

# EarthBound Spoiler-Free Walkthrough

by THayes

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## Spoiler-Free Walkthrough for EARTHBOUND

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### GUIDE INFORMATION

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### VERSION HISTORY

1.0: 8th Feb, 2005 (First version)

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### ONETT

1. Exit the house and walk south at the junction in the path. Walk to the top of the hill and talk to Pokey. Return to the house and talk to Ness' mother.
2. Walk downstairs to meet Pokey. Select yes to help him find Picky. Talk to Ness' mother to return to Ness' room.
3. Exit Ness' room and enter Ness' sister's room to check the present.
4. Walk downstairs and attempt to open the front door. Answer the phone to talk to Ness' father. Exit the house.
5. Walk south at the junction in the path and continue to the top of the hill. Talk to Picky and attempt to walk away.
6. Buzz Buzz joins the party. Walk down the mountain and defeat Starman Junior. Enter Pokey's house at the left side of Ness' house.

7. Talk to Pokey's father. Talk to Buzz Buzz and exit Pokey's house.
8. Walk east along the path and walk south in front of the sign. Continue south to enter Onett. Enter the game shop at the bottom of town.
9. Talk to the Shark in front of the door and select no. Defeat him and walk through the door to the garden.
10. Talk to Frank. Defeat Frank and Frankystein Mark II. Exit the game shop. Enter the town hall near the middle of town.
11. Walk west twice and talk to the mayor to get the key. Exit the town hall.
12. Walk to the shack at the top-left corner of town and use the key to open it. Go through the shack and enter the cave.
13. Climb to the top of the cave and talk to the star. Defeat Titanic Ant and go outside to record the melody of Giant Step. Exit the cave.
14. Go through the shack and enter the police station at the bottom-right corner of town.
15. Talk to the left officer and select yes. Defeat the four cops and Captain Strong. Exit the station and walk south to Twoson.

#### TWOSON AND HAPPY HAPPY VILLAGE

16. Enter Apple Kid's house at the bottom of town.
17. Talk to Apple Kid. Give him an item of food and select yes to invest money in his inventions. Talk to the mouse for the phone. Exit the house.
18. Walk north up the road and go right at the junction. Continue east along the path and go through the cave to Peaceful Rest Valley.
19. Walk north and check the pencil-shaped iron statue at the top of the area. Go back through the cave to return to Twoson.
20. Answer the phone to listen to Apple Kid. Enter Burglin Park at the left side of the town and defeat Everdred.
21. Talk to Apple Kid at the bottom-left corner of the park to receive the pencil eraser. Walk back through the cave to Peaceful Rest Valley.
22. Walk north and use the pencil eraser on the iron statue. Walk through the cave at the right side of the valley to enter Happy Happy Village.
23. Walk through the cave at the top of town and enter the house. Talk to Paula to receive the Franklin badge. Walk back through the cave.
24. Enter the house in the middle of town and talk to the insane cultists to make them move. Walk through the door at the left side of the hall.
25. Walk up the steps and defeat Mr. Carpenter. Walk back through the hall and go through the top cave to return to the house with Paula.
26. Use the key to the cabin on the door. Paula will join the party. Walk back through the cave to Happy Happy Village.

27. Walk through the right cave to enter Lilliput Steps.
28. Talk to the star at the top-right corner. Defeat Mondo Mole and go outside to record the melody of Lilliput Steps. Exit the cave.
29. Walk through the top-left cave and go back through the valley to Twoson.
30. Enter Polestar school near the bottom of town and walk west to meet Paula's parents. Exit the school.
31. Walk west to Burglin Park and enter Everdred's house. Talk to Everdred to receive the wad of bills. Exit Everdred's house.
32. Walk to the Chaos Theater near the top-right corner of town and talk to the Runaway Five to receive a backstage pass. Enter the theater.
33. Show the backstage pass to the woman and walk through the door. Talk to the girl at the left side of the room to enter the room with the Runaway Five.
34. Exit the room and watch the Runaway Five show. Exit the stage room.
35. Walk through the left door and give the wad of bills to the manager. Exit the theater and talk to the Runaway Five member to travel to Threed.

#### THREED

36. Enter the graveyard at the top-left corner of town and walk north-west to see the zombies near the ladder.
37. Enter the hotel and walk west. Enter the left door to be taken to a cave. Attempt to open the door and the game will switch to Jeff.

