

# Famicom Bunko: Hajimari no Mori (Import) FAQ/Walkthrough

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Famicom Bunko Hajimari no Mori

Famicom Library The Forest of Beginning

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GUIDE

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Now, here are the correct selections to progress in this game.

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THE 1ST DAY...ENCOUNTER

-----  
-After selecting a surname and name (for the boy), choose "decide," and press the A button to beginning the game.

-----  
-Look at. The wicket.

-Talk to. Someone.

-Property. Ticket. Pass it.

-(After the explanation ends, choose "return to the game," and press the A button).

-----  
-Look. Around.

-Walk. Up.

-----  
-Talk about. The thing of grandfather.

-Talk about. The thing of the firefly.

-Talk about. The thing of the river.

-Walk. Down.

-----  
-Walk to. The left.

-Walk to. The left.

-----  
-Look at. Choose either one.

-Search for. The firefly.

-Walk to. The right.

-----  
-(Press the A button to bring the menu up)

-Look. Around.

-Look at. The forest.

-Look at. Something. The firefly.

-Look at. The firefly.

-Walk. Up.

-Don't give up.

-----  
-Walk to. Reach the cliff.

-Talk.

-Hear.

-Walk. To the direction of voice. (Go to the direction where the firefly flies)

-----  
-Look at. The girl.

-Talk with. Greeting.

-Talk about. The thing of myself.

-Talk about. The thing of partner.

-Property. Flashlight. Use it.

-Look at. The girl.  
-Talk about. The thing of Yukata.  
-Talk about. The thing of myself.  
-Talk about. The thing of flashlight.  
-Property. Flashlight. Pass it.  
-Talk.  
-Choose either name for the girl. Yes.  
-Look at. The girl.  
-Talk about. The thing of partner.  
-Property. Cola's crown. Pass it.  
-Talk about. The thing of Cola.  
-Look at. Firefly.  
-Talk about. The thing of the firefly.

---

-Look at. The girl.  
-Look at. The river.  
-Talk.  
-Talk.  
-Talk.  
-Talk.  
-Talk.

---

-Talk.  
-Talk.  
-Talk.  
-Talk.  
-Talk.

---

-Look at. The grassy place.  
-Think.  
-Protect. The girl.  
-Look at. The grassy place.  
-Talk.  
-Choose either one.

---

-Understand.  
-About the jump? (Press the directional button to where you want jump, and the  
A button to jump onto the stepping stones)  
-Jump across the stepping stone in the order of left, left, down, left, left,  
up, up, right, up, up, up.  
-Jump across the stepping stone in the order of up, up, right, up, right, up,  
right, right, up, up, left, left, left, up, up.

---

THE 2ND DAY...LOOK FOR THAT CHILD!

---

-Talk.  
-Talk.

---

-Talk to. Tatsuo-san. Greeting.  
-Talk to. Tatsuo-san.  
-Choose either one.  
-Talk to. Grandfather.  
-Talk to. Tatsuo-san. The thing of the girl.  
-Talk to. Grandfather.  
-Property. A broken piece of Yukata.  
-Talk. Tatsuo-san.

---

-Talk.  
-Talk.

---

-Look at. Tatsuo-san.  
-Talk to. Grandfather.  
-Talk to. Tatsuo-san.  
-Talk to. Grandfather.  
-Talk to. Grandfather.

---

-Talk.  
-Talk.  
-Look at. The shrine.  
-Look at. The open space.  
-Talk.  
-Talk.  
-Talk.  
-Talk.

---

-Look.  
-Talk.  
-Look. Around.  
-Talk.  
-Look at. The door.  
-Look at. The inside of the shrine.  
-Talk.  
-Look at. The door.  
-Open it.  
-Talk.

---

-Look. Around.  
-Look. Around.  
-Look at. Jizo (Guardian Deity of Children).  
-Look at. Jizo (Guardian Deity of Children).  
-Talk.  
-Talk about. The thing of Jizo (Guardian Deity of Children).  
-Talk about. The thing of Shonin Donguri-sama.  
-Talk about. The thing of Shonin Donguri-sama.  
-Talk about. The thing of Yukari Aya-sama.  
-Talk about. The thing of Kashi Aya-sama.  
-Talk about. The thing of Kashi Aya-sama.  
-Talk about. The thing of legend.

