be a earthquake sound. Items found inside of the treasure chests are golden bracelet (Mio or Marin), golden wrist watch, 18-carat ring. Go to the upper right corner where the ladder is at, go down, and speak to Ice Walker whom you will fight. In battle, use Mio's magic of rupani (a flame attack for 1 group) against this troublesome boss, and Marin's magic of amachani (to raise the entire group's defense). After defeating Ice Walker, he will leave. When you search the locked treasure chest, the flashy key will open it automatically so that you can get Mark's crown. After that, leave, and go back to Aurora Castle.

Aurora Castle

Go and speak to King Mark. After Boy gives him back his crown, King Mark will release Kabura. Then, Marin will separate from the group. After that, leave, and go east to the igloo called Aurora Village which is nearby the castle.

Aurora Village

Enter the village at night because that is the only time Kabura is there. Then, go to Kabura's house which is in the lower right corner, speak to Kabura, and hear his story. While Kabura tells his story, Yurack and two others will appear temporarily to eavesdrop. After that, leave, and go further east to Blizzard Village.

Blizzard Village

Go to the curio dealer which is now very expensive, and buy some new equipment for Boy (numb club [28000G], (karategi [18000G]), and Mio (ice rod [45000G], helmet [14000G], winter coat [35000G]). After that, leave, and go all the way north to the Small House.

Small House

Go inside and speak to the man who is on the left side of the table. After he transforms into Santa Clause, follow him outside, and he will take the group

on his reindeer to Post Office Village. The fortuneteller Baba, Jungle Papa, King Ten will come by to meet the group. Choose "yes" twice to Jungle Papa's question. After King Ten flies off with the fortuneteller Baba and Jungle Papa, go to Post Office Village which is nearby.

Post Office Village

Go to the main office which is in the upper right, and speak to the goat to pick up six letters (letter-guide, Maria, Thomas, Kiln Alligator, Marin, and Leon). After that, leave, and go to the location to get the fourth member of the group. I choose Kiln Alligator to be the fourth member (Marin is at Aurora Castle, Leon is at Beast Village, and Thomas is at the City {you would have to go to the Airport that is nearby Railroad Village and buy a ticket to go to the City}). Use Ken's flute to go back to Lake Village.

Lake Village

Go to the where the small tent is at, speak to Kiln Alligator, and choose "yes" to make him rejoin the group. Then, leave, and use Ken's flute to go back to Post Office Village.

Post Office Village

Go to the curio dealer which is on the right side of the entrance, and buy some new equipments for Boy & Kiln Alligator (chain club [55000G]), Mio (electric worm [85000G]), and Sasuke (pickel [60000G]). After that, leave, and go southwest thru the forest like maze, then go north to Lamba Village.

Lamba Village

Go to the curio dealer which is on the right side of the entrance, and buy some new equipments for Boy (pan grip [30000G], monkon [31000G], judogi [35000], safety shoes [16000]), Mio (pan grip), Sasuke (pan grip & safety shoes), Kiln Alligator (monkon & judogi). After that, leave and go north. When you reach the desert, a parrot will come by with an invitation for the tournament. Choose "yes" to its question, and the group will be taken to Tournament Village. Choose "no" to its question, and the group will continue on their journey. My reply was "yes." Boy should be around LV45 by now.

Tournament Village

In the daytime, go to the jungle tournament, buy a ticket for 2G, and participate in the tournament. First, Boy will go to a qualify tent (c) for beginners, and then to a waiting room where the qualifiers wait during each of the 8 rounds. It is wise to buy a fine water DX. In the final battle of the tournament, Tammy will be Boy's opponent, and this time Boy will win the match for 7000G. After that, leave, and use Ken's flute to go back to Lamba Village. Now, go northeast thru the desert, then south to the Cave.

Cave

When you enter the cave, go upstairs to 2F. Please remember that Mio's magic has no affect on the skeleton monsters in this cave. On 2F, you will see a confrontation between King Rhino and his friends and Yurack and her friends. After that, search the treasure chests for shelf fungus, power has, paperweight drill, bio fig, and super MMP. Go to the upper left corner, and speak to Yurack whom you will fight. In battle use Mio's magic of chilly frio on Yurack. After defeating Yurack, search the treasure chest for antiquity bracelet. Now, go to the lower right area of the cave, and go up two flights of stairs to Lamba's House

Lamba's House

After watching the event with King Rhino, leave, and then use Ken's flute to mark (#2) that area where Lamba's House is at, then go back to Lamba Village.

