EarthBound

Player's Guide

The complete guide to EarthBound—straight from the pros at Nintendo!
Thank you for selecting EarthBound for your Super Nintendo Entertainment System.

Please read the following instructions thoroughly to ensure the proper handling and use of your new game. Please save this manual and strategy guide for future reference.

Warning: If the POWER switch is switched ON and OFF repeatedly, the accumulated contents of your Super NES cartridge may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost.

This official seal is your assurance that Nintendo has reviewed this product and it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772
Controller Functions

Basic game control in EarthBound utilizes the Control Pad, the A Button, and the B Button. The Control Pad is used for moving a character or cursor, the A Button is used for selecting an option, and the B Button is used to cancel. Each of the buttons on the controller has at least one use, except for the Y Button, which has no function in the game.

Control Pad

The Control Pad is used to move your character or characters while on the main screen. When controlling a group of two or more, the Control Pad moves the lead character and all others in the group will follow. The Control Pad is also used to move a cursor through a list of actions you can take, options presented to you, or items that are being held.

Selectable

The Select Button has the same use as the B Button. It can be used in place of the B Button when you wish to use the one-handed option of controlling the game.

START

The Start Button will start the game from the title screen. This is the only use that the button has in EarthBound.

L Button

The L Button can be used to “check” your surroundings or “talk” to someone. It also allows you to control the game with your left hand only. By pressing Select, the HP and PP window appears. If you then press the L Button, the Command Window appears. Pressing Select again clears the screen.

R Button

The R Button has only one function in the game. When riding a bicycle, pressing the R Button will ring the bell. Give it a try! You'll almost feel the breeze blowing through your hair.

X Button

You can view the town map, once you have one, by pressing the X Button. Pressing the X button again closes the map.

A Button

The A Button is used to register a selection that you have made from a list of options or items. The A Button is also used to open the Command Window.

B Button

The B Button is used to cancel a selection and return to the previous screen. While moving on the main screen, pressing the B Button brings up the HP and PP window. This allows the player to view current Hit Points (HP) and Psychic Points (PP) for the main character or for the group. Pressing the B Button again clears the screen of the HP and PP window.

Opening Screens

You should now be ready to start your adventure in the world of EarthBound. Your adventure will be a long one, so you will be creating a game file in which to save your progress.

Game File Selection

After exiting the demonstration screen, the Game File window displays three separate files. Your progress in the game is saved in the file that you select. The first time the game is played, all of the files are titled “Start New Game.” Selecting one of the files opens the next window. If you are continuing a previous game, select the proper file, and a window opens allowing you to: continue your game, copy the file to another file, delete the file or change the file set up.

File Set Up Selection

Once the game file has been selected, the Text Speed window opens. This window allows you to select how fast the game text will scroll. You can select either Fast, Medium, or Slow. The speed can be changed at any time by opening an existing game file and selecting Set Up. After text speed, the Sound Setting window opens. You may select Stereo or Mono sound. Again, this can be changed later using the same method as changing the text speed.

Saving Your Adventure

After you have selected the game file, where your progress will be saved and established the game set up, you are given the chance to name the four main characters that appear in the game. You also name your dog, enter your favorite homemade dish and key in your favorite thing.

If you can play the game in stereo:
If your Super Nintendo Entertainment System is hooked up to a stereo television, you can take advantage of the stereo sound effects in EarthBound by selecting “Stereo.”

If you can’t play the game in stereo:
If your Super Nintendo Entertainment System is not hooked up to play stereo, you should select “Mono” to be sure you hear all of the sound effects. If you select “Stereo,” you miss some sounds.

Once all the necessary information has been registered and verified by you, the file where your save information is stored is then established. During the game, you have the chance to save your progress when you speak to your father by telephone.

Once you’ve Saved

As mentioned earlier, you continue a saved game by selecting the proper file in the Game File window, then selecting “continue.” You continue your game from the last point at which you saved the game. Should you want a back-up file, you can select “copy” and create a duplicate file. If you select “Delete,” the file is completely erased, and all of the information is permanently lost. Be careful with the “Delete” command. Also, as indicated, the text speed and the sound setting can be changed by selecting “Set Up.” Your EarthBound game information is saved by the built-in battery in the EarthBound game pak.
Our Hero and his Friends

NESS
Unlikely Protector of the Earth

He is a normal kid living in Onett, a town in Egieland. Once the meteorite lands, however, everything changes. An alien believes him to be a very special human—one with the power to affect cosmic events. Ness has a good balance of speed, IQ, offensive power and mysterious psychic abilities. His psychic (PSI) powers include healing abilities that he can use on himself and his friends. His preferred weapon is some type of baseball bat, and he loves to wear a special baseball cap with his favorite team’s logo on the front.

PAULA
Possessor of Psychic Powers

She is the first friend that Ness meets on his adventure. She comes from Twon, where her mother runs a preschool out of the family home. All the children at the preschool love her. Though she looks like your average sweetie pie, she has powerful Psychic abilities that help make the group a force to be reckoned with. Television reporters have reported on her powers. Her Psychic abilities are great for offensive attacks. When she needs a weapon, she prefers a frying pan. Her girlish charm also acts as some type of defense against attacks.

JEFF
Mechanical Genius of the Team

Winters is home to the son of a famous scientist. He is the same age as Ness, so they naturally have a lot to talk about. Jeff’s own scientific knowledge is tremendous, and he can use machines and gadgets that none of the other three friends have any idea how to use. Jeff is especially good at repairing broken devices. Winters is an island country, so meeting up with the group becomes a major undertaking. Jeff doesn’t have any Psychic abilities, but his mechanical skills make up for it. Weapons that he has repaired can be used by only him.

POOO
Mysterious Prince from the East

The prince is from the country of Dalbaam, an eastern country that is very mysterious to most people living in Egieland. He is a little older than Ness, and he has great physical, mental, and spiritual strength. He seems very popular with the girls, as well. Though he has all of these tremendous attributes, he remains modest and loyal. He commands strong Psychic abilities that only he can use. His weapons and protections are mostly unknown because of his mysterious background. Now, if he could only get used to western-style food...

In EarthBound, you play as four friends who are on a mission to save the world, and ultimately the universe, from an evil entity named Giygas. At the beginning of the game, you are a single character who has been given an awesome adventure to complete. As you travel from place to place, you meet these friends, and the power of your group grows. An age-old prophecy tells of the group of friends, and their influence on the plans of Giygas. Now, step in the shoes of these friends as they strive to fulfill their incredible destiny.
Decisions, Decisions, Decisions

When you start a new game, you have the chance to name the four friends that make up the group. It's always more fun to play a game with characters named after you and your friends. Give it a try!

After completing the game Set Up, you are asked to name the four friends that battle Giygas in EarthBound. By naming the characters yourself, EarthBound feels more realistic, and it's easier to imagine yourself wandering through the strange locations and meeting the even stranger inhabitants of the world of EarthBound.

You have five spaces to use when naming your characters. To select a letter, move the cursor to that letter and press the A Button. It will appear in the box in the top-right corner of the screen. If you make a mistake, you can either use the B Button to erase the mistake, or you can select "Backspace" on the Name Entry screen. Once a name is complete, select "OK" on the Name Entry screen and press the A Button. This opens the next Name window.

Chart of "Don't Care" Entries

<table>
<thead>
<tr>
<th>Boy</th>
<th>Girl</th>
<th>Gender</th>
<th>Prince</th>
<th>Dog</th>
<th>Food</th>
<th>Favor Thing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ness</td>
<td>Paula</td>
<td>Jeff</td>
<td>Poo</td>
<td>King</td>
<td>Steak</td>
<td>Rockin'</td>
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<tr>
<td>Alec</td>
<td>Nancy</td>
<td>Dan</td>
<td>Kato</td>
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<td>Roger</td>
<td>Skye</td>
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<td>Kai</td>
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<td>Will</td>
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<td>Isaac</td>
<td>Omar</td>
<td>Rex</td>
<td>Cake</td>
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<td>Marie</td>
<td>Ralph</td>
<td>Kamin</td>
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<td>Sean</td>
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<td>Rower</td>
<td>Bread</td>
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<tr>
<td>Lane</td>
<td>Jane</td>
<td>Rob</td>
<td>Lodo</td>
<td>Misty</td>
<td>Salmon</td>
<td>Boxing</td>
</tr>
</tbody>
</table>

Game Screen/Command Window

In EarthBound, you open windows to gain information about yourself and others around you. When there is no open window on screen, press the B Button to view your current HP, PP, and cash on hand.

Command Window

By pressing the A Button, the Command Window is displayed. Five or six commands are displayed, depending on your ability to use Psychic power.

- Talk to
- PSI
- Check
- Status

Click to Good PSI Check Status

Talk to

When next to a person, select "Talk to" in order to communicate. If you are next to a phone, it also picks up the receiver.

Psychic Power

Selecting PSI gives you a chance to use some of your PSI powers. If you have not yet learned any of your PSI powers, or no one is present that uses PSI, this option does not appear in the Command Window.

Check

This command allows you to check the surrounding area. It is especially useful when you find a gift box, chest, or coffee. By checking these containers, you gain many useful items. When going to the ATM, you also use the Check command to activate the ATM.

Status

This command allows you to view the health and attributes of your characters. There are a number of categories displayed on the status screen. Pressing left and right on your control pad allows you to look at the status of all your characters.

Goods

This command allows you to look at all of your items. By selecting "Goods," you view the items that you are carrying. By pressing left and right on the control pad, you are able to cycle through the items in your party. You can then select items and Use, Give, Drop, or get Help!

Equip

This command is very important. In order to fight effectively, you must make sure that your strongest items are properly equipped, or in use. This command allows you to change what is being worn or held by your characters. If you buy something at a store, you can equip it right then.

Cash on Hand

Current HP and PP

Level

Your current level as determined by how much Exp you have acquired.

Condition

If you're ailing somehow, it is indicated here.

Hit Points/Psychic Points

Displays current levels as well as maximum levels.

Experience Points

The number of Experience Points currently earned.

Next Level

The number of Exp needed to reach the next level.

Offense

Displays offensive power using the currently equipped weapon.

Defense

Displays defensive power using currently equipped items.

Speed

Displays current speed level, which is important in escaping.

Guts

Displays the guts level, affecting your frequency of SAMAASH attacks.

Vitality

Displays vitality, affecting how fast your max HP increases.

IQ

Displays IQ, affecting how fast your max PP increases.

Luck

Displays Luck, which affects whether or not an attack on you misses.

From the Status screen, you can also view the PSI powers that a character possesses by pressing the A Button. You can view Offense, Recover, Assist and Other types of PSI powers. Press the B Button to exit the PSI screen.
How to Fight

In EarthBound, your travels will take you to many unusual and hostile places—even your own hometown! There is a wide variety of monsters as well as normal people that you must battle. Many regular animals and people have become violent because of the influence of Giygas over the evil in their minds.

Monsters and evil citizens can be seen wandering around while on the main game screen. If a person is under an evil influence, their face will appear to be blue. Animals lurk everywhere and try to ambush you as you explore an area.

Worst of all, there is a huge assortment of strange monsters that have been unleashed because of Giygas' plot for universal destruction.

Below are screens detailing how a battle takes place.

On the main game screen, you find enemies and other things looking for a fight. They are often very fast and difficult to avoid. Try dodging behind a tree or another object to avoid a battle, though this may not work.

If you decide you want to attack, or you are not able to avoid an enemy, a battle begins when you touch the enemy. Occasionally, other nearby enemies may join in on the fight, even though they were wandering around separately.

If you're lucky, you may be able to successfully approach an enemy from behind and force a battle before the enemy has a chance to turn around. In this case, the swirl preceding a battle might be green. You and your party will then get a free opening attack on the enemy before the regular battle begins.

Nest (The Hero)

Ness has a number of options to choose from as he is the leader of the group of friends. He is a defensively well-balanced, strong physical, and psychic attacks. Be sure to reach the strongest possible attack. A bat is Ness's weapon of choice.

Bash

Bash deals damage to the enemy by use of a physical attack. A strong weapon results in greater damage done.

Defend

Defend allows you to select an item and use it on the enemy. Some goods are very effective weapons, others aren't.

Goods

Allows you to select a PSI attack, recover or assist power. Be sure to choose your PP level.

PSI

PSI allows you to select a PSI attack, recover or assist power. Be sure to watch your PP level.

Auto Fight

The computer selects a course of action for you. To cancel Auto Fight, press the B button.

Command Window

The Command Window is different for each character in the game. Use the Control Pad to move the cursor to the desired action and then press the A button. Select the target of the attack, if applicable, and press the A button again. To cancel a selected action, press the B button.

Paula (First Friend)

For the most part, Paula's battle commands are similar to Ness's, with a single notable exception, the Pray command. If Ness is knocked unconscious, Paula also has the chance to select the Auto Fight and Run Away commands.

Pray

This command is very mysterious, and the effects can vary widely. Though potentially helpful, be careful!

Jeff (Second Friend)

Jeff is not able to employ any psychic abilities, but he makes up for it by being able to fashion great weapons out of broken items. Though he is not a very strong fighter, Jeff is indispensable to the success of the group.

Spy

A very special ability that allows Jeff to snoop up the enemy and report all weaknesses to you.

Poo (Third Friend)

Prince Poo is a mystical fighter who has been trained in ancient martial arts. This makes him a very powerful fighter, and a big bonus when he finally joins the group. He employs the special ability to mirror that is awesome, to say the least.

Mirror

This special ability allows the prince to assume the shape of one of the enemy attackers. The effect is temporary.

Rolling Hit Points

One special feature of EarthBound is the Hit Point meter that decreases quickly. If you receive damage that will force you to lose consciousness, try to completely defeat the enemy before your HP meter reaches zero. If you do so, you can stop yourself from going unconscious.
Before You’re On Your Way

Phone Calls
It’s always a good idea to call your dad to save your progress in the game. You never know when you may accidentally wind up facing a strong enemy, so saving your progress will definitely help you. In the game, block phones are free, while other phones cost one dollar.

Delivery Services
During the course of the game, you may find that you need to have something delivered to you. Escargue Express is the local delivery company, and your sister Tracy has a part-time job with them. Another delivery service is Mach Pizza, great at delivering a piping hot pizza to you, no matter where you are.

Using the ATM
Your bank account holds your hard-earned cash, and your ATM card allows you to withdraw or deposit money. Find an ATM at a Drugstore, Hotel, or Department Store. Withdraw your money and buy those expensive, powerful items that you’ve been drooling over!

Hint Stand
One of the biggest helps that you can discover is the Hint Stand. The gentleman who runs the business seems to know what you’ve been doing, and what you need to do next. The hints may not be cheap, but they can certainly help you get out of a confusing situation.

If You Miss Your Mom...
Even a hero out to save the world can get homesick. After all, this is the longest you’ve ever been away from home! The best cure for those bouts of homesickness is the gentle voice of your understanding mom. The great thing is, she’s just a phone call away.

Catching a Cold
A cold is just one of the ailments that you may run across in the course of the game. Sometimes, you can purchase some type of treatment from a Drugstore. In the case of a cold, you may want to look for a Cold Remedy to avoid going to the hospital.