---

-Talk.  
-Talk to. The old woman Oine. Greeting.  
-Talk to. The old woman Oine. The thing of the girl.  
-Talk to. Grandfather.  
-Talk to. The old woman Oine. The thing of legend.  
-Talk to. Grandfather.

---

-Talk. Choose either one.  
-Walk to. The right.  
-Walk to. The left.

---

-(Press the A button to bring the menu up)  
-Talk.  
-Talk about. The thing of the lost article.  
-Yes.  
-Walk to. The left.

---

-Walk to. The left.

---

-Talk.  
-Talk to. The village mayor. Greeting.

-Talk to. The village mayor. The lost article of Oine-san.

-Walk to. The left.

---

-Talk with. Greeting.

-Talk about. The lost article of Oine-san.

-Walk to. The right.

---

-Walk to. The right.

---

-Walk to. The right.

---

-(Press the A button to bring the menu up)

-Talk.

-Talk about. The thing of the lost article.

-A cane.

-Walk to. The right.

---

-Walk to. The left.

---

-(Press the A button to bring the menu up)

-Talk.

-Walk to. The left.

---

-Walk to. The left.

---

-Talk. Greeting.

-Talk.

-Talk about. The lost article of Oine-san.

-Walk to. The right.

---

-Walk to. The right.

---

-Walk to. The left.

---

-(Press the A button to bring the menu up)

-Talk about. The thing of the dog.

-Walk to. The right.

---

-Walk to. The right.

---

-Walk to. The right.

---

-Walk to. The right.

---

-Talk with. Greeting.

-Talk about. The lost article of Oine-san.

-Walk to. The left.

---

-(Press the A button to bring the menu up).

-Talk. The thing of the lost article.

-The money pouch.

-Walk to. The left.

---

-Walk to. The left.

---

-Walk to. The left.

---

-(Press the A button to bring the menu up)

-Talk about. The thing of the money pouch.

-Talk about. The thing of the money pouch.

-Talk about. The thing of the village child.

-----  
-Talk to. The principal. Greeting.

-Choose either one.

-Talk to. The principal. The thing of the children.

-Walk to. The left.

-----  
-Look at. The children.

-Look at. The fat child.

-Talk with. Greeting.

-Talk with. Greeting.

-Talk about. The thing of the money pouch.

-Talk about. The thing of the money pouch.

-Talk about. The thing of the money pouch.

-Talk about. The thing of the money pouch.

-Talk about. The thing of the money pouch.

-Talk about. The thing of the money pouch.

-Choose Y or X or B or A to get the money pouch from the children.

-Choose either one.

-----  
THE 3RD DAY...REUNION

-----  
-Talk.

-Looked for that girl.

-A reliance is there!

-To the station front

-----  
-Look at. The forest.

-Walk. Up.

-Talk.

-Talk.

-Talk. The thing of the girl.

-Choose either one.

-Talk about. The thing of the flashlight.

-Talk about. The thing of the bad kids.

-Talk about. The thing of the bad kids.

-To the school.

-----  
-Talk with. Greeting.

-Talk.

-Walk to. The left.

-----  
-Talk with. Greeting.

-Talk.

-Talk about. The thing of the girl.

-Look at. The children. (Quickly choose it)

-Talk about. The thing of flashlight.

-Talk about. The thing of flashlight.

-Yes..

-Look at. The flashlight.

-Look at. The flashlight.

-Talk about. The thing of the flashlight.

-Write the name.

-Talk.

-Talk.

-Talk.

-It is.

-Talk. Interesting.

-Talk.

-Push him.

-Talk.  
-Talk.  
-Talk.  
-Yes!  
-A match!  
-I cannot wait.  
-Walk to. The right.

-----  
-(Press the A button to bring the menu up)  
-Talk about. The thing of menko (a cardboard game doll).  
-Talk about. The thing of menko (a cardboard game doll).  
-Talk about. The thing of the general store.  
-To the village.