#### WINTERS

38. Exit the room and walk downstairs. Go through the left door and talk to Maxwell to receive the key.
39. Exit Maxwell's room and go through the right door. Use the key on any one of the lockers. Exit the locker room.
40. Return to Maxwell's room and talk to Maxwell to receive the bad key machine. Exit Maxwell's room.
41. Return to the locker room and use the key machine to open the bottom-left and top-right lockers. Exit the school. Talk to Tony to jump over the gate.
42. Walk east and enter the shop at the top-right corner of the area.
43. Talk to the woman and buy a pack of gum. Talk to the bubble monkey and he will join Jeff. Exit the shop.
44. Walk south to the Tessie-Watching Club at the bottom of the area and enter the left tent. Talk to the man and ask for stew to sleep.
45. Exit the tent and walk east to the spot near the water to ride Tessie south to a new section of Winters.
46. Walk south and enter the cave near the pencil statue.

47. Walk through the maze and exit the cave at the left side of the area.
48. Walk south and enter the cave on the left.
49. Walk west to the third section of the cave to see a coiled rope. Use the pack of bubble gum and the bubble monkey will uncoil the rope.
50. Climb both ropes and walk west to exit the cave.
51. Walk south-west and enter the lab. Talk to Dr. Andonut and enter the Sky Runner to travel to Threed.

#### THREED

52. Use the bad key machine to unlock the door. Walk through the door and climb up the ladder to enter the town.
53. Walk to the bottom of town and defeat the Boogey Tent. Check the trash can to get a jar of fly honey.
54. Walk north-east and answer the phone to listen to Apple Kid. The pizza delivery man will appear to give Ness the zombie paper.
55. Enter the circus tent in the middle of town and use the zombie paper. Exit the tent and stay at the hotel.
56. Exit the hotel and travel to the graveyard at the top-left corner of the town. Climb down the ladder at the top-left corner of the graveyard.
57. Walk east through the cave and defeat Mini Barf. Climb up the ladder. Enter the cave and walk east to enter Saturn Valley.

#### SATURN VALLEY

58. Climb up the ladder at the top-left corner of town and talk to one of the Mr. Saturn to hear about a password for the waterfall.
59. Exit the room and walk back through the cave at the bottom-left corner.
60. Walk north into the waterfall and go west. Face north to hear someone ask for the password. Stand still for three minutes to enter the lair.
61. Walk through the lair and go through the doorway at the bottom-left corner to start the fight against Master Belch.
62. Use the fly honey on Master Belch. Defeat Master Belch and walk north. Go east through the cave to return to Saturn Valley.
63. Talk to the Mr. Saturn near the ladder and select yes to drink the coffee. Enter the top-right cave.
64. Walk east through the cave and walk south through the valley. Enter the cave at the right side of the valley.
65. Talk to the star at the top-right corner. Defeat Trillionage Sprout and go outside to record the melody of Milky Well. Exit the cave.

66. Walk through the valley and go through the cave to return to Saturn Valley.
67. Walk through the cave at the bottom of the town to return to the waterfall area. Go through the cave at the bottom of the valley to return to Threed.
68. Check the bus stop in front of the hotel and board the bus to travel to Dusty Dunes Desert.

#### DUSTY DUNES DESERT AND FOURSIDE

69. Walk north-east and talk to the man at the right side of the desert. Select yes and give him an item of food.
70. Walk south to the bottom-right corner of the desert and go east through the tunnel to enter Fourside.
71. Walk north-east and enter the Topolla theater.
72. Buy a ticket and show it to the man on the left. Walk through the left door and talk to the manager. Exit the theater and return to Dusty Dunes Desert.
73. Walk north and enter the mine.
74. Go through the maze and defeat the five Guardian Diggers. Exit the mine.
75. Talk to the gold digger. Walk through the tunnel at the bottom-right corner to receive the diamond on the bridge. Continue east to Fourside.
76. Walk north-east and enter the Topolla theater.
77. Buy a ticket and show it to the man on the left. Walk through the left door and show the diamond to the manager. Exit the room.
78. Go through the green doors to watch the performance. Exit the theatre.
79. Enter the Department Store at the top-right corner of town.
80. Ride the escalator up to the second floor. Ride down to the first floor. The lights will go out.
81. Enter the room on the top floor of the store and defeat the dept. store spook. Exit the store.
82. Enter the cafe near the left side of town.
83. Talk to the woman at the right side of the cafe. Exit the cafe.
84. Talk to the man at the right side of the crowd and give him some food. Talk to Everdred. Enter the cafe.
85. Walk behind the bar and check the north wall to enter the town of Moonside.

#### MOONSIDE

86. Exit the cafe and walk south-east to the Monotoli building. Talk to the man that blocks the way.
87. Walk north-east and talk to the man in front of the hospital.