Lamba Village

Go and search any one of the beds to sleep in to recover the group's HP & MP. After that, leave, and use Ken's flute to go back to Lamba's House.

Lamba's House

Go around to the topside of the house to get inside, and fight Iron Bear of UrUr Group. After defeating Iron Bear, Lamba will speak to Boy, and then Ten, the eagle, will come by to take the group to Misty Tower. Some of the members of the group should be around LV42 to LV51 by now.

Misty Tower

As you make your way up thru this maze like tower, search the treasure chests for kumumu ball, thunder ring, restorative, fine water DX, kyusetsukon, bio fig, suspicious masterpiece, 7930G, power has, churinga. On 1F, go up the stairs that is in the room on the lower left corner. Go all the way up to 6F, and then fall off the ledge to land in a different area of to 5F. After that, go all the way to the lower right area, and fall off another ledge to land in a different area of 4F. Then, go up several flights of stairs to the top floor. Once you have reached the top floor, open the treasure chest with the item of misty crown, then King Rhino and his friends will come by to fight the group. In battle use Mio's magic of kama lupani (a flame attack) and aripeni (recovers the group's HP). After defeating King Rhino and his friends, leave and then use Ken's flute to go back to Lamba's Village.

Lamba Village

Go and search any one of the beds to sleep in to recover the group's HP & MP. After that, leave, and go east, then north thru the desert by crossing over the bridge to go to Gonta Village. Be sure to use the solar lamp to avoid the enemy's encounter.

Gonta Village

Go to the upper right area, and speak to the elephant named Gonta. Choose "yes" to its question to get the elephant trumpet which is for calling Gonta. After that, leave, and go north crossing over the bridge to go to the Shrine.

Shrine

If you stand on the square with the small green circle in the middle, it will recover the group's HP & MP. Go down the stairs, and search the two treasure chests for shelf fungus & magic shoes (Mio). After that, leave, and go west crossing over the bridge to go to Tortoise Village. Be sure to use the solar lamp to avoid the encounters of strong enemies.

Tortoise Village

Go to the curio dealer which is on the left side of the entrance, and buy some new equipments for Boy (battle tonfar [72000G], ceramic pants [75000], safety sneakers [32000]), Mio (penini stick [90000G], silver crown [65000]),

silk gown [70000]), and Sasuke (ceramic pants & safety sneakers). Go to the curio dealer at night, and search the treasure chest for wine barrel (Kiln Alligator). After that, leave, and go north crossing over the bridge, then east to Nan's House. Be sure to use the solar lamp to avoid the encounters of strong enemies.

Nan's House

Go and speak to Nan who will mention something about the fortune-teller Obaba. After that, leave, and then use Ken's flute to mark (#2) that area where Nan's House is at. Then go north, and a parrot will come by again with an invitation for the tournament. Choose "yes" to its question, and the group will be taken to Tournament Village. Choose "no" to its question, and the group will continue on their journey. Well, my reply again was "yes." Boy should be around LV53 by now.

Tournament Village

Go to the jungle tournament, buy a ticket for 2G, and participate in the tournament. First, Boy will go to a qualify tent (b) for beginners (buy 8 fine water DX), and then to a waiting room where the qualifiers wait during each of the 9 rounds. In the final battle of the tournament, Frying Pan will be Boy's opponent, and this time Boy will win the match for 10000G. After that, leave, and use Ken's flute to go back to Nan's House. Now, go all the way east passing Oasis Inn to the Shrine.

Shrine

Go and search the treasure chests for ruby ring and black nunchaku. In the center of the room, use the star carpet to warp into space. Now, go down the stairs, and search the treasure chest for mebius ring. Then, fall thru the cross-shaped hole, and search the treasure chest for wind cane (Mio). After that, leave, and go southeast to Desert Village.

Desert Village

Go to the hospital which is on the left side of the fountain, and speak to the fortune-teller Obaba who is resting. Make sure to put some of the fine water DX into Mio's inventory. After that, leave, and use Ken's flute to go back to Nan's House. Some of the members of the group should be around LV49 to LV57 by now.

Nan's House

When you enter, you will see a confrontation between King Rhino and Yurack. First, Yurack and her friends will fight the group. After defeating Yurack, King Rhino and his friends will fight the group. During the second battle, the group's HP & MP aren't recovered so be careful. During the second battle, use the fine water DX to recover Mio's HP & MP. After defeating King Rhino, speak to Nan, then leave, and use Ken's flute to go back to Desert Village.