Doctor
The Doctor is important because he can cure some of those nasty conditions you pick up.

Nurse
The Nurse is excellent at reviving someone in your group who has become unconscious.

Healer
The Healer can take care of conditions that the doctors can’t do anything about. Look for him!

The Magic Butterfly
If you are lucky, you will come across the elusive Magic Butterfly from time to time. If you catch the butterfly, a sense of relaxation comes over you, and 20 PS Points are awarded to you. These butterflies have been known to inhabit caves.

Nintendo Player’s Guide
CALLING EARTH

Imagine the earth as you know it changing overnight into an alien planet where people are not what they seem to be, and where familiar places suddenly become foreign. That is exactly the situation that Ness finds himself in when he is awakened by a thunderous crash that rocks his house violently.

THE MIDNIGHT MYSTERY

Nestled in his cozy bed at his home in the small town of Onett, Ness is lost in dreams of cookies and brightly wrapped birthday presents when, suddenly, a violent crash breaks the peaceful silence of the night. Sitting bolt upright in bed, he rubs his eyes, then rushes downstairs to find out what could have caused the tremendous tremor that ripped him from sleep. Also alarmed, his mother is already downstairs. Ness is eager to investigate, and his mother reluctantly allows him to leave, but only after he changes out of his pajamas.

Pokey was hanging around the crash site, his younger brother, Picky, disappeared. Because Pokey was supposed to be taking care of Picky, Pokey

he knows that he’s in big trouble if he doesn’t find his brother and take him home before his parents return. He

begs for Ness’s help.

Ness agrees to return to the crash site in the meadow near town. He sets out with his dog, King, and Pokey. At this time of night, with the police busy in town, monsters are lurking in the shadows. The boys fend them off with King’s help, and when they reach the meteor, sure enough, they find Picky. They plan to high-tail it home, but before they can leave the area, an eerie column of light pierces the dark sky just above the meteor, and they hear a peculiar buzzing voice address them.

Buzz Buzz, the bee-like creature behind the voice, tells them that he has come from the future, ten years in the future, to be exact. He tells of devastation at the hands of Gygax, the boy, and that the meteor contains Gygax’s evil planet has been set in motion on earth. He believes that if Ness begins to counter Gygax immediately, he might have time to save the earth from devastation. The legend also says that three boys and a girl defeat Gygax. He advises Ness that three things are of utmost importance: wisdom, courage and friendship. Buzz Buzz joins them as they head home, and it’s a good thing, too. On the way, they’re attacked by Star Man Jr., one of Gygax’s henchmen. Buzz Buzz protects the boys using a psychic shield during the ensuing battle. When they defeat Junior, Buzz Buzz warns them that they’ll be facing not only soldiers sent by Gygax, but also humans and animals that have been possessed by Gygax’s evil forces.

When they reach Pokey’s house, their parents are already home, and the two boys are in big trouble. They’re sent to their room, leaving Ness and Buzz Buzz to deal with the angry parents. Buzz Buzz isn’t around for long, though—Pokey’s mother mistakes him for a dung beetle and promptly grounds him with a flyswatter. In his waning moments, Buzz Buzz gives Ness some final advice. He whispers, “To defeat Gygax, your own power must unite with the earth’s. The earth will then channel your power and multiply it.”

He tells Ness of eight points, or sanctuaries, that he must visit. And with his dying breath, Buzz Buzz gives Ness the Sound Stone, a sacred stone that records the songs of the sanctuaries. Now Ness must pursue the adventure on his own, and following the advice of Buzz Buzz, he sets out for the city of Onett and the legendary sanctuary known as Giant Step.

In the traveler’s almanac that follows, trace Ness’s steps as he journeys all over the earth, battling Gygax’s evil influence at every turn. This complete traveler’s companion points out places of interest in every region and recommends the best restaurants to dine in and the best places to shop. It’s your complete guide to Ness’s world—when you’re Earthbound, you won’t want to be without it!
MISTERY METEORITE CRASHES NORTH OF ONETT

Late last night, the town was rocked by a meteor that crashed to earth just north of Onett. There were no witnesses to the collision itself, and the police, suspecting that aliens were onboard, immediately cordoned off the site and constructed roadblocks to keep any unauthorized beings from coming or going. Many people awakened by the crash tried to get a glimpse of the mysterious chunk of flying debris, but the boys in blue kept them at a distance. No one actually admitted to seeing aliens coming from the meteor, but with some of the strange happenings around here lately, it's certainly possible that extraterrestrial beings are at work. Some of them may even be people you talk to on the street today! Be sure to pass along a friendly Onettian welcome to the visitors, no matter what they look like.

THE SHARKS CLAIM, "REFORMED!"

Long-time bad boy Frank, leader of the notorious Sharks gang, claimed today that he and his gang have reformed. Long known for terrorizing women and children, the Sharks claim that they will be organizing a food drive next month. The surprising turnabout came at the hands of Ness, who thumped the boys soundly and made them promise to devote their time and efforts to worthwhile causes henceforth.

GIANT STEP SAID TO HOLD PSYCHIC POWER

Scientists announced today that Giant Step holds a strange psychic power, confirming suspicions held by many Onettians for decades. When pressed, the scientists declined to identify the source of the mysterious power, but those who have experienced it assume that it comes from the feet of the giant who left his footprint there. Not all are able to experience the power.

POLICE ATTACK INNOCENT BOY!!

Five policemen, under the direction of Chief Strong, ganged up on a local youth who, they claim, was trespassing in closed territory. To their surprise, the boy pronounced them all, including the chief. It was caught on video by a bystander and will be aired on this evening's news.

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SEASONAL ROAD CLOSURES

Be sure to call ahead when you're planning a trip to Onett. The police construct barriers whenever there's a hint of safety hazards on roads heading to or from the city.

GIANT STEP

Just north of Onett is an unusual land formation that looks, quite literally, as if it were a giant's footprint. Of course, many local legends abound about its origin. It's a tourist favorite.

STATE OF THE ART ARCADE

Onett has a great arcade in the downtown area. It has all of the biggest arcade titles, including, of course, the latest and greatest of them all, Killer Instinct. Players from all over Onett get together every afternoon, so if you're traveling with kids, be sure to put a stop here on your "to do" list.

SCENIC VISTAS

The people of Onett take great pride in their small hamlet. The streets are meticulously neat and are lined with towering maple trees that put on an incredible show in the autumn when their leaves turn to brilliant shades of yellow and orange. Be sure to take a short side trip to the coast just west of town to see the beautiful view from the bluffs. During the summer months, when weather permits, a local musician plays to entertain visitors as they enjoy the view.

HISTORIC LIBRARY

Don't miss Onett's extensive library, which is a rich source of local history as well as maps that give you free passes to visitors. Take some time explaining the stacks.
Onett
Welcome to the small city of Onett, where you'll be greeted by cheerful, sunny streets. Visit all of the city buildings and private homes to learn about the real Onett.

OUT-OF-THE-WAY STOP
Before leaving the northern neighborhood, where Ness's house is located, and heading for downtown Onett, return to the small cabin on the trail to the meteor landing site and talk to the man inside to learn about an interesting treasure.

ONETT DRUGSTORE
Everything for your aches and pains
- Cold Remedy $22
- Cracked Bat $18
- Yo-yo $29
- Cheap Bracelet $98
- Baseball Cap $19
- Tee-ball Bat $48

ONETT BAKERY
Everything for your hunger
- Cookie $7
- Butter Roll $12
- Chop Sandwich $38
- Lucky Sandwich $128

TRAVEL STEPS
While you're in the environs of Onett, you should try the activities listed. If you follow the chart items in the order listed, you should have no problem completing them all. Start by talking to Pokey at the meteor landing site, then return home and wait for the knock that starts the chain of events to follow.

1. Talk to Pokey at the Meteor Site
2. Go home and go to bed
3. Get the Cracked Bat from Tracy's room
4. Enlist King's Help
5. Find Picky
6. Talk to Buzz Buzz
7. Get the Sound Stone from Buzz Buzz in Pokey's house
8. Get a map of town
9. Defeat Frank
10. Get a Key to the cabin from the Mayor
11. Defeat the Titanic Ant
12. Learn the Sound at the Giant Step
13. Fight the Police
The Caves at Giant Step

After you defeat Frank at the Arcade, go to the Mayor’s office. The Great Art Secretary will greet you warmly and invite you upstairs to meet the Mayor. He’ll be so grateful to you for taking care of those pesky Sharks that he’ll give you a key to the locked cabin north of town. The cabin was locked up because the Sharks had trashed it. It’s still a mess, but that doesn’t matter—you’re only going to walk through it, not stay there.

BUGS ‘N’ SLUGS

Watch out for tiny enemies inside the caves. Even though they’re so little you can hardly see them, they attack ferociously. Well, the slugs might not be fierce, but they’re a pain because they attack in numbers. The Black Antoids are fast and nasty.

GIFT BOXES

1. SKIP SANDWICH
2. COLD REMEDY
3. HAMBURGER

SHINING SPOT

When you see the Shining Spot, you’ll be near—not at—your goal. Before you can pass through the Spot, you’ll have to defeat the Titanic Ant. The huge Ant is flanked by two smaller Black Antoids, but they’ll waste their PSI Power by casting Lifesep even if they don’t need it. By now, Ness should have the Drill PSI Power. Use it before the Ant can put up a shield, then keep Bashing away until you squash the titanic bug. Only when you’ve defeated the Ant will you be able to pass through the doorway to the Giant Step itself.

SOUND STONE

The stone that Buzz Buzz gave Ness just before he traveled off to the big bug zone in the sky is a memory stone of sorts. When you reach sanctuaries, such as the Giant Step, it will record the sound you hear there so you can play it back at any time later. Exit the cave after defeating the Titanic Ant, walk to the big footprint and the Sound Stone. You will hear a special melody. As you listen to it, the Sound Stone will record it. You will collect several other sounds on your journey.

ENEMIES

POO PUNK

There are several Punks listening on the streets, and they don’t like it when you get in their way. Steer clear or prepare to fight.

YES MAN JR.

The Yet Men Jr. are mean bois. They’re part of the Sharks gang, and they tend to hang with other members of the gang. You’re in for a battle.

SKATE PUNK

The Shark Punks are also Sharks, and like the other gang members, they’ll always be ready for a fight. Fight them to build experience so you’re ready for Frank.

BLACK ANTOID

When you venture into the caves, you’ll have the distinct displeasure of meeting the Black Antoids. They’re small, quick and they attack in teams.

FRANKYSTEIN

When you defeat Frank, you may think that you’ve brought peace to Green. Think again—Frank has a surprise in store for you. It’s his robot buddy, Frankenstein.
**POLICEMAN ON GUARD**

After you defeat the Titanic Ant, the enemies that attacked you on your way in will flee from you as you work your way to the exit. Once you reach the exit, though, you'll be in big trouble. An officer will be waiting there for you, and he'll order you to go to the Police Station.

**FRANK IS REFORMED**

Perhaps he’s trying to make up for all the trouble he was causing — whatever the reason, Frank appears to have changed his ways. Instead of attacking you, Frank will now help you out when you approach him in the yard behind the arcade. Step up and have your energy refilled whenever it begins to run low. That’s fabulous, Frankie.

**OFF THE OFFICERS**

Before you follow the policeman’s orders and go to the Police Station, call Ness’s father and spend the night at the Hotel. Stock up on supplies and be sure that you have powerful tools equipped. Then, enter the station and talk to the Captain Strong. You will immediately be escorted to the room that was empty when you visited the station earlier. Captain Strong challenges you to fight his five meanest officers — and he won't give you much choice in the matter. One by one, they’ll give you a pounding. If you survive the fights against the officers, Captain Strong himself will challenge you. Keep Ness’s energy up and try to outlast him. In the end, beating the Captain is your ticket out of town.

**TICKET TO TWOSON**

When you defeat Captain Strong, he’ll use his radio to call ahead to the officers who are guarding Oo’er’s south exit. Now when you go to that exit, the officers will stand aside and let you pass, but before you do, stock up on supplies and stay at the hotel. Afterward, head south to the village of Twoson.

**ENLIST AN EXIT MOUSE**

On your way to Twoson, stop off at the little house by the side of the road and talk to Ma Mouse. If you have an opening, she’ll persuade you to take one of her little ones along with you. Later, if you’re stuck in a maze of some kind, the Exit Mouse will find the quickest way out. The little rodent really is handy to have along, so don’t miss out. Go outside and drop something if you have to in order to free a place in your inventory.

**ENEMIES**

**CROOKED COP**

Before you head out of town, you’ll have a showdown with five of Ness’s finest. Before you set foot in the police station, be sure to stock up on supplies.

**CAPTAIN STRONG**

After you take out all of his henchmen, you’ll come face-to-face with the very Captain Strong himself. Strong is what his name implies, so keep your energy up.

**ROWDY MOUSE**

The rowdy mice in the caves are usually found in packs. Sometimes they attack solo. It doesn’t matter how they attack, their offensives, though, are mean.

**ATTACK SLUGS**

Slow-moving slugs usually attack in packs. They don’t pack much of a punch but they can be dangerous if unawared of their numbers. Use a PSI attack.

**TITANIC ANT**

The first major enemy you’ll encounter on this journey is the Titanic Ant. To defeat it, you’ll have to use both PSI attacks and regular flash attacks.

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*Image and text from a Nintendo Player’s Guide.*
MISSING GIRL RESCUED FROM CULT

A local teenager was rescued yesterday from the clutches of the Happy Happy Village cult by a heroic youth named Ness. The Happy Happy Cult, led by Mr. Carpenter, had been active in Twoson and the Happy Happy Valley, where cult members have painted the town blue. Paula, the daughter of the owners of Popstar Day Care, was abducted several days ago in Twoson by Happy Happy cult sympathizers. The girl utilized her remarkable telepathic abilities to lead Ness to the location where she was being held prisoner. Once Ness reached Happy Happy Village, he searched the cult hall and reportedly fought several Happy Happyists before reaching Carpenter's shrine. The cult leader was unwilling to hand over the keys for Paula's prison cell to Ness. Ness then battled the false prophet and won the key, releasing Paula soon thereafter. When the two young heroes returned to Twoson, there was great rejoicing.

INVENTIVE KIDS

Twoson's renowned inventor, the Apple Kid, revealed today that he is working on his next great invention—2.5 m b i e Paper. The pencil eraser challenge, but the zombie trap is even more difficult.

RUNAWAY FIVE TOUR LEAVES TWOSON

After an extended stay of several months in Twoson, the famous pop group, the Runaway Five, is set to leave town. Owners of the theater where the group had been performing said that the Five had owed them money, but that a mysterious benefactor had paid off their debts of $10,000.

HAPPY HAPPY VILLAGE HAPPY ONCE MORE

With the humiliating defeat of Mr. Carpenter at the hands of Ness, most of the cultists who had moved to this once-peaceful town have suddenly lost the faith. Work has already begun on the renewal of the town, which was painted entirely blue by the fanatic followers of Carpenter.