-----  
-Walk. Up.  
-Look. In the store.  
-Look at. Menko (a cardboard game doll).  
-Property.  
-Walk. Down.  
-(Press the A button to bring the menu up)  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-Talk. Greeting.  
-Talk.  
-Talk.  
-Talk about. The thing of Ayashi Village.  
-No.  
-Walk to. The right.  
-Choose either one.  
-Walk to. The left.

-----  
Walk to. The left.

-----  
-Talk with. Greeting.  
-Talk about. The thing of menko (a cardboard game doll).  
-Talk about. The thing of Ayashi Village.  
-Talk.  
-Advice. I cannot buy the menko (a cardboard game doll).  
-Talk. Want to help me.  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-Talk with. Greeting.  
-Talk.  
-Talk.  
-Talk. Want to help me.  
-Walk to. The left.

-----  
-Walk to. The left.

-----  
-Walk to. The left.

-----  
-(Press the A button to bring the menu up)

-Talk.

-Walk to. The right.

---

-Walk to. The right.

---

-Walk to. The right.

---

-(Press the A button to bring the menu up)

-Talk.

-Talk. Want to help me.

-I understand.

-Walk to. The left.

---

-Walk to. The left.

---

-Walk to. The left.

---

-(Press the A button to bring the menu up)

-Order-taking.

-Walk to. The left.

-(Press the A button to bring the menu up)

-Walk. Up.

---

-Order-taking.

-Walk. Down.

-Walk to. The right.

---

-Walk to. The right.

---

-Walk to. The right.

---

-Walk to. The right.

---

-(Press the A button to bring the menu up)

-Talk.

-Eel. Two.

-Sweet fish. Three.

---

-Talk. Greeting.

-Talk about. The thing of the fish.

-Talk about. The thing of the fish.

-Talk about. The thing of the house.

-Walk to. The right.

---

-Look at. The house.

-Talk with. Greeting.

-Talk. The thing of Tatsuzou-san's house.

-Talk.

-It is.

-Walk. Up.

---

-Look at. The basin.

-Take the fish.

-Catch it. (Press the left or right button to where the fish appear at. Press the A button to hold and carry the fish to the basket or at the side, and press the A button rapidly to hold and carry the eel to the basket or at the side. Make sure to catch the two eels and three sweet fish).

---

-Walk to. The left.

-No.

-(Make sure to quickly select a number to win the three match round of menko (a cardboard game doll) match against Suekichi).

-Yes!

-(Make sure to quickly select a number to win the three match round of menko (a cardboard game doll) match against Ushio).

-Yes!

-(Make sure to quickly select a number to win the four match round of menko (a cardboard game doll) match against Keizou)

-Yes.

-Talk about. The thing of the forest.

-Talk about. Free from the forest?

-Talk. I want to go!

-----  
-Look.

-Walk to. The right.

-----  
-Talk. Hey!

-Look. Around.

-Walk to. The left.

-----  
-Talk.

-Talk.

-Talk.

-Talk.

-Walk to. The right.

-----  
-Talk.

-Talk.

-Walk to. The right.

-----  
-Walk. Down.

-----  
-Walk to. The right.

-----  
-Look at. Jizo (Guardian deity of children).

-Look at. Jizo (Guardian deity of children).

-Walk. Follow the firefly.

-----  
-Talk.

-I came to catch a beetle.

-Look at. The girl.

-Talk.

-I came to look for you.

-Talk.

-The flashlight..

-Talk.

-Gratitude..

-Talk.

-Gather courage. I wanted to meet you.

-Choose either one.

-Talk.

-Yes.

-Talk.

-Talk.

-----  
THE 4TH DAY...AYA-SAMA'S FOREST?

-----  
-Talk.

-Talk.



-Talk.

-----  
-Walk to. The left.

-Talk with. Greeting.

-Talk about. The secret story.

-Talk about. The thing of Aya-sama's forest.

-Talk about. The thing of Aya-sama's forest.

-Talk about. The legend.

-Walk to. The left.

-----  
-Walk to. The left.

-----  
-(Press the A button to bring the menu up)

-Talk with. Greeting.

-Talk about. The thing of Aya-sama's forest.

-Choose either one.

-Talk about. The thing of Aya-sama's Jizo (the guardian's deity of children).