88. Talk to the man in the area with the two trees.
89. Talk to the man in the area with the six trees.
90. Talk to the man in the area with the four trees and select no.
91. Talk to the shadow and select no. Talk to the man to enter the hotel.
92. Exit the hotel and walk south to the Monotoli building. Talk to the man that blocks the way and he will move.
93. Talk to the man in front of the statue. Check the statue and defeat Evil Mani-Mani to return to Fourside.

#### DUSTY DUNES DESERT AND FOURSIDE

94. Exit the cafe and talk to the monkey. Walk through the tunnel at the south-west corner of town to return to Dusty Dunes Desert.
95. Walk west to the store and go north to the monkey. Go down the ladder.
96. Talk to the monkeys and give them the items they request. Get the king banana from one of the monkeys and give it to the monkey that asks for it.
97. Continue through the cave and use the pencil eraser on the pencil statue. Enter the next cave and talk to Talah Rama to get the yogurt dispenser.
98. Select yes and talk to the monkey. Walk back through the cave and climb up the ladder to return to the desert.
99. Talk to the left monkey and follow him to the road. Talk to him again to learn how to teleport. Teleport to Fourside.
100. Walk to the Monotoli building near the top-right corner of town and talk to the maid to give her the yogurt dispenser. Enter the Monotoli building.
101. Walk west into the first elevator to ride to the 47th floor.
102. Walk east into the second elevator to ride to the 48th floor.
103. Walk west to the next room. Open the left door and walk north, west and open the right door. Open the right door and go north to the maid's room.
104. Talk to the maid to get the trout yogurt. Exit the maid's room.
105. Open the left door and defeat the clumsy robot. Open the left door and talk to Monotoli. Go up the steps and open the left door.
106. Pokey will fly off in the helicopter. Exit the building and talk to the Famous Five member to return to Threed.
107. Travel to the graveyard at the top of town and climb down the ladder. Open the door and check the Sky Runner to fly to Winters.
108. Exit the lab and walk north to the cave. Talk to the star. Defeat Shroom! and go outside to record the melody of Rainy Circle. Exit the cave.
109. Return to the lab and talk to Dr. Andonut. Enter the Sky Runner to fly to

the town of Summers.

#### SUMMERS

110. Walk east to the right side of town and enter the right door of the second house from the left.
111. Talk to the man to hear the number for the Stoic Club. Exit the house.
112. Walk west to the hotel and phone the Stoic Club. Exit the hotel.
113. Enter the Stoic Club and talk to the man at the left table. Talk to the woman at the bottom-right corner and select yes. Exit the club.
114. Walk west and talk to the woman. The game will switch to Dalaam.

#### DALAAM

115. Exit the palace and walk down to the bottom-right corner of the mountain. Climb up the ropes to the top of the ledge.
116. Wait at the top of the ledge and select yes to the spirit's questions. Return to the top of the mountain and enter the palace.
117. Walk west to the throne room and talk to the king. Poo will transport to Summers. Teleport to Fourside.

#### FOURSIDE

118. Enter the dinosaur museum in the middle of town.
119. Buy a ticket from the woman and walk west to the exhibit room. Talk to the man at the left side of the room. Exit the museum.
120. Walk south-west from the museum and enter the theater.
121. Buy a ticket and show it to the guard. Walk through the green doors to see the show. Walk through the left door and talk to Venus. Exit the theater.
122. Walk north-east from the theater and enter the museum.
123. Buy a ticket from the woman and walk west to the exhibit room. Give the signed banana to the man. Open the west door and go down the hole.
124. Climb down the ladder into the water and walk east twice. Climb up the right ladder to exit the water.
125. Talk to the star. Defeat the Plague Rat of Doom and climb up the ladder to record the melody of Magnet Hill.
126. Open the chest for the carrot key. Climb down the ladder and return to Fourside. Teleport to Dalaam.

#### DALAAM

127. Walk down the path to the bottom-left corner and use the carrot key on the

rabbit statues. Enter the cave.

128. Climb up both ropes and drop through the hole. Drop through the left hole and the next hole to arrive in the area with the star.

129. Talk to the star. Defeat Thunder and Storm and go outside to record the melody of Pink Cloud. Exit the cave and teleport to Summers.

#### SUMMERS

130. Enter the museum near the right side of town. Buy a ticket from the woman and walk west to the exhibit room.

131. Walk up the steps and give the tiny ruby to the man. Enter the room and read the plaque. Exit the museum.

132. Walk east and talk to the sailor at the right side of town. Select yes to sail away from Summers. Defeat Kraken to continue to Scaraba.