CONGENIAL CUSTOMS

The people of Twoson are especially congenial and will tell you all about their fair city if you ask them to. Just talk to everyone you run into and find out everything of interest happening while you're there.

WINDFALL

The youth from Onett, whose self-proclaimed mission to save the earth brought him to Twoson, today received $50,000 dollars from a reformerhood in Bugbin Park. The money was given to Ness with no strings attached, in small, unmarked bills. Ness revealed that he knew exactly where the money was going. He plans to use it to buy the theater.

DON'T MISS IT!

Sunny streets and a year-round mild climate beckon travelers to Twoson. There is plenty to entertain them in town and nearby. It's a town that should be on everyone's itinerary. Don't miss it!
Twoson

With both a Flea Market and an indoor mall, Twoson is a bustling marketplace where goods of all kinds can be bought and sold. Its thriving economy draws traders in, and its lively nightlife keeps them well entertained.

**Map Key**
- A HOTEL TWOSON
- B BICYCLE SHOP
- C HOSPITAL
- D CHAOS THEATER
- E POLESTAR
- F PRESCHOOL
- G BUS STATION
- H APPLE KID'S HOUSE
- I MACH PIZZA
- J TWOSON

**Flea Market**
- K EVERDRED'S HOUSE
- L EGG SHOP
- M ANTIQUE SHOP

**Department Store**

**Burger Shop**
- Fruit Juice...$4
- Coffee ...$6
- French Fries ...$8
- Hamburger ...$14

**Bakery**
- Lucky Sandwich ...$12
- Bread roll ...$12
- Cookie ...$1
- Cookie ...$7

**Drug Store**
- Cold remedy ...$2
- Teddy bear ...$17
- Toe-ball bat ...$48
- Fry pan ...$6
- Slingshot ...$3
- Cheap bracelet ...$9
- Baseball cap ...$19

**Thrift Shop**
- Defense spray ...$5
- Rust remover ...$8
- Travel charm ...$6
- Copper bracelet ...$3
- Broken spray can ...$18
- Broken iron ...$14

**Blue Baddies**

There are some strange (and unhappy) bad guys wandering the streets of Twoson. You can quickly identify them by their blue faces, so if you see them coming, either steer clear or prepare to fight. You'll run into more of the baddies' buddies when you travel to Happy Happy Village.

**In Dublin Park**
- Cookie ...$7
- Can of fruit juice ...$4
- Skip sandwich ...$3
- Cup of coffee ...$6
- Lucky sandwich ...$12
- Roll ...$12

**Taste of Twoson**

**$3.00**

<table>
<thead>
<tr>
<th>Hot Sauce</th>
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<tbody>
<tr>
<td>Ketchup ...$2</td>
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<tr>
<td>Sugar ...$3</td>
</tr>
<tr>
<td>Cocoa ...$4</td>
</tr>
<tr>
<td>Cream ...$4</td>
</tr>
<tr>
<td>Parsley ...$2</td>
</tr>
<tr>
<td>Salt ...$2</td>
</tr>
</tbody>
</table>

**Travel Steps**

Be sure to take part in the activities listed below while you're in the Twoson area. You don't necessarily have to accomplish the tasks in the order listed, but it is the most direct route through the events.

- Defeat Mr. Everdred in Burglin Park
- Give $200 and food to the Apple Kid
- Go to Peaceful Rest Valley
- Examine the Pencil Statue
- Return to Twoson
- Get the Pencil Erasing Device from the Apple Kid
- Return to Peaceful Rest Valley and remove the Pencil Statue
- Continue to Happy Happy Village
- Get the Franklin Badge from Paula
- Defeat Pokey's Friends
- Defeat Carpenter and get the Jail Key
- Free Paula
- Go through the eastern caves
- Defeat the Mondo Mole, get Lilliput Melody
- Return to Twoson
STROLL IN THE PARK
When you go for a stroll in the park, you'll be attacked by Mr. Evererd, who will be perched on the roof of his house. If you're well-equipped, you should have little trouble defeating him. When you do, he'll apologize for his bad manners, and he'll explain that Paul is about to be sacrificed in Happy, Happy Village.

TWO INVENTORS IN THIS TOWN
There are two inventors vying for benefactors here, and you probably can't afford to donate funds to both of them. Which will it be? The Orange Kid runs a reaper operation, but that doesn't mean he'll produce the inventions you'll need. Put your money on the Apple Kid. The girls on the street are all ga-ga over the Orange Kid, but they think that the Apple Kid is gross. So much for them! That just leaves the Apple Kid more time for inventing cool stuff.

ENEMIES
MOBILE SPROUT
The Mobile Sprouts spring up suddenly, and they can grow new sprouts to help them in battle. They often attack in packs.

CRANKY LADY
There are some people in Twoson who just can't keep their noses out of other people's business. Keep clear of them when you can.

UNASSUMING LOCAL GUY
Although he claims to be a normal guy, this man has a very tight grip on his shoulder and something on his head. He'll chase you down if you're not careful.

LIL' UFO
The Lil' UFOs aren't in this game. They're too fast that it's tough to dodge them, and they can leave you with a bad case of the sniffles.

Through the Caves to the East
After stocking up on supplies and talking to everyone in Twoson, head east through the caves to the Peaceful Rest Valley. There are lots of enemies in both the caves and valley, so it helps to have a Teddy Bear along to absorb some of the damage. You'll probably have to attempt the trip more than once before you can make it all the way through the valley.

Focus: Try Traveling to Threed
If you go to the Bus Station and check the schedule, a bus will arrive and load passengers bound for Threed. You won't be getting out of town so easily, though. When you reach the tunnel between Twoson and Threed, the bus will turn around and bring you back. It seems that the tunnel is haunted, and the bus won't go through spooky places like that. After you've completed the necessary tasks in Twoson and Happy Happy Village, you'll have to find another mode of transportation in order to get out of town. Be creative. Perhaps there are others who are eager to move on to a new town. You just might be able to hitch a ride if you ask them a favor.
Peaceful Rest Valley & Happy Happy Village

The trek through Peaceful Rest Valley to Happy Happy Village is an arduous one, so be sure to take along lots of provisions and a Teddy Bear or two. You’ll run into several L’l UFOs and Spinning Robos. You’ll get up energy when you have a cold, so use Cold Remedy when you get sick.

GIFT BOXES
1. TRAVEL CHARM
2. LUCK CAPSULE
3. CROSSANT
4. BOMB
5. CUP OF LIFEFUDDLES
6. HARD HAT

TRY OUT THE PENCIL ERASER
After replacing supplies you used up on your last foray into Peaceful Rest Valley, head for the Pencil Statue again. Now select the Pencil eraser and use it on the statue. The amazing machine will make the statue disappear like magic. Now you can continue working your way down and around to Happy Happy Village.

Map Key
A. CULT OFFICE
B. SELF-SERVICE SHOP
C. HOSPITAL
D. DRUGSTORE
E. THE BEST BOYS IN TOWN
F. SELF-SERVICE SHOP

ENEMIES

RAMBLIN’ EVIL MUSHROOM
Evil Mushrooms sneak up on unsuspecting travelers and attack them with spores. Spona, which causes confusion, can be removed only at Hospitals.

NEW AGE RETRO HIPPIE
The Hippie hangs out on the streets of Twoson, and has the only purpose in life appears to be making the going less than easy for everybody else.

ANNOYING OLD PARTY MAN
The Annoying Old Party Man is always in a hurry. When he runs into people on the streets, he’s in a big rush to push them in hurry to get out of his way.

SPINNING ROBO
Most commonly found in Peaceful Rest Valley, Spinning Robos attack with fierce firepower. In groups of two or three, they can be deadly.

WHAT’S WITH THE IRON PENCIL?
As you head north, you’ll come to a strange, Iron Pencil blocking the way. You can’t walk around it and you can’t move it. You’ll have to find another way to handle the obstruction, but you’ll have to return to Twoson first.

FIGHT YOUR WAY BACK TO TOWSON
You probably used lots of supplies and energy getting as far as you did, but now you’ll have to fight your way back through the caves to Twoson. Once there, replenish your energy by staying at the Hotel, then seek out the Apple Kid! He’s got a lot home, so look for him in the park—that’s where people seem to gather on sunny days. He has a new device for you, one that’s guaranteed to work on Pencils.

NINTENDO PLAYER’S GUIDE
MAKE A DONATION OR SAVE YOUR CASH?
When you first reach Happy Happy Village, a woman will rush up and ask you to donate cash to the local tourism fund. Depending on how much you spent supplying yourself for the trip through Peaceful Rest Valley, you might be short on cash by now. At any rate, if you do make a donation, all you'll get for it will be a phony "thanks" and a post card of town. Don't feel obligated to give to this cause unless you have money to burn.

HAPPY HAPPY OR STRANGE STRANGE?
The villagers speak of a leader who lives in the temple in the center of town. He won't make time to see just anyone. The people are so insistent that they're happy that it seems odd, and they speak of mysterious rituals. When you get inside the temple, you'll find that it's filled with insane cultists, and many of them will attack you. If you approach them, it's best to come back later when you're better prepared to investigate the place.

RAISE CHICKENS
You can make quick money by raising chickens here. Go to the Self-Service Stand and buy Fresh Eggs for a few bucks. If you hold onto the egg for about a minute, it will hatch into a Chick. If you hold onto it for a little longer, it will grow into a Chicken that you can sell at the Drugstore for a huge profit.

DON'T CONTINUE WITHOUT THE BADGE
Even if you manage to work your way through the maze of cultists before you GAIN Paula, you'd better to go upstairs and take on Carpainter until you've visited her at the little house north of town. You won't be able to free her without defeating Carpainter, but you won't be able to beat him until she gives you the Franklin Badge. If you try to take him on, she'll try by lighting bolts before you have a chance to defend yourself. It's a brutal way to go.

TRACK PAULA DOWN
As you traveled through Peaceful Rest Valley, you probably came to a place where you could see, but not reach, a little house. You can reach the house only by going through the cave to Happy Happy Village, then following another cave north of town. Go there after restocking your supplies at the Drugstore. When you exit the cave just above the house, you'll have to fight a couple of Spiteful Crows, then you'll be able to enter the cottage. Inside, you'll meet Paula, and she'll explain that she had been calling you in your dreams to come rescue her. She's slated to be the Happy Hippynuts' next sacrificial, and she's not at all willing. You'll have to get a key from Carpainter to release her from her jail, and he won't give it up without a fight. She'll give you the Franklin Badge to use for protection against him.

CRUMPLE CARPAINTER
Carpainter commands lightening, but the Franklin Badge reflects it. When he calls down a high-voltage bolt, use the badge to reflect it right back at him. He can't take but a couple doses of his own medicine, so once you have the badge, defeating him will be easy.

TALK TO THE FAST-MOVING CULTISTS
When you enter the temple a second time, watch how the cultists sway back and forth. You'll see that some move much faster than the others. Talk to the fast-moving ones to find your way through the maze downstairs. Some of them will make you fight, but then they'll move and let you by.

RESCUE PAULA
As soon as you singe Carpainter, he'll cough up the Jail Key with little protest. Take it back to Paula's cell. She'll grab her Teddy Bear and say good riddance to jail. The bear will absorb punishment until you can equip Paula.

ENEMIES

TERRITORIAL OAK
The Mores Playing Rough generally hang around in caves, where their vision is an advantage. Attack them aggressively.

MOLE PLAYING ROUGH
There's no telling what pushes Carpainter off the deep end, but he has painted everything blue and started a twisted cult.

CARPAINTER
HP: 145 / PP: 41 / SPEED: 5
OFFENSE: 26 / DEFENSE: 30

MR. BATTY
Attack Bats hang out in the caves around Happy Happy Village. Try to attack them before they take flight.

CARPAINTER
HP: 363 / PP: 70 / SPEED: 8
OFFENSE: 31 / DEFENSE: 45

Carpainter's lightning will reduce the effect of the Franklin Badge. Use the badge to reflect it right back at him. The bear will absorb punishment until you can equip Paula.

Earthbound

Nintendo Player's Guide
Lilliputian Footprints

After parting with Ness, return to Happy Happy Village. While in Happy Happy Village, the villagers no longer carry the village's once again a pleasant place. The villagers have re-painted the buildings, and you won't see anything blue around here again.

When you talk to them now, they'll have new messages for you. One of them mentions tiny footsteps to the east. You should equip Paula with tools as soon as possible, then enter the caves to the east and go investigate the tiny footsteps.

Paula's Profile

When you check Paula's Status Screen, you'll find, although she can't use healing powers yet, she does have some attack abilities. And, of course, she does come equipped with her own personal Teddy Bear.

Gift Boxes

1. Great Charm
2. Croissant
3. PSI Caramel

Shining Spot

Finally, after a difficult trek through the caves, you'll come to a Shining Spot at the cave exit. Guarding the exit is the Mondo Mole, a challenging foe, to be sure. Be prepared to unleash your PSI powers when you go toe-to-toe.

Tough Progress

It will be tough going inside the caves, and Paula won't be up to the challenge until she gains some experience. Exit often to save your progress and stay at the Hostel to re-energize. You'll need to have Paula strong enough to help you out when you meet the Mondo Mole.

Tiny Steps Left by Tiny Toes

After you manage to man-handle the Mondo Mole, exit the cave and check out the tiny footsteps. When you do, you'll hear the second sound. Be sure to use your Sound Stone to record it before you go back through the caves and return to Happy Happy Village.

Paula's Profile

When you check Paula's Status Screen, you'll find, although she can't use healing powers yet, she does have some attack abilities. And, of course, she does come equipped with her own personal Teddy Bear.

Take Paula Back to Preschool

When you return to Twoson, make Polestar Preschool one of your first stops. Paula's parents are worried sick, and the kids have missed her, too. They'll all be very relieved to find that she's all right, after all. She will explain that she's going to be helping Ness for a while, and when you leave the building, one of Everdred's men will be waiting.

Meet with Mr. Everdred

Everdred had wanted to offer Ness a job, but he knows before he makes the offer that Ness won't take it. Instead, he simply hands over $10,000. What can two kids do with that much money? It can be their ticket out of town, if they talk to the right people.

Catch the Runaway Five, Live

Go to the Chaos Theater and talk to a couple of guys from the Runaway Five at a Backstage Pass. Enter the club, talk to all of the patrons, go backstage to talk to the band, then take in their show. It's easy to see why they're so hot!

Give Away Ten Grand

After the show, go to the manager and give him the $10,000 you got from Mr. Everdred. That will free the Runaway Five from their debt, and they'll be able to leave town. Ness and Paula can catch a ride on their tour bus to get to Thread.

Enemies

Happy Happyist

The Happy Happyist aren't as heroic or as happy as they might at first appear to be. Their weapons are paint brushes and their mission is to paint everything blue.

Mighty Bear

When you wake Mighty Bears from their hibernation, they're very grumpy. They'll chase you down and nail you if given half a chance.

Mondo Mole

You've met other moles while wandering around in caves, but you've never seen one this big or brutal. Use Fu power to both attack and heal, and try to keep Paula in the pink until the end of the skirmish. It might take a couple tries to topple him.