-Walk to. The left.

-----  
-(Press the A button to bring the menu up)

-Talk with. Greeting.

-Talk about. The thing of Aya-sama's forest.

-Walk to. The right.

-----  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-(Press the A button to bring the menu up)

-Look. Around.

-Talk.

-Talk.

-Walk to. The left.

-----  
-Walk to. The left.

-----  
-Look at. The direction of the voice.

-Walk. Down.

-----  
-Walk to. The left.

-----  
-(Press the A button to bring the menu up)

-Look. Around.

-Talk with. Greeting.

-Talk about. The thing of Aya-sama's forest.

-It is different!

-Talk about. The thing of the spring.

-Walk. Up.

-----  
-Talk.

-Talk.

-Walk. Down.

-----  
-Walk to. The left.

-----  
-(Press the A button to bring the menu up)

-Look. Around.

-Walk. Up.

-----  
-(Press the A button to bring the menu up)  
-Talk about. The thing of Aya-sama's forest.  
-Walk to. The right.

-----  
-Walk to. The left.

-----  
-(Press the A button to bring the menu up)  
-Talk about. The thing of Aya-sama's forest.  
-Walk to. The right.

-----  
-Walk to. The left.

-----  
-(Press the A button to bring the menu up)  
-Talk about. The thing of Aya-sama's forest.  
-Talk about. The thing of the handball song.  
-Walk. Down.

-----  
-Walk to. The right.

-----  
-(Press the A button to bring the menu up)  
-Talk about. The thing of the handball song.  
-Walk to. The right.

-----  
-Hear. The handball song.  
-Talk with. Greeting.  
-Talk.  
-Give up.  
-Walk to. The left.

-----  
-(Press the A button to bring the menu up)  
-Talk about. The thing of Satsu-chan.  
-Talk about. The thing of Satsu-chan.  
-Walk to. The left.

-----  
-Walk. Up.

-----  
-Walk to. The right.

-----  
-(Press the A button to bring the menu up)  
-Talk about. The thing of the village mayor.  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-(Press the A button to bring the menu up)  
-Talk.  
-Walk to. The left.  
-Choose either one.

-----  
-Walk to. The left.

-----  
-Walk to. The left.

-----  
-(Press the A button to bring the menu up)  
-Look at. The public office.  
-Walk. Up.

-Look. Around.  
-Look at. The blackboard.  
-Talk. The thing on the blackboard.  
-Cho..  
-Walk. Down.

-----  
-Walk to. The left.  
-----

-Walk. Down.  
-----

-Walk to. The right.  
-----

-(Press the A button to bring the menu up)  
-Talk about. The thing of the village mayor's field.  
-Walk. Down.  
-----

-Talk with. Greeting.  
-Talk about. The thing of Satsu-chan.  
-Thank you for your consideration.  
-----

-Look at. Satsu-chan.  
-Talk to. The village mayor. Ball..  
-Search to. The right.  
-----

-Look. Around.  
-Look at. The house.  
-Walk to. The right.  
-----

-Talk to. The person in the house.  
-Look at. The bulldog.  
-----

-Think.  
-Walk to. The left.  
-----

-Walk to. The left.  
-----

-(Press the A button to bring the menu up)  
-Look at. The truck.  
-Look at. The corrugated cardboard.  
-Oh!  
-----

-Walk to. The right.  
-----

-Take. The ball.  
-Do your best! (Use the corrugated cardboard to get to the ball so that you  
won't to be found by the bulldog).  
-----

-Look. Around.  
-Look at. The stairs.  
-Walk. Up.  
-----

-Talk.  
-Look at. The shrine.  
-Look. Around.  
-Look at. The forest.  
-Walk to. The right.  
-----

-Walk to. Left.  
-----

-Walk to. Left.

-----  
-(Press the A button to bring the menu up)

-Look. Around.

-Walk. Up.  
-----

-Talk.

-Walk.  
-----

-Talk about. The thing of a flute.

-Talk. Don't look at the girl?

-Talk.

Look. Choose either one.  
-----

THE 5TH DAY...A CERTAIN OLD MAN'S SECRET  
-----

-Talk.

-Talk.