Desert Village

Go to the house with a key shape sign that is on the right side with a parrot who will let you withdraw or deposit items. Withdraw items such as stimulants & fine water DX, and put them into Boy & Mio's inventories. After that, leave, and go west to Grandfather's House which is nearby the boat.

Grandfather's House

Go and speak to Nan's Grandfather who will tell you how to use the wind cane. After that, leave, go on the boat, and sail southwest to Atimos Shrine. Some of the members of the group should be around LV51 to LV57 by now.

Atimos Shrine

When the group goes inside of the main shrine, let Boy stand on the empty square that's between the two flames, and use the wind cane to raise the island out of the water. Outside, there are four small shrines. Be sure to use the solar lamp to avoid the encounters of strong enemies. You have to destroy the four seals that is blocking the path inside the underground of the main shrine. There is no sequence in breaking the four seals. First, go to the small shrine on the lower left, make Boy stand on the empty square, and then let Mio use her magic of nina on Boy. Second, go to the small shrine on the lower right, make Boy stand on the empty square, and then let Mio use her magic of frio on Boy. Third, go to the small shrine on the upper right, make Boy stand on the empty square, and then let Mio use her magic of kumu on Boy. Finally, go to the small shrine on the upper left, make Boy stand on the empty square, and then let Mio use her magic of pini on Boy. When all four seals have been broken, go back to the main shrine, and go down the stairs. Go below, and step on the square with the green circle in the middle to make a stair appear in the upper right area. The stairs on the right or left of the square will take the group to a room with three treasure chests with the items of ebony club (Kiln Alligator), 16383G, silver cross. Go back upstairs, and go to the upper right area where the new stairs appear. When you go down that stair, it will take you further down into the underground of the shrine where there is an empty square. Let Boy stand on the empty square, and use the three items of solar lamp, moon clock, and misty crown (on Boy) to revive Ati Moskoi. When he asks a question, choose to fight him (#2). In battle, just let Boy, Mio, Sasuke and Kiln Alligator attack, and save Mio's MP to recover the group. After defeating Ati Moskoi, Yurack and her friends will come by. Fight Yurack. Use the fine water DX to recover Mio's HP & MP. After defeating Yurack, go further up those stairs to a door which will take you further down into a cave area. In the cave, you will encounter King Rhino and his friends. Fight King Rhino. After defeating King Rhino, search the treasure chests for paperweight drill, fine water DX, and green beret (Sasuke). Go all the way up until you see two stairs that goes up. The stair at the top will take you to Urkuzain's Hideout. The other stair below it will take you to a small island called Secret Island with a house. Go in the house, and buy some new equipment for Boy (old bracelet [80000G]), Mio (tortoise-shell met [95000G]), and Sasuke (old bracelet). Return to the cave area with thosetwo stairs, and take the stairs at the top up to Urkuzain's Hideout. Along the way, search the treasure chest for tiger claw.

Urkuzain's Hideout

Along the way, search the treasure chests for nyoibou (Sasuke), silver stick (Mio), magic mantle, crimson samue, ejisonzu suit, flame mantle (Kiln Alligator), hanumaan pants (Sasuke), rainbow pants (Boy), silver dress (Mio). Some of the members of the group should be around LV52 to LV59 by now. On 1F, go up the stairs that is in the far upper left corner to 2F. Then, take the elevator to 3F. In the room on the left side of the elevator, search the treasure chest for onigoroshi (Boy). Go up the stairs that is in the far upper right corner to 4F. You will encounter Ati Moskoi and Urukuzain. Fight Ati Moskoi twice. During the second battle, this troublesome boss Ati Moskoi will use a very powerful earthquake spell which can inflict serious damage to the group so be careful. Make sure that Mio using her magic to recover the group's HP. After defeating Ati Moskoi, use the fine water DX to recover Mio's HP & MP, then go into the next room, and fight Urukuzain who is the

final boss. In battle, Urukuzain will use a lot of weak attack spells. Make sure that Mio is using her magic to recover the group's HP. After defeating Urukuzain, use the fine water DX to recover Mio's HP & MP, then follow him upstairs to the top floor, and fight Urkuzain twice who will transform into two different types of werewolf. After defeating both werewolves' forms of Urukuzain, Ati Moskoi will appear, and Urkuzain will join the group. Now, go up the stairs thru the sewer area into the jungle tournament area that is in the City. The police will take Urukuzain to jail, and Jungle Boy's parents will come by to greet him. Choose "yes" to Borooja's question to end the game.

THE END

After the words CONGRATULATIONS appears, press the X button, and Boy will get a chance to participate further in the jungle tournament.

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Version 1.5

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