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ZOMBIES STUCK ON THEED

Threed citizens gathered at the Circus Tent today to bemoan the continuing condition of zombie infestation that has befallen the city. A young adventurer named Ness and his friend Paula, have indicated that they are willing to challenge Belch, who is the acknowledged master of the zombies. Zombie experts suggested that Ness and Paula would have to obtain some Fly Honey to use against Belch. The only source of Fly Honey in Threed is said to be in the evil Tent south of town. In a surprising development, the Apple Kid from Towan sent a marvelous new invention—Zombie Paper—which is used to capture unwary undead. It is thought that the Zombie Paper will allow Ness and Paula to take the underground road that leads to Belch's secret base near Saturn Valley.

SECRET BASE DISCOVERED

The Journal has received an exclusive on the progress of Ness, Paula and Jeff as they search for Belch. After a brief stay in Saturn Valley, the three heroes moved north to Grapefruit Falls. Under the falls, they used a pass-word and waited for three minutes until the door opened.

SUNSHINE RETURNS

After weeks of dense cloud cover, sunshine returned to Threed today. Dr. Freitag of the Threed Academy suggested that the change had something to do with Ness's mission. "Zis giant Sprout half bin soaking up all zee light," explained Dr. Freitag.

Flying Saucer Crashes in Graveyard

The city buzzed today when a UFO appeared in the skies over Threed, then took a swan dive into the graveyard. Eyewitnesses watched the silvery craft wobbling in circles above the city as if searching for something. Shortly after the crash, the young heroes, Ness and Paula, appeared in the company of a young man named Jeff. After defeating the evil Tent, the trio used Zombie Paper in the Circus Tent.

HOT SPRINGS POLLUTION

The famous hot springs in Saturn Valley are suddenly giving off a disgusting odor according to Mr. Saturn. The vile aroma began shortly after Ness, Paula and Jeff returned from defeating Belch.

The Clouds of Threed

One of the great meteorological mysteries of our age can be found in the overcast skies of Threed. Although the city is located near the Dusty Ounes Desert where the intense sunlight can cause severe tan lines, Threed itself languishes under a gloomy cap of clouds. Scientists from around the world have studied the phenomenon, but so far no reason can be found for the mysterious presence of the cumulo nimbus. Even stranger is the fact that Threed was once a sunny resort city before the changing weather patterns and influx of undead inhabitants.

GRAVEYARD TOUR

History buff, mediums and occultists of all types won't want to miss the graveyard tour in Threed. Most cemeteries in town famous open to the public throughout the year. 110-874705. May be subject to zombie attack?

The Saturn Valley is home to an unusual race of people known collectively as Mr. Saturn. In recent times, the journey to the Saturn Valley has become dangerous and difficult. Only the most adventurous travelers will want to make this site stop.

Grapefruit Falls

The thundering waters of Grapefruit Falls cascade into the long lake. Adventurous travelers will find a scenic road beyond the graveyard in Threed that leads to this watery region. They should be aware of the many dangers found here including a foul smelling monster.

Graepefruit Falls

The soothing waters of Grapefruit Falls cascade into the long lake. Adventurous travelers will find a scenic road beyond the graveyard in Threed that leads to this watery region. They should be aware of the many dangers found here including a foul smelling monster.

SATURN VALLEY

The Saturn Valley is home to an unusual race of people known collectively as Mr. Saturn. In recent times, the journey to the Saturn Valley has become dangerous and difficult. Only the most adventurous travelers will want to make this site stop.

MILKY WELL

One of the colorful legends of this region concerns a place called the Milky Well where unusual sounds emanate from the ground itself. Today, visitors can record the strange music and take it home with them.
Threed

Visitors to Threed can enjoy fine shopping, dining and accommodations, but the once inviting town has recently become a magnet for zombies—a fact which may keep some tourists away from the city. In its prime, Threed boasted one of the finest circuses to be found anywhere and a sunny climate all year long.

**BUS SERVICE**
The only way for visitors to arrive in Threed these days is by bus, and the only bus that can make the trip through the haunted Twoson-Threed tunnel is owned by a blues band called the Runaway Five. For a hefty fee of $10,000, however, you can hitch a lift with the “Five” to begin your nightmare vacation.

**THE TROUBLE WITH THREED**
Threed’s current civic difficulties can be traced back to the famous meteorite crash in Onett. About that time, a hideous being known as Belch began attracting zombies to the Threed area. One of the unfortunate side effects of Belch and his minions is a vile stench that permeates Threed.

**THE UNDERGROUND ROAD**
Visitors wishing to travel to the Grapefruit Falls region must first overcome a zombie guard. The zombies block the path north of the graveyard. If you use Zombie Paper you can slip past them to the secret road beyond.

**BEWARE OF STRANGE WOMEN!**
Zombies aren’t the only hazard to be found on the streets of Threed in these troubled times. Visitors have reported a suspicious woman, dressed-to-kill and lurking outside the hotel. Those unfortunate fools who have followed her are savagely attacked by a group of thugs.

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**Map Key**
A. THREED SUNSET HOTEL
B. HOSPITAL
C. ZOMBIE RELIEF CORPS
D. HINT
E. BAKERY

**Map Details**
- **ARMS DEALER**
  - "MEET ME BEHIND THE PIZZA SHOP FOR A DEAL YOU CAN’T REFUSE."
  - TOY AIR GUN: $215
  - BOMB: $149
  - BOTTLE ROCKET: $29
  - RUST PROMOTER: $89

**THREED DRUG EMPORIUM**
- Cold Remedy: $22
- Vial of Serum: $58
- Thick Fry Pan: $198
- Refreshing Herb: $80
- Hard Hat: $298
- Toothbrush: $3
- Insecticide Spray: $19
- Calorie Stick: $18
- Copper Bracelet: $349

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**TRAVEL STEPS**
- Go To Graveyard
- Speak With Zombie Guard
- Get Info About Mysterious Woman
- Go To Hotel
- Follow Woman Inside
- Paula’s Psychic Call To Jeff
- Get Bubble Monkey
- Ride On Tessie
- Go Through Brick Road
- Use Bubble Monkey In Cave
- Go To Lab
- Take Sky Runner To Threed
- Jeff Joins Party
- Escape With Key Machine
- Defeat The Tont
- Get Zombie Paper
- Use Zombie Paper
- Defeat Master Belch
- Go To Saturn Valley
YOUTH FLEES DORMITORY

Administrative officials of Snow Wood Boarding House are quietly investigating the recent disappearance of student Jeff Andonut, son of the famous scientist, Dr. Andonut. "All I can tell you right now is that the young man is in BIG trouble," commented Mr. Snively, head disciplinarian. The youth has been missing since late last night. Residence directors will not comment on whether or not the disappearance was linked to cookies stolen from a dormitory room. Rumors persist that the student left because the school cafeteria was serving Tendrakus.

BAD KEY MACHINE INVENTED

While Technicians at Maxwell Labs refuse to confirm or deny reports of a breakthrough in locksmith technology, industry insiders hint that a revolutionary new tool has been invented for opening doors. "They can't tell anyone, cause if they did, thieves might steal the device and use it on doors everywhere," explained Anthony Bigmouth. Detailed technical specifications for the device recently appeared on the Internet. (See Key Machine, Page A3)

MONKEY LINKED TO DINOSAUR SIGHTING?

An escaped laboratory monkey is believed to be linked to yesterday's sighting of Tessie the Dinosaur. Both locals and experts remain puzzled over the mysterious series of events leading to the sighting of the large reptile but speculate that the primates encouraged the beast to surface. "I saw this monkey running around the Drugstore earlier today," stated Theima Diegozuz, local pharmacist. "I yelled at him after he opened up a couple of boxes of laxatives. Somebody gave the critter some gum and he went away." The monkey was later seen following an unidentified youth into a nearby forest. (See Missing Link, Page A5)

TESSIE SIGHTED!!!

Jubilant members of the Tessie Watching Club report seeing a large dinosaur swimming in the waters of Lake Tess yesterday morning. The recent account is hotly refuted by local skeptics, who refuse to believe there is any truth to the legend that a dinosaur lives beneath the surface of Lake Tess. The stories regarding the four- Armed Mesosaurs (Era reptile have existed since the founding of Winters in 1889. "People couldn't believe the Fourside Rangers would ever win the Stanley Cup, but they did," argued an unidentified Tessie club member. Critics of the report argue that the Tessie Watching Club experienced a "group hallucination." "You get a group of people camping out there in the snow—they catch hyptothymia and start acting weird," commented one local pessimist. "Remember when those producers filmed that rock video here last year? The same stupid stuff happened. You can't run around in the snowy woods wearing leather, chains and a guitar."

The Wild Woods

The wild woods of Winters welcome only the hardiest of woodsmen, like the members of the Tessie Watching Club. If you find yourself wandering alone, be prepared to meet dangerous wild animals including mountain goats, crows, and wild dogs. Most visitors camp out on the lake-shore south of the Snow Woods Boarding School. Here they can see the blue lake waters for any sign of the beast.

Tessie of the Lake

For centuries people told the tale of Tessie—a prehistoric creature that swarms in the lake south of Winters—but not until a student from the Snow Wood Boarding School actually tamed the beast was there solid proof. Now visitors can ride Tessie for a modest fee and a fish.

Travel & Shopping Guide

The frozen north holds many secrets including a legendary monster named Tessie and the enigmatic structure known as Stonehenge. You won’t need sun block, but you will need your wits and a warm coat.

Fast Facts

- Population: 506
- Dogs: 2
- Tessie Watchers: 1000
- Temperature: 1°F
- Wind Chill: -22°F
- Average Age: 13

Dr. Andonuts' Lab

Just south of Stonehenge, travelers will find the laboratory of the famous Dr. Andonut. This world-class scientist/inventor works on many projects including time travel and flying gardens. The droll, genial, Jeff, also promises to be an inventor.
Winters

Travelers in Winters shouldn't expect the luxury accommodations found in other destinations. Apart from the Snow Wood Boarding School, the only other signs of civilization in this forest maze are to be found in crude tents.

TELEPATHIC DREAMING

While sleeping in the dorm at the Snow Wood Boarding School, Jeff Andonuts receives a wake-up call from Paula. Unlike most long distance calls received at the school, this call is transmitted telepathically. Jeff accepts the message at face value and begins his southward journey to rescue Paula and Ness.

SNOW WOOD BOARDING SCHOOL

The floor plan of the Snow Wood Boarding School shows that students have full access to all of the school's many facilities. The dorm rooms, shown at the top of the floor plan, are used for sleeping, studying and wrapping presents. Just outside is the upper hall where students gather to discuss the legend of Tassie Downstairs. Maxwell fiddles with unique machines like a Bad Key Machine. The locker room is filled with useful items. One of the most common complaints at the Snow Wood Boarding School has to do with the inferior nature of the keys that are used to keep lockers secure. These keys, purchased at a substantial discount from Keys R' You, show a marked propensity for bending. Fortunately, the student body can turn to Maxwell Labs. Just for fun, however, Maxwell often gives students a bent key before he lends them his Bad Key Machine.

ENEMIES

WORTHLESS PROTOPLASM

The wild and untamed creature escaped from a science lab and now roams about the forest of Winters. It is an extremely weak foe, easily mopped up.

MAD DUCK

This water fowl's attacks are worse than its quack. Although it may seem a bird brained beastie at first, this duck fights like an eagle with an attitude.

CAVE BOY

Cave Boy is a nasty hooligan with a spiked club, he is mean--and he is mean. Use a powerful attack to send him back to the stone age.

JEFF ANDONUTS

Even at an early age, the only son of the famous scientist and inventor, Dr. Andonuts, showed a gift for fixing machines and tools. Beginning with simple tasks such as refitting his rattle with a Baron-Flex shaft and 125 HP twin-turbo engine, Jeff soon moved on to more complex gadgeteering. At the Snow Wood Boarding School, Jeff studied with the mechanical genius Maxwell Labs, one of the greats of all time.

Map Key

A Snow Wood Boarding School
B Drugstore
C Tea Tent
D Phone Tent
E Stew Tent

Snow Wood Drugstore

- T-Rex Bat — $698
- Non-stick Fry Pan — $1,490
- Coin of Silence — $2,500
- Picnic Lunch — $24
- Skip Sandwich DX — $98
- Lucky Sandwich — $128
- Coffee — $8
**THE SOUTH SHORE**

If you manage to catch a ride with Tessa for the South Shore of Lake Tess, you’ll find many woods and some animals that you’ve already met like the Goat. Follow the path southwest, defending yourself as you go. Author who will bring you to a fascinating artifact and another amazing challenge.

**IRON PENCIL**

Travellers who have already visited Happy Happy Village outside of Twoson may recall finding an Iron Pencil now on the southern path along the shore of Lake Tess. This object must remain here until later. After taking a snapshot or two, move on to the intriguing cave maze nearby.

**BRICK ROAD MAZE**

One of the most famous attractions along the shores of Lake Tess is the Brick Road Maze, constructed with minimal funds by the great dungeon designer, Brickroad. Inside, visitors will find an assortment of lovely gifts. They may also encounter several less-than-lovely creatures who jealously guard those gifts. Do not let them deter you. Seek out all the Gift Boxes.

**GIFT BOXES**

- **BREAD ROLL**
- **BROKEN IRON**
- **CROISSANT**
- **INSECTICIDE SPRAY**
- **STUN GUN**

The Gift Boxes inside the Brick Road Maze have been left for those hearty explorers daring enough to hunt them down and unwrap them. The effort will be well rewarded. The Stun Gun can be of great help in the dangerous areas that lie ahead, and you can never have enough Bread Rolls or Croissants when traveling through hazardous country.

**POND CAVE**

The Pond Cave offers travelers a chance to duck inside to escape the howling northern winds. Inside, they will find numerous specimens of the local wildlife such as Struttin Evil Mushroom, Rawdy Mouse and the charming Deadly Mouse. The lovely crystal at the far end has no hidden purpose. The biggest difficulty for most spelunkers comes just before the exit to the cave where the rope on the ledge is out of reach. If you have a monkey with you, feed it some Bubble Gum and let it float up to the rope.

**ENEMIES**

**ARACHNID!**

Spiders may give you the creeps, but any weapon attack should squash them quickly.

**ELDER BATTY**

This bat has a weakness for PSI Flash by its weaker cousin, Mr. Batty.

**STRONG CROCODILE**

Like the Armored Frog, this reptilian villain has thick skin. Use Bottle Rockets and PSI attacks to punch through its defenses.

**SHROOM!**

This mutant mushroom is the mascot of this area. It is poised in battle by the regular Walking Mushrooms that you have already come to fear. The first two mushrooms often get help from their spawnings.

**FOCUS**

When the closing door won’t open until Ness comes to challenge the boss within. When Jeff passes through the cave, he can do nothing because he doesn’t have a stone with which to record the melody.
MONKEY TAKES A SHINE

For those of you who bring a monkey along through the caverns, be forewarned that an attractive monkey mate waits just outside! Unless you have a leash for your simian friend, which is highly doubtful, he will scampers off with his new girlfriend and leave you to fend Dr. Andonuts laboratory on your own.