-Talk.

-Talk.

-Talk.

-Talk.

-To the mountain stream.  
-----

-Talk.

-Walk to. The left.  
-----

-Talk.

-Walk. Up.  
-----

-Walk to. The left.

-Walk to. The right.  
-----

-Talk.

-Fish.

-(Hit the A button rapidly to make the words go by quickly. When the float pulls)

-Raise it. (To get the fish)

-Fish.

-Talk.

-(Hit the A button rapidly to make the words go by quickly. When the float pulls)

-Raise it. (To get the fish)

-Fish.

-Talk.

-(Hit the A button rapidly to make the words go by quickly. When the float pulls)

-Raise it. (To get the fish)

-Fish.

-Talk.

-(Hit the A button rapidly to make the words go by quickly. When the float pulls)

-Raise it. (To get the fish)

-Fish.

-Talk.

-(Hit the A button rapidly to make the words go by quickly. When the float pulls)

-Raise it. (To get the fish).

-Fish.

-Talk about. The thing of Ayashi Village.

-(During the conversation, the float did not pull so there is no fish)

-Raise it.

-Fish.

-(Hit the A button rapidly to make the words go by quickly. When the float pulls)

-Raise it. (To get the fish).

-Talk about. The thing of Hachihei-san.

-Talk about. The thing of Hachihei-san.

-Talk.

-Walk to. The left.

-----  
-Walk. Down.

-----  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-Walk. Up.

-----  
-Walk. Up.

-----  
-Walk to. The left.

-----  
-Walk to. The left.

-----  
-Talk.

-Talk.

-Walk. Down.

-----  
-Walk. Up.

-----  
-Walk to. The left.

-----  
-Walk to. The left.

-----  
-Walk. Down.

-----  
-Look at. The river.

-Walk. Down.

-----  
-Walk to. The right.

-----  
-Walk to. The right.

-----  
-Talk.

-Talk.

-Walk. Up.

-----  
-Walk. Down.

-----  
-Walk to. The left.

-----  
-Walk to. The left.

-----  
-Walk. Up.

-----  
-Talk.

-Talk.

-Swim in the river.

-Yes!

-Walk. Down.

-----  
-Walk to. The right.  
-----

-(Press the A button to bring the menu up)

-Search.

-It is there! Press the Y button.

-Walk to. The left.  
-----

-Walk. Up.  
-----

-Walk. Up.  
-----

-Walk to. The right.  
-----

-(Press the A button to bring the menu up)

-Search.

-It is there! Press the A button.

-Walk to. The right.  
-----

-Walk to. The right.  
-----

-Walk to. The left. (Quickly choose it)  
-----

-Walk to. The right.  
-----

-(Press the A button to bring the menu up)

-Search.

-It is there! Press the A button.  
-----

-Still.

-Look at. Keizou.

-Talk to. Keizou.

-Talk to. Shouta.

-Yes.  
-----

-Use. The bamboo stick. (Use it in front of Grandfather Hachihei)  
-----

-Talk.

-Talk about. The thing of Ayashi Village.  
-----

-Fish! (First, press the left or right button facing where you want to fish. Then, press the A button to throw or to retrieve the fishing line. You only need to fish for five fishes).  
-----

-Talk about. The thing of Ayashi Village.

-Went into the forest.

-Shonin Donguri-sama's Jizo (Guardian deity of children).

-To the direction of the forest entrance.

-Return.

-Walk to the east.

-Walk to the west.

-Walk to the south.

-Walk to the north.  
-----

THE 6TH DAY...TO AYASHI VILLAGE...  
-----

-Talk.

-Choose either.

-Walk to. The right.  
-----

-Talk.  
-Talk to. Shouta.  
-Talk to. Keizou.  
-Talk to. Ushio.  
-Talk to. Suekichi.  
-Talk.  
-Talk to. Shouta.  
-Choose either.  
-Walk to. The right.

---

-Look at. The Jizo (Guardian deity of children).  
-Now..  
-Walk around the Jizo (Guardian deity of children).  
-Now..  
-Return to the direction of the forest entrance.  
-The next..  
-Return to the direction of the Jizo (Guardian deity of children).