#### SCARABA

133. Walk to the sphinx at the bottom-right corner of Scaraba.

134. Step on the top, bottom-left, top-right, top-left, bottom-right and top buttons to open the pyramid. Enter the pyramid.

135. Walk through the pyramid to the room with the casket. Walk east and defeat the Guardian General. Enter the next room and walk on the switch.

136. Walk west to return to the room with the casket. Go down the hole.

137. Get the hawk eye on the platform and go east up the steps. Go down the hole and continue east to exit the pyramid.

138. Walk north-west from the pyramid and talk to the man to receive the key. Travel north-west and use the key on the tower.

139. Climb up to the fourth floor of the tower and talk to Brick Road. Go down the return hole and continue down to the first floor. Exit the tower.

140. Walk south and Brick Road will get caught in the trees. Walk east and talk to the man. Talk to Brick Road to enter the dungeon.

141. Climb up to the fourth floor of the tower and talk to Brick Road. Go down the goodbye exit and continue down to the first floor.

142. Walk west and check the submarine to ride to Deep Darkness.

#### DEEP DARKNESS

143. Walk east through the swamp to the dark area. Use the hawk eye. Continue following the swamp to the yellow helicopter.

144. Continue west and go north and east at the junctions. Follow the path and defeat Master Barf. Continue through the swamp and enter the cave.

145. Exit the cave and answer the phone to listen to Apple Kid and Orange Kid.



Teleport to Winters.

#### WINTERS

146. Walk south to the Tessie-Watching Club at the bottom of the area and talk to the bubble monkey to ride Tessie.
147. Use the pencil eraser on the pencil statue and continue south. Enter the bottom-left cave and walk through to Stonehenge on the other side.
148. Enter the lab and talk to the mouse to receive the eraser eraser. Exit the lab and walk to the circle in the middle of stonehenge to enter the cave.
149. Go east to the purple area and use the eraser eraser on the eraser statue. Continue through the cave to the metal area.
150. Climb down the ladders and walk east. Get an exit mouse from the room and continue east to the maze.
151. Open the door at the top-right corner of the maze and continue east to the next room. Defeat Starman Deluxe.
152. Open the left door and talk to Apple Kid. Use the exit mouse to exit the cave. Teleport to Onett.
153. Open the right door and check the left shelf for the shyness book. Exit the library and teleport to Tenda Village.

#### TENDA VILLAGE AND LABYRINTH

154. Walk south-west and give the shyness book to the horned Tenda.
155. Talk to the bottom-left Tenda and he will move the rock. Climb down the ladder and talk to the rock. Walk west to the labyrinth.
156. Walk west and follow the north path to the ladder. Walk to the end of the path and go up the next ladder.
157. Walk west and talk to the star. Defeat Electro Specter and go down the hole to record the melody of Lumine Hall. Go down the left hole.

#### LOST UNDERWORLD

158. Enter the Tenda village at the top-left corner of the area and talk to the rock. Travel south-west and enter the Fire Spring cave.
159. Climb to the top of the cave and talk to the star. Defeat the Carbon Dog and go north to record the melody of Fire Spring.

#### MAGICANT

160. Walk through both towns and follow the path through the purple area. Check the tentacles at the end of the path to travel to the Sea of Eden.
161. Walk to the top-left corner of the sea and check the statue. Defeat Ness' Nightmare to gain the power of the eight sanctuaries.

SATURN VALLEY AND ONETT

162. Talk to Dr. Andonut. Board the phase distorter and select yes when Dr. Andonut asks if a meteorite has been seen recently. Teleport to Onett.
163. Walk north-east toward Ness' house and travel to the top of the hill. Check the meteorite to get the meteorite piece. Teleport to Saturn Valley.
164. Give the meteorite piece to Dr. Andonut. Sleep in the bottom-left house. Exit the house and talk to Dr. Andonut. Board the phase distorter 2.

LOST UNDERWORLD

165. Walk to the tentacle at the top-right corner of the cave. Walk south-east and Apple Kid and Dr. Andonut will appear.
166. Talk to Dr. Andonut. Talk to Apple Kid. Talk to Dr. Andonut twice. Select yes three times to warp to the past.
167. Walk south-west and follow the path to the sphere at the top of the area. Follow the path to the next sphere and go north to the top of the area.
168. Walk north to the top of the tentacle area. Defeat Heavily Armed Pokey in the first battle and attack Giygas in the second battle.
169. Have Paula pray nine times in the third battle to defeat Giygas. Teleport to Twoson and enter Polestar school.
170. Teleport to Onett and return to Ness' house. Talk to Ness' mother twice to complete the game.

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2. Copyright Information

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