THE MYSTERY OF STONEHENGE

At the very center of Stonehenge, visitors will notice a small round hole, just large enough for them to climb into. As a general travel tip, it is usually a bad idea to climb into mysterious holes of this sort. In this case, even if you do climb down the hole, you won't go far. Return later, with the Pencil Eraser in hand.

VISIT THE LAB

Dr. Andonuts' laboratory lies just to the south of Stonehenge. Inside, the brilliant scientist works on his amazing inventions like the Instant Revitalizing Machine, which refreshes people in a few seconds. The doctor is also developing a spherical flying machine that looks like a flying saucer.

FLY HONEY

In the fields south of town where the old circus wagons are kept, a tent may appear mysteriously. If you approach the tent, be prepared for a rude awakening, because this tent is alive. True adventurers will take the risk, because they can win a jar of Fly Honey by defeating the canvas creep. The Fly Honey will come in handy when fighting Master Belch.

Fly Honey

Dr. Andonuts' amazing flying saucer—the Sky Runner—has the unfortunate side-effect of crash landing. On the positive side, it tends to crash straight into the prison where victims of local thugs are often held prisoner.

UFO CRASH!

The Sky Runner, although not technically a UFO, certainly looks like one. Citizens of Threed scatter in panic when it arrives and begins circling the city. When Jeff Andonuts crashes into the prison where Paula and Ness are being held, he dusts himself off and introduces himself. Then he uses the Bad Key Machine to open the prison door.

ZOMBIE PAPER

If you manage to bring down the tent, the Apple Kid will give you a ring and tell you about his new invention—Zombie Paper. The paper acts like fly paper, but on a much more powerful scale: Zombies are attracted to the paper, then they stick to it. This is just the sort of invention that could save Threed.

UZBING ZOMBIE PAPER

Once the Mach Pizza Delivery Man hands you the Zombie Paper, take the Apple Kid's advice and go to the circus tent. Use the Zombie Paper there, then go to the hotel for the night. During the night, you'll see the zombies gathering at the tent. In the morning, the zombies will be gone and the sun will be shining.

The Mach Pizza Delivery Man

Protecting the evidence can, Smelly Ghost takes a lot of damage. He can also put up a fight.

POTRUD MOLDY MAN

The stench of this enemy can bring tears to your eyes, which may make it difficult for you to fight back.

ENEMIES

HANDSOME TOM

Handsome Tom is as handsome as does, but Handsome Tom doesn't do anything handsome at all. The animated puppet will try to string you up, but he doesn't have the power.

TRICK OR TRICK KID

Don't let the smile fool you. Pumpkin Boy is nobody's friend. He attacks with pumpkin seeds.

SMELLY GHOST

Protecting the evidence can, Smelly Ghost takes a lot of damage. He can also put up a fight.

PUTRID MOLDY MAN

The stench of this enemy can bring tears to your eyes, which may make it difficult for you to fight back.

ZOMBIE

Although more sophisticated than your average suburban zombie, this breed is still not much of a threat in Threed.

NINTENDO PLAYER'S GUIDE
Saturn Valley Village

Three quarters of the way up the shore you’ll discover a tunnel entrance to the right. Pass through the tunnel, defeating violent roaches until you emerge into a spiraling valley that leads to Saturn Valley Village. In town, visit all the citizens and learn their stories. Stay overnight, purchase powerful weapons like the Bionic Slingshot and prepare for your meeting with Belch.

Grapefruit Falls

After a pleasant stopover in Saturn Valley, set your sights on the spectacular Grapefruit Falls at the north end of the long lake. Visitors can actually walk beneath the cascade. There they may find the hidden base of Master Belch. Wait for a full three minutes after saying the password.

HOSPITAL-ITY

Some of the finest healthcare in the world can be had in the Saturn Valley, and best of all it won’t cost you a dime. The hospitality of these strange folk is unsurpassed. If you picked up a Possession Ghost during the trip through the Underground Road, now’s your chance to get rid of it.

GIFT BOXES

1. BOMB
2. PROTEIN DRINK

Mr. Saturn’s Wisdom

Visit everyone to learn about your next destination, the secret base of Master Belch. One Mr. Saturn knows the secret. Go into the waterfall as far as you can, then push up. A message reads, “Say the Password.” Now, wait for three minutes. Another message indicates when you can proceed into the base.

FREE ROOMS AT THE SATURN VALLEY INN

Get a good night’s sleep and a fresh start at the cheapest hotel in the world. There’s no charge for staying at the Saturn Valley Inn no matter how many nights you stay.

Map Key

A. Hotel
B. Hospital
C. Hot Spring
D. Drugstore

Garbage

1. PROTRACTOR
2. BROKEN SPRAY
3. SUDDEN GUTS

From Graveyard

Underground Road

Coffins

1. SKIP SANDWICH DX
2. SILVER BRACELET

NINTENDO PLAYER’S GUIDE

TRAVEL STEPS

Follow these steps to pass through this difficult region. If you prefer to tough it out on your own, ignore this section...and good luck!

Talk to all Mr. Saturns
Wait three minutes behind falls
Defeat Belch
Hot Springs clean up
Go to Milky Well
Beat Shroom!
Get Third Song
Go to the Desert
Cross Desert
Note Monkey Cave
Give Food to Miner
Go back to the Bus Stop

EARTHBOUND

Send us your thoughts and feedback at: support@nintendo.com
The Belch Base

Master Belch has heard all about travelers who storm into places where they're not wanted, and he's set up a few guards to keep you out. Most of the enemies look like blobs or splotches of slime, but don't let that fool you. They can be very tough. The sticky slime blinds you with foul odors, making your attacks useless. When this happens, try using your PSI Powers. If you don't know which PSI Power to use, put Jeff on the job. His Spy option will fill you in.

GIFT BOXES
1. BOMB
2. IQ CAPSULE
3. BROKEN LASER
4. VITAL CAPSULE
5. HP-SUCKER
6. CALORIE STICK

WAIT BENEATH THE WATERFALL FOR THREE MINUTES

TO SATURN VALLEY

FROM GRAPEFRUIT FALLS

MAGIC BUTTERFLY ROOM

FOPPY

You'll face many of these well-rounded enemies in Belch's suites, but you shouldn't have too much trouble with them. They have about as much sense as a tomato, which isn't much, and although they may gang up on you, don't panic. One shot of a PSI Power like PSI Fire or Rockin' will wipe them out. There's a benefit to all of this, as well. You can earn valuable Experience Points by defeating large groups of them.

MAGIC BUTTERFLIES

One room in Master Belch's base has been occupied by a persistent butterfly who refuses to leave. The butterfly will give Ness and Paula a boost in PSI power every time they enter the room and capture the fluttering insect. Since this room is close to the finish, which you don't want to happen, put Jeff on the job. His Spy option will fill you in.

MASTER BELCH

Master Belch may seem like a hideous old pile of bile, but if you know how to handle him, he's just a pile of goo. You may have noticed the production line in the lower area of the base. The yellow jars passing along the conveyor belt are in fact Master Belch's favorite food—Fly Honey. Fly Honey is so appealing to your horrible host that he loses his mind in rapture when tasting the delectable treat. This fact may suggest a course of action to wily adventurers. If they can manage to get some Fly Honey, they can use it to distract Belch in battle. Fortunately, if you defeated the Tent in Thread, you found some Fly Honey in the garbage can alter the battle. Use that at the beginning of the fight with Belch and your breeze through the battle without a scratch. Just use regular attacks and PSI Powers to weaken the stinker until he collapses. It won't take long.

ENEMIES

NO GOOD FLY
A few swats will quiet this buzzing annoyance.
HP: 100 PP: 0 SPEED: 10
OFFENSE: 33 DEFENSE: 13

ZOMBIE PROCESSOR
The Possession Ghost may stay with you even though you defeated it. In later battles, the Possession Ghost will renew its attack.
HP: 176 PP: 0 SPEED: 30
OFFENSE: 28 DEFENSE: 19

SLIMY LITTLE PIG
These rounds of mush emit a toxic stink that can blight even the most rugged trees like PSI Fire.
HP: 816 PP: 0 SPEED: 10
OFFENSE: 40 DEFENSE: 71

ARMORED FROG
How dangerous can a frog be? The Armored Frog has amazing advantages. Use a strong PSI Power or Bottle Rockets to blow him away.
HP: 201 PP: 0 SPEED: 32
OFFENSE: 100 DEFENSE: 55

PLAIN CROCODILE
Like the tough-skinned stop above, the Plain Crocodile won't go down without a fight. Hit the guy hard right from the start.
HP: 214 PP: 0 SPEED: 10
OFFENSE: 40 DEFENSE: 55

NINTENDO PLAYER'S GUIDE
**Escape from Belch’s Base**

Once Belch makes another puddle of slumbering ooze, you and your party of fine good folk feel like you want to depart. You head through the door and prepare to exit. But suddenly a bunch of tiny critters appear behind Belch.

Beyond the tunnel, you’ll find a hillside full of Mr. Saturns.

**Clean Up Your Act**

The battle with Belch leaves most adventurers smelling like a sewage plant. The friendly Mr. Saturns must find you terribly offensive. Give them a break, jump into the hot springs and wash the stink away.

**Coffee Break**

Travelers who risk life and limb at every turn should relax now and then and reflect on their adventures. If a Mr. Saturn offers you a hot brew, accept it and lean back. A summary of your travels will scroll by on the screen. At the end of the message, you will be warned of the difficulties that lie ahead.

**Just Rewards**

It’s time to revisit the cave full of Mr. Saturns below the shop in Saturn Valley. The Mr. Saturn who promised to give you a gift after defeating Belch will now pay up. The Mr. Saturn Coin won’t be used like the cash you got out of the ATM. This is special money with a special purpose. You’ll also receive the Cup of Lifefoodles and the Stag Beetle—both very useful items.

**Shining Spot**

The Trillionage Sprout has been around long enough to learn a thing or two about survival. It is flanked by two Tough Mobile Sprouts. These Sprouts will sow seeds and multiply if you give them a chance. Your first attacks should be strong enough to destroy the two smaller Sprouts so you can concentrate all of your attention on the prime pod. PSI Fire and Rockin both work well. If you have Bombs, use them, too. A victory over this vegetable villain allows you access to the Milky Well and its magical melody.

**Sound of the Well**

Beyond the cave of Trillionage Sprout, the successful traveler will come upon a footpath with a spring spouting out of it. The power of this place is such that you may even hear the voice of your Mom from far away. If you have a Sound Stone, you will record the melody of the Milky Well.

**Here Comes the Sun**

When you return to Thread after destroying Master Belch and the Trillionage Sprout, the world will be a better place. The sun will shine brightly and birds will sing. You will be beloved by all, but it’s time to move on to the desert.

**On the Buses**

Now that Master Belch and the Zombies are no longer a hazard to driving on the roads, bus service resumes in Thread. That means that you can take the bus from Thread back to Tawsion or on to the big city of Fourside beyond the Dusty Dunes Desert. After bedding down for a night and calling home, you want to get an early start for the long ride. Many travelers report that the bus dumps them off in the desert due to heavy traffic problems, so you might have to spend some time out in the dunes.

**Enemies**

- **Zombie Dog**
  - HP: 310 / PP: 10 / Speed: 40
  - Offense: 30 / Defense: 35
  - This mangy chomps onto anything that moves, and sometimes its bite contains poison.

- **Violent Roach**
  - HP: 209 / PP: 10 / Speed: 30
  - Offense: 20 / Defense: 25
  - A feisty cockroach waits in the tunnel to Saturn Valley PSI Fire and Frosty will send him back to the cockroach hotel.

- **Foppy**
  - HP: 130 / PP: 50 / Speed: 20
  - Offense: 15 / Defense: 5
  - Be prepared to meet a mess of these enemies in Master Belch’s base. They aren’t much of a threat. In fact, most of them won’t even attack you.

- **Master Belch**
  - HP: 650 / PP: 100 / Speed: 20
  - Offense: 150 / Defense: 40
  - Belch’s weakness is for Fly Honey. After beating the beast in Thread, you can find a jar of this stuff. Feed it to Belch right at the start of the fight. After a round or two, Belch will go nuts for the Honey and forget about attacking you, keep battle him with your strongest attacks.
DESERT TRAFFIC SNARLED ALL DAY

Traffic came to a standstill yesterday as commuters jammed the desert highway between Thread and Fouraside, and several passengers were overcome by the desert heat as the cars they were riding in jounced along. A number of cars also over-heated, adding to the backlog that lasted well into the evening. Residents of the neighboring towns renewed their calls for additional lanes on the highway.

GIFT BOXES FOUND ABANDONED IN DESERT

Ness and his companions stumbled upon several Gift Boxes that had apparently been abandoned in the desert. Some of the boxes contained food items, which came in handy, and others held useful items that they stowed in their backpacks. The kids also found a pair of contact lenses, and they vowed to search out their owner.

RECLUSIVE SCHOLAR FOUND LIVING IN CAVE

The traveling kids came upon an unusual man living in a desert cave, and when they chatted with him, he gave them a Yogurt Dispenser. Although the kids didn't have an immediate use for the machine, they gratefully accepted it, anyway.

MAN WITH A VISION DIGS FOR GOLD

Skeptics abound, but they don't keep one man from going for the gold—literally. He has set up a digging operation on the east edge of the desert, and he's sure that he'll find gold. So far, he has found only a single diamond, which he gave to Ness.

SCIENCE DISCOVERS HEALTHY FOOD COMBINATIONS

Try it for a week—You'll see, say scientists.

- Parsley + Rice Crumble
- Parsley + Peanut Cheese Bar
- Parsley + Pickle Jelly
- Ketchup + Fries
- Ketchup + Hamburger
- Ketchup + Fresh Egg
- Ketchup + Magic Truffle
- Ketchup + Crossiant
- Ketchup + Double Burger
- Ketchup + Bean Croquette
- Ketchup + Kabob
- Ketchup + Beef Jerky
- Ketchup + Banana Burger
- Ketchup + Spicy Jerky
- Ketchup + Luxury Jerky
- Sugar + Pisol Caramel
- Sugar + Rock Candy
- Sugar + Magic Pudding
- Sugar + Magic Tart
- Sugar + Bread Roll
- Sugar + Calorie Stick
- Sugar + Plain Yogurt
- Cream + Toot Yogurt
- Cream + Banana
- Cream + Lucky Sandwich
- Cream + Popsicle
- Salt + Boiled Egg
- Salt + Cheese Lunch

NINTENDO PLAYER'S GUIDE

THE DUNES

Three brothers have decided to open a casino in the dunes, but they have only one slot machine—and it's broken. Tourists should be careful about gambling away their dollars on this machine, although they do stand a chance of winning.

GOLD MINE TOUR

$49

Explore a real gold mine in the Dusty Dunes Desert!

Step back in time and down the ladder. The Gold Mine may not have much treasure left, but you'll treasure the moments of your visit.

SUNSET TOUR

$180

Price includes lunch, hotel, and volunteers' guide to Tanning.