---

-Look at. The spring.  
-Remember it.  
-Look at. The sky.  
-Property. The direction magnet.  
-(Just remember that there are four directions which are north, south, west, and east. The compass point on the direction magnet is "north" where the red needle points to, and the mark of "N" displays it).  
-Walk. East.

---

-Walk. West.

---

-Walk. South.

---

-Walk. North.

---

-Look. Around.  
-Look at. The spring.  
-Drink. The spring water.  
-Property. The canteen.  
-Walk to. The right.

---

-(Press the A button to bring the menu up)

-Look. Around.  
-Take. The wooden branch.  
-Take. The wooden branch.  
-Walk to. The right.

---

-Look at. Something.  
-Look. Around.  
-Touch. Something.  
-Property. A wooden branch. Poke it. Something.

---

-Attack. Choose the red color words to defeat the boggy flower (life is 4). You can use the Hero's flashlight during the fight to blind the flower.

---

-Walk. Up.

---

-Choose either direction.

---

-Look.

---

-Talk.

-Choose either one.  
-Choose either one.  
-Talk about. Komurasaki?  
-Something.  
-Brown.  
-Look. Around.  
-Walk.

-----  
-Talk to. Somebody.  
-----

-Talk.  
-Talk.  
-Talk about. Komurasaki?  
-Talk about. Hajimari (beginning) Forest?  
-Talk about. I go away?

-----  
-Talk.  
-Talk.  
-Walk. Down.  
-----

-Talk about. The thing of Komurasaki.  
-Talk about. The thing of the elder.  
-Talk about. The thing of Tsuchikorobi (earth roller).  
-Talk about. The thing of Tsuchikorobi (earth roller).  
-Talk about. The thing of the full moon.  
-Talk about. The thing of Shirazu (free) Forest.  
-Talk about. The thing of Shirazu (free) Forest.  
-Talk about. The thing of Wind Mountain.  
-Talk about. The thing of Wind Mountain.  
-Talk.  
-I do not know..  
-Yes!  
-Walk to. The right.

-----  
-Walk to. The right.  
-----

-Look at. The swamp.  
-Look. Around.  
-Look at. The bubble.  
-Yes!  
-Look at. The hand.  
-Walk to. The left.

-----  
-Walk to. The right.  
-----

-Wash it.  
-Talk with. Greeting.  
-Talk.  
-Talk.  
-The thing of Shirazu (free) Forest.  
-Choose either one.  
-Talk about. The thing of Tsuchikorobi (earth roller).  
-Walk to. The left.

-----  
-Walk to. The left.  
-----

-(Press the A button to bring the menu up)  
-Talk.  
-Walk to. The right.  
-----



-Walk to. The right.

-----  
-Talk about. The thing of Yamabiko.

-Walk to. The left.

-----  
-(Press the A button to bring the menu up)

-Talk.

-Walk. Up.

-----  
-Talk with. Greeting.

-Talk.

-Talk about. The thing of Shirazu (free) Forest.

-Talk about. The thing of Shirazu (free) Forest.

-After Komurasaki..

-Talk about. The thing of Tsuchikorobi (earth roller).

-Walk. Down.

-----  
-Walk to. The right.

-----  
-Talk about. The thing of Tsuchikorobi (earth roller).

-Walk to. The left.

-----  
-Walk. Up.

-----  
-Talk about. The thing of a raincoat

-Talk about. The thing of Amanojaku (a perverse person).

-Walk. Down.

-----  
-Walk. Down.

-----  
-(Press the A button to bring the menu up)

-Talk.

-Walk to. The right.

-----  
-Talk with. Greeting.

-Talk to. Yamabiko-san!

-Talk. I want to talk!

-Walk to. The left.

-----  
-Walk. Up.

-----  
-Walk to. The left.

-----  
-Talk about. Koutarou.

-Walk to. The right.

-----  
-Walk. Down.

-----  
-Walk to. The right.

-----  
-Talk to. Don Shousuke!

-Talk with. Greeting.

-Talk about. The thing of Shirazu (free) Forest.

-It is different.

-Talk about. The thing of Shirazu (free) Forest.

-Talk about. The thing of Tsuchikorobi (earth roller).

-Talk about. The thing of Tsuchikorobi (earth roller).

-Talk about. The thing of Amanojaku (a perverse person).

-----  
-Walk. Down.

-----  
-Walk. Left.  
-----

-Talk with. Greeting.

-It is nothing.

-It is nothing.

-The thing of Komurasaki and others.

-Do not go.

-Do not go.

-No..

-Walk to. The left.  
-----

-Talk.

-Once more.

-Property. The direction magnet.

-(Just remember that there are four directions which are north, south, west, and east. The compass point on the direction magnet is "north" where the red needle points to, and the mark of "N" displays it).

-Walk. South.  
-----

-Walk. South.  
-----

-Walk. West.  
-----

-Walk. South.  
-----

-Walk. East.  
-----

-(Follow after Tsuchikorobi (earth roller)).  
-----

TO THE FOREST OF BEGINNING  
-----

-Look at. Tsuchikorobi (earth roller).

-Look at. The spring.

-Look. Around.

-Talk.

-Drink. The spring water.

-Walk. Up.  
-----

-Walk. Left.  
-----

-Walk. Up.  
-----

-Walk. Up.  
-----

-Walk. Up.

-Advance.

-Attack. Choose the red color words to defeat the boggy flower (life is 5). You can also use the Hero's flashlight during the fight to blind the flower.

-Walk. Up.  
-----

-Walk. Down.  
-----

-Walk. Down.  
-----

-Walk to. The right.  
-----

-Walk. Down.  
-----

-Walk to. The left.

-Walk. Up.

-Walk. Up.

-Walk. Up.

-Walk. Up.

-Walk to. The left.

-Walk. Up.

-Walk to. The left.

-Participate.

-Attack. Choose the red color words to defeat the bogy flower red (life is 7) and bogy flower white (life is 8). You can also use the Hero's flashlight and Kojirou's skill during the fight.

-Walk. Up.

-Walk. Up.

-Attack. Choose the red color words to defeat the bogy flower yellow (life is 6) and bogy flower red (life is 7). You can also use the Hero's flashlight and Kojirou's skill during the fight.

-Walk. Up.

-Walk. Up.

-Walk. Down.

-Walk. Down.

-Walk. Down.

-Walk to. The right.

-Walk to. The right.

-Walk. Up.

-Walk to. The left.

-Walk to. The right.

-Walk. Down.

-Walk to. The left.

-Walk to. The left.

-Walk to. The left.

-Walk. Up.

-Walk. Down.

-Walk to. The right.

-Walk. Up.

-----  
-Walk. Up.  
-----

-Walk. Up.  
-Choose either.  
-----

-Walk to. The right.  
-Walk. Down.  
-Walk to. The right.  
-----

-Walk. Up.  
-Attack. Choose the red color words to defeat the bogy flower red (life is 8) and bogy flower purple (life is 8). You can also use the Hero's flashlight and Kojirou's skill during the fight.  
-Walk. Up.  
-----

-Talk to. Kojirou.  
-Property. The canteen.  
-Yes!  
-Talk.  
-Walk. Down.  
-----

-Walk to The left.  
-----

-Walk. Up.  
-----

-Walk to. The left.  
-Attack. Choose the red color words to defeat the bogy flower purple (life is 10) and bogy flower white (life is 10). You can also use the Hero's flashlight, Kojirou's skill, and Komurasaki's magic during the fight.  
-Walk. Down.  
-----

-Walk to. The left.  
-----

-Walk. Down.  
-----

-Walk to. The right.  
-----

-Walk. Up.  
-----

-Walk. Up.  
-----

-Walk. Down.  
-----

-Walk to. The right.  
-----

-Walk. Up.  
-----

-Walk. Up.  
-----

-Walk to. The left.  
-Attack. Choose the red color words to defeat the left bogy flower (life is 8) and right bogy flower (life is 10). You can also use the Hero's flashlight, Kojirou's skill, and Komurasaki's magic during the fight.  
-Walk to. The left.  
-----

-Walk to. The left.  
-----

-Walk. Up.  
-----

-Talk.

-Talk.

-Help it.