CALL FOR RESERVATIONS 555-SUNN
Dusty Dunes Desert

For a sun-splashed vacation, head for the Dusty Dunes Desert between Threed and Fourside. Sunbathers flock here from around the world. In spite of the horrendous traffic problems on the highway, the region seems virtually empty. You can stretch out and bask almost anywhere.

DESERT DANGERS
The intensity of the sun in the desert can effect travelers who aren't used to it. Bring along some Wet Towels to keep your party safe from sunstroke. The soaked towels can be purchased at the drug store near the highway. Secret Herbs also help sunstroke victims recover, but you'll have to stock up on that medicine back in Saturn Valley.

THE GRIZZLED MINER
Get a taste of true desert life when you visit the Gold Mine in the eastern part of the Dusty Dunes. The old miner who works the mine doesn't make much of a living. If you bring along some extra food and give it to the miner, you'll make a friend for life.

TRAFFIC PROBLEMS
When you first arrive in the desert, expect traffic delays to make the highway impassable. After you travel the length of the desert, however, the traffic will clear out.

THE GAMBLER
The three brothers hope to turn their patch of sand into a casino, but they'll have to secure their act. Their one-armed bandit isn't worth a plugged nickel.

SESAME SEEDS
You'll have to have sharp eyes to pick out the black sesame seeds from the grains of sand. Two seeds—one black and one white—have fallen in the desert. They aren't used for anything.

DUSTY ROAD TO DEATH
One of the historical sights you may encounter on your trek through the sands is the remains of unfortunate livestock that failed to bring wet towels with them.

MORE SUN SIGHTS
Keep your eyes peeled for peeling people, like the sunbathers in the middle of the desert. Other strange sights include the Desert Monkeys who have found paradise in the dunes.

A CONTACT LENS
Someone has lost a contact lens in the Dusty Dunes and they want you to find it. In Fourside, you can trade the lens for some dangerous socks.

ENEMIES
RANBOOBS
This veggie alien protects its stem with PSI Shield. Use weapon attacks if you notice that the PSI Shield is being used.

TRILLIONAGE SPROUT
Rout the Sprout using a concentrated attack of PSI Fire and other strong PSI attacks.

EARTHBOUND
FOURSIDE POST

THE GRAND GRANDE OPENS TO FEVERED SHOPPERS!

Fourside's premier shopping emporium reopens its doors today amid speculation that the interior lighting is susceptible to blackouts. Department managers throughout the four-story monument to consumerism in downtown Fourside commented that they expect record-setting crowds.

MONOTOLI SUPPORT FADES AS CRIME SPREE SPREADS

Fourside Mayor Gerardo Monotoli rejected criticisms that his administration has aided and abetted the criminal elements in the city. "It's simply preposterous," blustered the mayor. "Under my leadership, there has been an increase in public awareness of crimes, that's all. We've brought crime out of the back alleys and into the daylight where it belongs." Critics maintain that Monotoli operates numerous illegal businesses from his office tower.

RARE STATUE OF PURE EVIL REPORTED MISSING

A rare golden statue said to be the embodiment of concentrated evil was reportedly lost in Fourside. Experts believe that the statue may cause unusual phenomena. "We may experience a reversal of normal events," explains Dr. Hilda布andell. "Pigs may fly. It should be quite exciting." The ancient statue of Mani Mani was last seen in the possession of Mayor Monotoli.

COMPLAINTS MOUNT OVER BUTTERFINGERED COURIERS

Continuing complaints aimed at Escargo Express Inc. may lead to a general boycott of the specialized delivery firm. Courier Don Yawn, was indifferent to the accusations of his gratuitous carelessness. "So I dropped a priceless package down a gopher hole. Hey, they should've insured it."

FOURSIDE POST
No. 23456
Now available through subscription
still only 45c

DINOSAURS REPORTED IN MYSTERIOUS EAST

The local Dinosaur Museum has reportedly received "fresh" dinosaur bones delivered from the Scabrus area. Proof of this was obtained when the curator opened a new restaurant that served ribs measuring 12 feet in length.

U.F.O. SPOTTED OVER FOURSIDE

Dozens of citizens reported seeing an unidentified flying object in the skies above Fourside. According to some witnesses, the round, flying saucer-shaped vehicle wobbled across the sky as if it was attached to a wire. "It looked like one of them movie spaceships," said eyewitness T. Munson. Others reported seeing a weather balloon, swamp gas or a duck.

THE TOPOLLA THEATER

The Topolla Theater in downtown Fourside features many of the top acts touring the country, including female acts such as the Runaway Five. Nights should cost $30 and special guests are welcomed backstage before the show. Like many of the big attractions in Fourside, the Topolla belongs to Monotoli Enterprises.

THE NEW YORK IN ENGLAND

Fourside has often been compared to the Big Apple, New York City. The similarities are striking, from the towering skyscrapers to the constant hustle of the streets. Some visitors quickly note some less favorable comparisons, like the presence of shady businessmen and politicians in Fourside. But this seamy side of the city won't stand in the way of most tourists having a wonderful stay in the Big Banana, as it is fondly known to its inhabitants.

DINOSAUR MUSEUM

You'll always find an academic researcher inside willing to answer your questions when you visit the Dinosaur Museum. Bones that seem surprisingly fresh have recently turned up near Scabrus and have been brought to the museum to be put on display.
Fourside City

A city the size of Fourside can’t be thoroughly explored in a single visit. On your first visit, it is recommended that you talk to the local people and visit the smaller businesses like the bakery. Be sure to take in the show at the Topolla.

Map Key

A Monotoli Bldg.  
B Hospital  
C Dinosaur Museum  
D Topolla Theater  
E Monotoli Grand Hotel  
F Cafe  
G Hints  
H Bakery  
I Secret Salesman  
J Grand Department Store

TRAVEL STEPS

Step-by-step, you can follow these hints to cover this area. For a greater challenge, skip this info and explore on your own.

Meet Pokey

Buy Show Ticket

See Topolla Manager

Visit Runaway Five

Return to desert

Talk to Miner

Defeat five Moles

Get Diamond

Return to Fourside

Pay off Manager

Paula is lost

Get into from Ever dred

Meet Warp Man

Friendly Ghost

Beat Mani Mani

Apple Kid calls

Go To Tarah Rama

Get Yogurt Machine

Learn Teleport from Monkey

Give Yogurt Machine to Secretary

Rescue Paula

Go to Thread

Take Sky Runner to Winters

Record Fourth Melody

Take Sky Runner to Summers

EARTHBOUND

THE FACE OF DANGER

Many visitors to big cities like Fourside hear about all the crime and they become alarmed, suspecting the worst from everyone on the street. Don’t fall into this trap. Dangerous people can be recognized by their strange faces, which often look pale green.

BAKERY

Cookie .................. $7
Bread Roll .............. $12
Croissant ............... $18
Skip Sandwich ...... $38
Skip Sandwich DX ... $38
 Lucky Sandwich ...... $128

Street Salesman

Broken Gadget .... $109
Broken Iron .......... $145
Defense Spray ... $500
Rust Promoter ....... $89

LIVE AT THE TOPOLLA!

Engagement Held Over!

THE RUNAWAY FIVE CAN’T

Quality acts like the Runaway Five often find themselves the victims of unscrupulous managers and theater agents. This popular group first made the headlines in Twoson, where a theater manager was blackmailing the group. Now, in Fourside, the FIVE find themselves in an even worse predicament. Instead of owing $10,000, they seem to be in debt for one million bucks. It may not be as easy for a good samaritan to help them out this time.

TO DUSTY DUNES DESERT

THERE’S GOLD IN THEM THAR DUNES

After scooping out the city you might find that you need to return to the desert, taking with you a pair of dirty socks for good measure. If this seems like a good course of action to you, head to the lower left area of Fourside and wait for the bus to Twoson. The bus will drop you off in the desert if you wish.
Desert Gold Mine

Map Key
1. IQ CAPSULE
2. BIG BOTTLE ROCKET
3. COIN OF DEFENSE
4. CALORIE BOOK
5. TEDDY BEAR
6. SUPER BOMB
7. PSI CARAMEL
8. CROSSANT
9. PICNIC LUNCH
10. BOMB
11. PLATINUM BAND
12. LUCK CAPSULE
13. SECRET HERB
14. GUTS CAPSULE

NO MORE MOLES
Defeat the five moles and return to the miner. In gratitude for the daring feat of mole extermination, the miner will drop a valuable diamond. The last thing you need is a notion of just how valuable the diamond is. He probably wouldn’t give up the rock. You can return to Fourside once you have the ice in hand. Where should you go with a valuable gem? The big city, of course—Fourside.

A PLATINUM PERFORMANCE
How much would it cost to buy a world class act like the Runaway Five? A cool million dollars, that’s how much. Luckily, you picked up the diamond in the desert, and it is just happens to be worth a million bucks. Pay off the manager in the Topolla Theater and the Runaway Five will be eternally grateful.

THE GRAND OPENING
Travelers who return from the desert will often find the Ibabilus Grand Department Store open and ready for business. This towering edifice on the east side of town features products for every conceivable purpose. Every floor is filled with specialty departments including food, items, condiments, tools, weapons. There’s even a sports and toy department where you can load up on Teddy Bears, Baseball Bats and Yo-Yos.

ENTSIES
SKELPION
Like many denizens of the desert, the Skelpion can’t abide PSI, Thunder and Freeze.

C R I M I N A L C A T E R P I L L AR
This caterpillar won’t bug you just bug him.

S M I L I N ’ S P H I R E
If other enemies are present when you attack this guy, expect him to blow up in your face and cause great pain and suffering.

C U T E L I ’ L U F O
These tiny extraterrestrials whisk away bugs annoyingly about firing beams that will give you a nasty cold.

C R E S T E D B O O K A
This odd-looking beast from the Dusty Dunes Desert presents a serious threat. Use Hypnosis to slow it down, then finish it with regular attacks.

B A D B U F F A L O
The Buffalo charges with lowered horns and can cause a lot of damage. Use PSI Paralysis to stop him in his tracks.

E A R T H B O N D
JUST THE FACTS

The best place to start searching for a missing person in Fourside is the cafe in the northwest quarter. That’s where the locals hang out, get wired on coffee and gossip. It seems that Monotoli, the mayor and kingpin of Fourside, often hangs out here, too. While talking to the patrons of the cafe, you may hear a disturbance outside. It’s probably because someone has been found lying in the alley outside. Give some food to the scruffy guy on the right and you’ll be able to reach the downed man. Talk to him to see what’s happened.

TALK TO EVERDRED

The last time you met Everdred was in Burgin Park in Twoson. It seems that Everdred stole Carpenter’s Mami Marie statue after you whacked Carpenter. He wanted to sell the statue in the city, but Monotoli stole it from him. Go back to the cafe and check for a hidden secret at the wall behind the counter.

ENEMIES

NOOSE MAN

This bad brained, swaying in terror isn’t as much of a pain in the neck as it seems. Use PSI Fire to unwind its attack.

HP: 211 / PP: 0 / SPEED: 18
OFFENSE: 47 / DEFENSE: 32

DESERT WOLF

The tame lobo attacks ferociously, but you can stun him with Paralyze.

HP: 65 / PP: 0 / SPEED: 13
OFFENSE: 0 / DEFENSE: 1

DESERT COIL SNAKE

These reptiles slither into the picture one at a time. They are nothing to worry about.

HP: 120 / PP: 0 / SPEED: 18
OFFENSE: 52 / DEFENSE: 80

GUARDIAN DIGGER

The miners of the gold mine use PSI Shield to protect themselves, but you can attack with Freeze and Flash.

HP: 384 / PP: 110 / SPEED: 17
OFFENSE: 99 / DEFENSE: 129

MAD TAXI

Although you might not run into this careening car in Fourside, it will be trying to run you down. Show it down some PSI Paralyze.

HP: 551 / PP: 3 / SPEED: 58
OFFENSE: 53 / DEFENSE: 88

CRAZED SIGN

This sinister signpost won’t give you any warning before it attacks. Be prepared with your Paralyze or Sleep PSI powers.

HP: 385 / PP: 98 / SPEED: 17
OFFENSE: 64 / DEFENSE: 96

EARTHBOUND

THE TRUTH BEHIND MOONSIDE

Moonside may seem like a dark and dangerous place, and it is, but it is also a dimensional representation of Fourside in which everything is backwards. Beware of lurking enemies if you stumble into this otherworld, and beware of questions. Not even language remains unchanged in Moonside. You mean no and no means yes in the local dialect. Travelers to this X dimension will also find warped signs that carry them from one area to another. Look for the Warp Man to send you on your way.
THE STATUE OF MANI MANI

Carpainter’s Mani Mani Statue radiates evil power. If you manage to reach the icon, use a regular attack. If you picked up a Super Bomb in the Grand Department Store, use it to end the battle quickly. You’ll return to Fourside from the illusory world of Moonside after shattering the statue.

THE INVISIBLE MAN

When you make the full circuit of warps in Moonside, your final stop before ending up in the hotel is in a room without doors. There you will find a shadowy, invisible man who will join your party. He is the gold-toothed man who is your ticket past the man guarding the Mani Mani Statue.

THE NIGHTMARE IS OVER

When you exit the warehouse with the remains of the Mani Mani Statue you’ll reappear in Jackie’s Cafe in Fourside, back where you started. The Apple Kid will be telling you with the news of a new invention—the Gourmet Yogurt Machine. This device may help you find a missing companion.

ANOTHER DESERT VACATION

After your adventures on the dark side of town in Moonside, you’ll probably want to spend some time in the sun. What better place to go than the Dusty Dunes Desert? There you might find it interesting to descend into the spiritual world of Tarah Rama beneath the burning sands. A monkey will suggest that you visit the guru.
TELEPORTING
The guru and his monkey in the cave will teach you the power of teleporting between two locations in the blink of an eye. To activate PSI Teleport you'll need a screen and a half in a straight line for you to get a running start.

THE MONOTOLI BLDG.
Go to the Monotoli Building in Fourside if you have a missing friend. It will be even better if you have the Yogurt Dispenser since the maid will help you out if you give her the machine. Give the maid the dispenser outside, then go inside and ride the elevator up to the 48th floor.

GIFT BOXES
1. SUDDEN GUTS PILL
2. VITAL CAPSULE

MONOTOLI'S MAID
Before going to the desert, a maid shows up and lets you know that she needs truffle-flavored yogurt. When you return with the Apple Kid’s machine, seek her out.

ENEMIES

ENRAGED FIRE PLUG
HP. 119 / PP. 7 / SPEED. 14
OFFENSE. 60 / DEFENSE. 81

E.V. MANI MANI!
The Statue puts up a better fight than Carpenter did back in Happy Happy Village, but you should be able to beat it without difficulty. Just make sure you go into the battle fully powered up.
HP. 86 / PP. 88 / SPEED. 15
OFFENSE. 80 / DEFENSE. 165

SENTRY ROBOT
You'll find Sentry Robots on the upper floors of the Monotoli Bldg. They take about 300 HP of damage.
HP. 372 / PP. 0 / SPEED. 17
OFFENSE. 77 / DEFENSE. 105

CLUMSY ROBOT
It may look funny, but this robot won’t give up. Look for some help from the Runaway Five.
HP. 962 / PP. 0 / SPEED. 83
OFFENSE. 88 / DEFENSE. 137

PLAGUE RAT OF DOOM
The Plague Rat of Doom can SMASH attacks frequently. Keep yourself healed and in the fight. Use your Fire and Flash PSI powers.
HP. 1,827 / PP. 60 / SPEED. 19
OFFENSE. 71 / DEFENSE. 180

NINTENDO PLAYER'S GUIDE
RUN AWAY WITH THE RUNAWAY FIVE

The Runaway Five and its bus will be waiting downstairs at the Monotoli Building. Hop on board for a quick trip back to Threed. This time, you won’t have to fork over a million bucks for the honor of riding with the band.

SKY RUNNER REPAIRS

Back in the graveyard in Threed, where Jeff left the Sky Runner after it crashed, you’ll find a couple of local kids who have painted the flying saucer. Jeff will quickly fix the broken parts, then you can fly off to Dr. Andonuts’ lab. From there, you can go to Summers.

PAULA’S RESCUE

After fighting the Clumsy Robot, you’ll pass through one final door and discover Paula, who has been held captive by Mr. Monotoli. The businessman was trying to make his escape via helicopter in a dramatic exit. Check out Mr. Monotoli’s Helipad!

SHINING SPOT

Visit with the monkeys at Dr. Andonuts’ lab, then return to the cave that you couldn’t enter before north of Stonehenge. Now, you’ll meet the boss—Shroomo—who is vulnerable to PSI Fire. But he’ll also take a beating from Jeff’s Bottle Rockets and Bombs. Wish Shroomo out of the way, go on to Rainy Circle and collect the melody.

RAINY CIRCLE

The fourth “Sanctuary” area is beyond Shroomo! in the small valley known as The Rainy Circle. Here, a steady shower drenches the waters of a green, peaceful pond. Once you’ve collected the melody with your Sound Stone, return to the lab south of Stonehenge.

A FRIENDLY CAVEMAN

Dr. Andonuts’ caveman friend keeps a shop on his person. Before heading off to visit Shroomo, say hello to the caveman and stack up on DX Water and Beef Jerky.

SUMMERS VACATION

If you get the chance, take the Sky Runner to the sunny, sandy beaches of Summers. You’ll enjoy fine dining, a world-class hotel, a museum of ancient artifacts, and great surfing. Don’t forget to visit the harbor and old town area for information and the best deals in town.
Fishingmen Celebrate Demise of Kraken!

After years of terrorizing both fishermen and travelers in the ocean between Summers and Scaraos, Kraken was destroyed this week by an unlikely hero: a young boy from the far-off village of Onett. No matter where the brave lad hails from, he’s being honored by everyone who has feared to sail the seas for the past many years.

Magic Cake selling like, well, hot cakes!

The Captain’s wife has long been making Magic Cake, and it’s now the hottest selling treat on the beach. A hit with both tourists and locals alike, it is somewhat difficult to come by because of the limited supply available.

Cake praised for delicate flavor

Although she’s very modest, the Captain’s wife says that people rave over the cake’s light, velvety texture and delicate flavor. The cake comes only in the original, chocolate flavor, and she has no plans at present to add other flavors.

“Hit’s to dream for!”

Ness, a big fish in the Captain’s wife’s cake, claimed that he entered a dream-like state as he savored a slice. He actually felt as though he had been transported to Dalaam in a transatlantic way.

Uncrowded Beaches but a Lively Atmosphere

Prepare for fun when you plan a vacation in Summers. You’ll want to hit the pristine beaches early, not because they’re overly crowded but because you don’t want to miss a minute on the beautiful shores. Vendors sell treats, such as gelato, to give you a mid-day pickup. Nightlife starts late in the evening and lasts until the wee hours.

OUTSTANDING VIEW AND TERRIFIC SNORKELING

The views of Summers are great from both above and below the water. From the beach, gaze on brilliant turquoise waters that stretch as far as the eye can see. Underwater, snorkelers and divers revel in brightly-colored fish of many species.

Deluxe Tour Package

2 Days, 1 Night Only $10,000

Be sure to check with your local travel agent for the best deal and best time of year to travel to Summers. The Summers travel bureau occasionally offers special package deals that let travelers save significantly over the usual rates.

FIVE-STAR LUXURY ON THE BEACH

Expect elegance when you check into Hotel Summers, a beautiful, full-service resort located right on the beach in the downtown area. You’ll drift off to sleep nestled in the waves gently kissing the shore and wake to brilliant sun shining on the azure water.

Boats depart hourly from the port of Toto to Scaraos. Schedule your tour on the spot or in advance to ensure that space will be available.

Sightseeing Tours

From port of TOTO To SCARAOS

Secret Meeting

A Secret Meeting will be held at an undisclosed time to discuss unnamed details.

When: Secret
Place: The Stool Club
Time: Secret
Price: Secret
You’re in for the time of your life when you make Summers your destination. If it’s quiet you want, stretch out on the beach under an umbrella with a good book, or take a break from the beach and spend the afternoon taking in the exhibits in the Cultural Museum. If adventure is more your style, take advantage of any of the active water sports offered by locals, from para-sailing to scuba diving. Whatever makes your vacation memorable, you’re bound to find it here.

Map Key
A L’HOTEL DU SUMMERS
B RESTAURANT SUMMERS
C STOIC CLUB
D CULTURAL MUSEUM
E HOSPITAL
F SIGHTSEEING SHIPS
G STREET VENDOR

Natural Culture Museum
Step back in time to study ancient artifacts that are part of Scaraba’s cultural history. Now open are exhibits of rare and fragile relics that tell us how the ancient Scarabans lived. Hours: 8 a.m. - 6 p.m., Monday through Friday, and 10 a.m. through 4 p.m. Saturday.

GO TO THE PORT OF TOTO
When you explore the port village of Toto, to the east, you’ll meet a Captain who tells you about his wife, who makes Magic Cake. She hasn’t been doing much baking lately, though—she’s been hanging out at the Stoic Club, and the Captain is none too happy about that.

GET A LINE TO THE CLUB
In one of the houses near the Captain’s dock you’ll find a man who knows the number to the Stoic Club. It’s an exclusive joint that won’t let just anybody in. Once he gives you the telephone number, find a phone and call ahead for a reservation.

GET MAGIC CAKE
When you have a reservation, you can enter the club and talk to the patrons, who are all pondering important issues. One man will point out the Captain’s wife. Go talk to her to see if she’ll give you some of her Magic Cake.

USE THE PHONE AT THE STORE
Also near the Captain’s dock is a store that sells supplies that are much less fancy than the ones in Summers’ Grocery Store. Use the telephone there to call the Stoic Club. Make your reservation, then head back down the street to the club.

Bon Voyage
L’Hotel du Summers
$150.00 Per Person Per Night

Bon Appetit
Elegant Service, Delicious Food
SEAFOOD
Pasta di Summers $128
Kraken’s Soup $648
Royal Iced Tea $38
Fruit Juice $4
Coffee $6
Chef’s Special $298

Travel Steps
If you follow these steps, you should see all of the sights in this region and do everything necessary to move on.

Get Stoic Club Phone Number
Call for Reservation
Talk to Woman at Stoic Club
Get Magic Cake
Eat Magic Cake
Go to Dalaam
Complete Exercise
Ask the Master about Ness
Return to Summers
Go to Cultural Museum
Give Guard a Bribe
Get Hieroglyph Copy
Get Phone Call from Mr. Spoon
Go to Natural Museum in Fourside
Get Carrot Key
Go to South West Cave
Use Carrot Key
Get Sixth Melody
Teleport back to Summers
Talk to Captain at Toto
Take the Ship from Toto
Defeat Kraken
Go to Scaraba

Sky Runner Crashes on Beach
Beachcombers were surprised when an unusual helicopter-like airship crashed on the beach. Inside were Ness, Paula, and Jeff, who were traveling from Winters. They were hoping for a slightly softer landing.
**Dalaamese Prince Completes Rigorous Training**

Prince Poo returned triumphantly from the Place of Emptiness, where he successfully completed the final stages of his psychic training earlier this week. "It was a question of mind over matter," he commented, when asked about the challenge. According to the spirits that put him to the test, Poo handled the test brilliantly and passed with flying colors. "He’s a prince that all of Dalaam can follow with pride," they stated.

**Franklin Badge Saves Lives of Young Travelers**

The young travelers who have been the talk of the town were able to enter the southwest cave this week by moving the Rabbit Statues that had long blocked the entrance. Once inside, they were attacked by twin threats, Thunder & Storm. Although brave in battle and quite skilled for children of their ages, they were actually saved by the Franklin Badge they carried. It deflected the lightning attacks of their stormy assailants.

**PSYCHIC LEADERS QUIETLY PASS ON THEIR SKILLS**

Renowned psychics live quietly in peaceful anonymity in Dalaam, but they willingly teach those who seek to learn—and those who have the special ability necessary to harness their inner psychic powers. The greatest psychic master of them all has dedicated his life to teaching Prince Poo, who has slowly and steadily progressed through the many life lessons that give him the special ability to harness the power of his mind.

**FREE FIREWALK**

For a limited time only, Firewalks 4 U is offering one free, introductory walk on fire to the first fifty people who respond to this ad. It’s a $50 value, and it’s valid for a limited time only, so act now to reserve your space!

- **DATE:** July 4th
- **PLACE:** Ramma Coals
- **TIME:** 7:00 PM
- **CHARGE:** FREE

**WINTERS HIGH SCHOOL WEEKLY**

**SCIENCE CLUB**

**RARE DISCOVERIES MADE**

Although the occurrences appear to be rare and completely random, tests conducted over the last several months reveal that certain enemies drop valuable items when defeated. Researchers are unclear as to what makes the enemies react in the manners observed, but they’ve charted the discoveries below.

**TREASURES**
- Basic Kraken: Legendary Bat
- Tarman Super: Sword of Kings
- Chompsaur: Magic Frypan
- Ghost of Starman: Goddess Ribbon
- Major Psychic Psycho: Star Pendant
- Whirling Robo: Meloncane
- Hyper Spinning Robo: Meloncane

**SPIRITUAL POWERS PUT TO THE TEST**

Paula, one of the young travelers who recently passed through the region, was found to have some unusual spiritual powers, according to observers.

- **WARM LIGHT**
  - Paula increases the HP of friends and foes alike with this prayer.

- **VERY SUBTLE LIGHT**
  - This prayer ups everyone’s HP by twice as much as the Weak Light.

- **DAZZLING LIGHT**
  - Puke Flash runs everyone when Paula utters this powerful prayer.

- **MYSTERIOUS LIGHT**
  - When the Strange Light envelops the group, it ups everyone’s PP.

- **MAGNETIC ENERGY**
  - One of Paula’s prayers shreds all parties in a fog, causing their defense to drop.

- **SHEET LIGHTNING**
  - When Lightning strikes; it causes the same damage as PK Flash.

- **RAINBOW COLONIZED LIGHT**
  - The amazing Rainbow Light causes all defeated parties to battle back.

- **MYSTERIOUS AROMA**
  - Paula’s sweet-smelling shower puts all parties to sleep temporarily.

- **THUNDER**
  - When Paula’s prayer calls on Thunder, it strikes all parties with Brain Shock.

**FRESH, PURE MOUNTAIN AIR**

A popular destination for those seeking healthful retreats, Dalaam offers fresh, pure mountain air and plenty of opportunity for brisk exercise. The people lead simple lives, unconcerned with the glamour and glitz common to larger resorts. Don’t expect fancy hotels or a bustling night life—you won’t find them here! If you want to return home completely rested, this could be just the ticket for you.
POO LEARNS PATIENCE

When Poo sets out for the eastern plateau to complete his training, he must be patient. Now his enemies—and his masters—will try to make him yield control of the battlefield, but he must wait and watch. After he climbs the mountain, he must sit and watch. Enemy spirits will try to trick him into returning to the palace too soon. He must battle the spirits then wait patiently for a message from his master that it is time to return.

POO, THE PRINCE

Poo has studied for nearly all of his young life to learn the proper ways that will make him fit to rule in Dalaam. He has become a master of the martial arts, and he has been schooled in the social gracesbefitting royalty. Now he must prove that he has the mental powers that he'll need in order to be a superior warrior and military leader.

PSYCHIC POWER

After years spent studying the power of the mind, Poo has developed some remarkable psychic abilities that serve him well in battle. He commands powerful attacks and recovery spells, as well, so he's hardly to have around.

MIRROR MAGIC

The Mirror allows Poo to take the form of an enemy during battle. The effect lasts for that battle, and the player doesn't control Poo at all. Poo effectively becomes the enemy.

THE RABBIT CAVE

As he returns to the palace, Poo will discover a mysterious cave in the southwest that is guarded by unusual Rabbit statues. He can't enter it at this time, for he has no way of moving the statues. Later, when he discovers a way to clear the entrance, he should return to the cave.

TIME TO TRAVEL

After completing his training and returning to the palace, Poo will be instructed to leave the land of Dalaam in order to help Ness's party. He will use his special PSI power to transport to Summers, where he will meet up with Ness, Paula, and Jeff. Next the group will return to Fourside to wrap up some unfinished business.

ENEMIES

OVERZEALOUS COP

Must cops are good guys, but a few of the men in blue have agendas of their own. Stay in the shadows and out of their way to stay out of trouble.

HP: 325 / PP: 0 / SPEED: 18
OFFENSE: 69 / DEFENSE: 75

TOUGH GUY

Summers, being a resort town and all, has lots of interesting sorts hanging out near the beach. One of the beach bums you'll meet is a guy in a Hawaiian shirt. He doesn't have any thing to do other than get into trouble.

HP: 342 / PP: 0 / SPEED: 18
OFFENSE: 69 / DEFENSE: 75

SHATTERED MAN

When you go upstairs to read the Hieroglyph in the museum, you'll run into a real old man wrapped in rags. He'll pop out of his coffin to attack you. When you defeat him, he'll leave behind some Memory Stars.

HP: 694 / PP: 0
SPEED: 18
OFFENSE: 72
DEFENSE: 92

TANGOO

Playing his pet pipe, Tango will try to mesmerize your party. Don't let him trick you! Pick a fight and put an end to his music.

HP: 371 / PP: 5 / SPEED: 19
OFFENSE: 94 / DEFENSE: 99

KRAKEN

When your party returns from Fourside, you'll be able to board a ship and set sail for Scareo. The voyage won't be peaceful, though. You'll have to battle Kraken, the sea beast.

HP: 1097 / PP: 135 / SPEED: 21
OFFENSE: 105 / DEFENSE: 166

Restaurant Dalaam

Food for Body, Mind, and Spirit.