-Attack. Choose the red color words to defeat the left flower with bad feeling (life is 10), the middle flower with bad feeling (life is 15), the right flower with bad feeling (life is 10). You can also use the Hero's flashlight, Kojirou's skill, and Komurasaki's magic during the fight.

-Talk.

-Talk.

-Walk. Up.

-----  
-Look. Around.

-Talk to. Kojirou.

-Talk to. Komurasaki.

-Walk. Up.

-----  
-Talk to. Kojirou.

-Look. Around.

-Talk.

-Look at. The moon.

-Walk. Up.

-----  
-Look at. The giant Tsuchikorobi (earth roller).

-Talk to. Komurasaki.

-Talk to. Kojirou.

-Walk. Up.

-----  
-Look at. The giant Tsuchikorobi (earth roller).

-Touch it.

-Touch it.

-Talk.

-Talk to. Komurasaki.

-Talk to. Kojirou.

-Talk to. The giant Tsuchikorobi (earth roller).

-Talk to. Komurasaki.

-Talk to. Komurasaki.

-Talk to. Kojirou.

-Talk to. Komurasaki.

-Talk to. Kojirou.

-Talk to. Komurasaki.

-Talk to. Komurasaki.

-Talk to. Komurasaki.

-Talk to. Komurasaki.

-Look. Around.

-Talk.

-Walk to. The right.

-Choose either.

-----  
-Talk.

-Talk to. The giant Tsuchikorobi (earth roller).

-Talk to. Komurasaki.

-Talk to. The giant Tsuchikorobi (earth roller).

-Talk to. The giant Tsuchikorobi (earth roller).

-Talk to. Komurasaki.

-Talk to. The giant Tsuchikorobi (earth roller).

-Take. The umbrella.

-----  
-Talk.

-Look. Upward.

-Talk.

-Walk to. The right.

-----  
-Talk. (Quickly choose it)

-Escape to. The right. (Quickly choose it)

-----  
-Talk.

-Talk.

-Look. Around.

-Talk.

-Talk.

-Jump.

-Jump. (Quickly choose it)

-Jump. (Quickly choose it)

-Jump. (Quickly choose it)

-Jump. (Quickly choose it)

-Jump. (Quickly choose it)

-Jump. (Quickly choose it)

-----  
-Talk.

-Talk.

-Look. Upward.

-Talk.

-Look. Downward.

-Property. The umbrella.

-----  
-Talk.

-Talk.

-Property. The umbrella.

-Property. The umbrella.

-Escape to. The right. (Quickly choose it)

-----  
-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-----  
-Property. The umbrella. (Quickly choose it)

-----  
-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump from the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-Jump. (Jump over the rock with sufficient timing)

-Jump. (Quickly choose it)

-Jump. (Quickly choose it)

-Jump. (Quickly choose it)

-----  
-Property. The umbrella. (Quickly choose it)

-----  
-Escape between rocks.

-Escape between rocks.

-Escape between rocks.

-----  
-Talk.

-Look. Around.

-Talk.

-Talk.  
-Look. Downward.  
-Talk.  
-Shout.  
-Look. Around.  
-Talk.  
-Talk.  
-Look. Around.  
-Look at. The rock.  
-Talk.  
-Reach. Up.

---

-Look. Around.  
-Talk.  
-Shout.  
-Talk.  
-Talk.  
-Look at. The moon.  
-Talk.  
-Look at. The moon.  
-Does it return?  
-Talk.  
-Property. The umbrella.

---

-Look. Around.  
-Talk.  
-Talk.  
-Look at. The sky.  
-Talk.  
-Look at. The direction of the long distance.  
-Talk.  
-Look. Around.  
-Talk.  
-Look. Around.  
-Talk.  
-Walk. Up.

---

-Talk.  
-Walk. Up.

---

-Talk.  
-Talk.  
-Search.  
-Shout.  
-Talk.  
-Walk. Choose either direction.

---

-Shout.  
-Talk.  
-Walk. Choose either direction.

---

-Shout.  
-Talk.  
-Talk.  
-Walk. Choose either direction.

---

-Shout.  
-Look. Around.  
-Talk.  
-Walk. Choose either direction.

-----  
THE END

+++++

Version 1.0

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