- Water..............................$4
- Jar of Delisauce......................$300
- Brain Food Lunch...................$800

Map Key

A TEMPLE
B RESTAURANT
C TRIAL GROUND

Dalaam

After eating the Magic Cake in Summers, Ness lands in a dream in the far-off land of Dalaam—and the dream he lands in is not his own. He enters the persona of a young prince who is about to set out to prove that he's deserving of the Dalaamese throne. The traits required include wisdom, valor and, perhaps above all, patience.
Summers

Ness, Paula and Jeff are back in Summers, where we left them eating Magic Cake on the beach. When Poo joins them, it sets a new chain of events in motion.

MAKE TRACKS FOR THE MUSEUM

The rare gem that Poo possesses is your ticket into the room upstairs in the museum. When you give the gem to the man guarding the door, he'll let you enter, and once inside, Poo will be able to copy the Hieroglyph. The ancient writing tells of an evil invader that crosses the dimension of time.

THE FOURSIDE NATURAL MUSEUM

Pay the entrance fee and check out the exhibit in the Fourside Museum of Natural History. There's a huge dinosaur on display, but it's not real. When you talk to Mr. Spoon, you'll learn that he's a great admirer of Venus, the new singer in town.

CATCH VENUS'S ACT

Now head for the Topolla Theater. Buy your Show Ticket and go backstage to meet Venus, the singer everyone's talking about. If you ask for her autograph, she'll give it to you on a banana peel—if she's not too busy. If she claims to be too busy, you have other tasks to complete first.

TAKE AN INCOMING CALL

When the party starts to leave the museum, the phone will ring. No one else appears to be eager to answer it, so pick it up. It will be Mr. Spoon, the curator of the museum in Fourside, with some interesting news about a find he's made. Go to Fourside to investigate.

RETURN TO THE FOURSIDE MUSEUM

Take the autographed banana peel back to Mr. Spoon. He'll be so ecstatic he'll have Venus's autograph that he'll let you into the secret room that he had guarded previously. When you step inside the room, you'll see a large manhole. Go investigate the light emanating from it.

MEET THE PLAGUE RAT OF DOOM

This is no ordinary sewer—it's owned by the Plague Rat of Doom, a huge rodent with an extremely bad attitude. Everything down here reeks, from the Stinky Ghosts that inhabit the trash cans to the Filthy Attack Rouches.

ENEMIES

KISS OF DEATH

Pick up the plant. His Kiss of Death will try to kill you with a deadly smooth.

CONDUCTING MENACE

Zzzz! You're in for a shock when you meet the Conducting Menace. You'll have to find a way to short-circuit this hot head.

THUNDER & STORM

These twin terrors attack with the power of the elements. Find shelter from the onslaught and use PSI powers to attack the two of them at once.

SHINING SPOT

After exploring the dank depths of the sewer, you'll come upon a bright light. When you approach the light to Check it out, you'll be attacked by the Plague Rat of Doom. The filthy rodent uses poison, so you should counter it by using PSI attacks, and blast it with Jeff's Bottle Rockets, too. When you trap the rotten rat, you'll gain access to the Magnet Hill, where you'll learn a new melody and find the Carrot Key.

SHINING SPOT

This is the fifth floor of the house, please. It's also the music room.

SHINING SPOT

It's the fifth floor, please.

MAGNET HILL

After you defeat the Plague Rat of Doom, you'll be able to access the area behind the Department Store that you could only see before. You'll use the Sound Stone to record the fifth melody up there. There is also a large magnet and a Gift Box that holds the Carrot Key. Use the unusual key to remove rabbits.
**Cave of The Pink Cloud**

Be sure to carry the Franklin Badge in your backpack when you enter the cave—it will protect you from shocking experiences. The cave isn't particularly large, but it can be confusing to find your way around inside. As you explore, you'll find a couple of very interesting items, the Rock Candy and the Bracer of Kings.

**SHINING SPOT**

Twin tormentors Thunder & Storm grumble and rumble before casting down bolts of lightning. If you don't have the Franklin Badge with you, you're in for trouble, but if you do have the badge, it will reflect the attacks and send them right back at the weather-makers. They'll destroy themselves with their own attacks, and you won't even have to use up any of your own PSI power.

**GIFT BOXES**

- SUDDEN GUTS PILL
- ROCK CANDY
- BRACER OF KINGS

**THE KRAKEN ENCOUNTER**

The first part of your journey will be peaceful and pleasant enough, then the waters will suddenly become turbulent, and Kraken will raise his ugly head. The serpent has ruled the channel for years, and he's not about to just let a bunch of kids pass unpunished. When the battle begins, use your PSI Freeze powers to try to ice him up, then attack while he's in a frozen state. It will be a fierce fight, but if you keep replenishing your PSI power, you should be able to sink the serpent for good.

**SET SAIL FOR SCARABA**

After leaving the cave in Dalaam, teleport back to the seaside resort of Summers and go to Toto to talk to the Captain. He'll thank you for getting his wife to start making Magic Cake again instead of hanging out in the Stoic Club, then he'll offer to take you to Scaraba in his boat. He'll charge you $20 per person—and he'll make you do the fighting when you meet up with Kraken.

**ENEMIES**

**GREAT CRESTED BOOKA**

The Great Crested Booka is a bird of a different color. It clucks around, attacking unwary travelers whenever they're out. Keep a close eye on these birds, even if you aren't a birdwatcher.

**BEAUTIFUL UFO**

Beautiful UFOs take care to be pretty low on their, chrome-domes before flying out to attack unsuspecting travelers. Don't be distracted by their shiny beauties.

**HIGH CLASS UFO**

High Class UFOs are pink and pretty, but they also attack with amazing speed and accuracy. You won't think they're so cute when they strike.

**GUARDIAN HIEROGLYPH**

When you enter the Sphinx, you'll find that the walls do, indeed, have eyes. The Guardian Hieroglyphs will stop right off the wall to attack intruders.

**FIERCE SHATTERED MAN**

Wandering mindlessly amid the Hieroglyphs and the coffins are Shattered Men, who attack anything they touch. Stay clear!

**GUARDIAN GENERAL**

The Sphinx won't go down like the Hawk Eye without a fight. You'll have to defeat the stone lion Guardian General in order to get the treasure.
PYRAMID RAIDED—HAWK EYE MISSING!

It was reported earlier today that the ancient Pyramid just south of Scaraba was raided recently and the culprits appear to have escaped with the famous Hawk Eye, a mysterious jewel that, according to legend, gives its bearer the ability to see in the dark. Although guarded for years by the great Sphinx, the pyramid south of town was nevertheless raided by unknown thieves, who have apparently stolen the rare and mysterious Hawk Eye.

SPEEDSTERS SPOTTED IN DESERT

The group of young travelers that arrived from ToTo this week was observed running in the desert at an astounding speed. The kids ran so fast, in fact, that they disappeared from view! We just thought you'd like to know.

SUBMARINE SIGHTED IN THE RIVER

Although guarded for years by the great Sphinx, the pyramid south of town was nevertheless raided by unknown thieves, who have apparently stolen the rare and mysterious Hawk Eye.

GREAT TOWER COMES TO LIFE

People have long marveled at the unusual tower shaped like a man on the continent to the south, and now they have even more to be amazed about: The tower has come to life and joined the group of kids! It was last seen walking to the south.

A yellow submarine was recently sighted submerging in the swampy river leading to the mysterious region known only as Deep Darkness. Observers believe that it is being piloted by the traveling kids.

Sand and Sea

The desert village of Scaraba is a bustling international marketplace. The hotel is comfortable and accommodating, but don't get too comfortable there—you'll want to explore the entire town before heading south into the desert. Quaint shops and friendly natives make this town a delightful find.

SNAKE CHARMER CHARMS TRAVELERS, TOO

In the central market, travelers will find a stall hosted by a snake charmer who sits atop a tall snake. He sells snakes, too, so be sure to buy a couple to take along with you when you leave. You'll better buy some refreshments, too, just to be on the safe side.

CAMELS AND CRYPTIC MESSAGES

Just south of town is one of the wonders of the world: a pyramid, rearing in all its splendid glory. It might look like it's on top of the Great Pyramid, but it actually is the ancient temple of life itself. Before the Sphinx, there are some beautifully inscribed hieroglyphs and cryptic messages.

EXPLORE THE GREAT PYRAMID!

SPECIAL TOUR

AUG. 2-6 5 DAYS, 4 NIGHTS

YOU'LL NEED:
- Water
- Snack-iets serum
- Ropes
- Wet Towels
- Footbrush

SCARABA

Travel & Shopping Guide

Don't let the extreme temperatures keep you from visiting this jewel of the desert. Its ancient pyramids and statues are sights to behold and marvels of their time, and the camels are pretty cool, too.

EAST FACTS

- Population: 3,212
- Temperature in the shade: 140°F
- Rainfall: NONE
- Average Age: 112
- Cemeteries: 2

BETTER THAN A SPA

No food. No water. Arduous work. It all adds up to lost weight!
Scaraba

The Scaraba region is divided into two continents, North Scaraba and South Scaraba. The only way to reach the southern continent is to take the hidden path from the Pyramid under the channel. It's an interesting and exciting trip.

Map Key

A HOSPITAL
B GREAT SOUTHERN INTERNATIONAL RESORT
C HOTEL & WEAPON SHOP
D HASSAN'S SHOP
E SNAKE SHOP
F SEASONING SHOP
G CONVENIENCE STORE
H PYRAMID
I SPHINX
J PYRAMID EXIT
K GROCERY STORE
L BRICK ROAD
M HINT MAN

GROCERY STORE
- French Fry Pan $11.79
- Crash Beam $11.95
- Multi-Bottle Rocket $22.13
- Bazooka $350
- Bottle of DX Water $198
- Beef Jerky $70
- Secret Herb $280

SEASONING SHOP
- Ketchup $2.24
- Sugar Packet $3
- Tin of Cocoa $4
- Cream $2
- Parsley $2
- Hot Sauce $3
- Salt $2

THE BEST BUYS IN SCARABA
HASSAN'S SHOP
- Wet Towel $24
- Serum $38
- Secret Herb $380
- Sudden Guts Pill $500
- Protein Drink $38
- Banana $5

RED SSNARE'S SNAKE SHOP
- Snake $220
- Viper $550
- Serum $58

GIFT BOXES
- CUP OF LIFENOODLES
- PHARAOH'S CURSE
- RAIN PENDANT
- SPEED CAPSULE
- DIAMOND BAND

TRAVEL STEPS

Follow the instructions listed below to be sure that you won't miss any of the highlights that Scaraba has to offer. It's an unusual region steeped in ancient history, so there's plenty to see and do here.

1. Stock up on supplies in town
2. Step on the tiles in front of the Sphinx to open the door to the Pyramid
3. Step on the tile that moves the large casket
4. Fall into the hole to find the Hawk Eye
5. Exit the Pyramid on the southern continent
6. Get the Key to the Dungeon Man
7. "Talk" to Brick Road and have him join your party
8. Walk south until Brick Road gets stuck in the trees
9. Get the Yellow Submarine
10. Sail to Deep Darkness

The Pyramid

The Pyramid is a strange and mysterious place, where hieroglyphs come to life, spring from the walls and coffins, and do deadly dances. But before you expose yourself to these dangers, you'll have to figure out how to get inside!
TRAVEL TIPS

After you enter the Pyramid, begin working your way to the right. You’ll have to contend with walls that you’ll need to jump over or dodge. You should have a supply of Serums to heal party members from poisonings, as well as food for replenishing everyone’s energy.

FOCUS

THE RESPONSIBLE DUNGEON MASTER

Inside the Dungeon Man, you’ll find a dungeon of a different sort. As he tells you, it’s a dungeon master’s obligation to hire a doctor and a nurse, and that’s not all he’s done for you. You’ll also find a shop where you can recover HP and PP, and there are telephones and ATMs, too. He sure is a thoughtful dungeon master!

FIGHT FOR THE HAWK EYE

When you reach the room on the far right, you’ll meet a guardian at the door, and you’re in for a fierce battle if you want to continue. When you defeat the guardian and enter the room, you’ll find a floor switch in the lower left corner. Step on the switch, then work your way back to the left to the room with the large, mysterious coffin. Now the coffin will be to your right, so be on the lookout for it. The room will have a large hole in the floor. Drop into the hole, fight the Guardian General, then walk up onto the platform to get the Hawk’s Eye. When you use this unusual item in dark areas, you’ll be able to see.

BID POO FAREWELL

When you first exit the Pyramid, a mysterious man will approach your group with an important message. He claims that the stars foretold that Poo would be arriving, and that he must leave to learn the way of the Starstorm. It’s a strong psychic power that will prove to be very helpful in the future. Poo agrees to leave, telling the group that he will return as soon as he has learned the Starstorm power. The group will have to continue without him for a while.

STOW YOUR STUFF

There’s all sorts of stuff lying around inside Brick Road, and you certainly won’t want to hold on to all of it. Fortunately, there are also a couple of telephones, so you can call Eponential Express and have them pick up the items that you don’t need right now. Store lots of stuff at this point, because you won’t be able to call the Express service again for a while.

GETTING THE TOWER KEY

There are a few Scrabrians standing near the oasis. When you talk to the man holding the spear, he will offer to give you the key that he found earlier. It’s the key to the Dungeon Man, your next destination, so thank the man and collect the key. Now you’re set to explore the continent.

FIND DUNGEON MAN

The strange tower known as either Dungeon Man or Brick Road is northwest from the Pyramid Exit, so prepare yourself for desert travel and start walking. When you reach the towering man, use the Tower Key to open the door, then enter the dungeon and start reading the messages left by Brick Road.

WHO IS THE MYSTERIOUS TOWER?

Even though he looks fierce and frightening, the Dungeon Man is thoughtful and rathervoiced. He posts signs all over the place to give you hints and directions so you won’t get lost. The biggest challenge here is in deciding which rope to climb up first.

ENEMIES

PITBULL SLUG

The Pitbull Slug, which you’ll encounter in Deep Darkness, is as notorious as its name sake. They’re hard to see in the murky darkness, too.

ZAP EEL

Deep Darkness is also swarming with Zap Eels, which can put on impressive light shows when they strike their targets.

HARD CROCODILE

Hard Crocodiles hide in the thick undergrowth of the Deep Darkness. They’re quicker than you might think, so beware of their bites.

DEMONIC PETUNIA

The huge, brightly colored Demonic Petunias are anything but friendly flora. They put up fierce fights!

EVEN SLIMIER LITTLE PILE

Like their slimy cousins, the Even Slimier Little Piles can ease their way into your life with unexpected appeal.
Dungeon Man

Dungeon Man, as Brick Road, challenges you to climb the right rope. Ropes a, b, and d lead to dead ends, but rope c will take you deeper inside the dungeon. Keep climbing until you come to Brick Road's face, which is embedded in the wall. Talk to Brick Road, then drop into holes to find your way back out of the dungeon.

**Map Key**
- A: Bench
- B: Hospital
- C: Brick Road

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**Gift Boxes**
1. Molokheya Soup
2. Cup of Lifenoodles
3. $5
4. Snake
5. Super Plush Bear
6. Ribbon
7. $10
8. Pizza
9. PSI Caramel
10. Sudden Guts Pill
11. Wet Towel

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**Trapped in the Trees**
When you exit Brick Road, he'll offer to join your party. After all, he's just been hanging around in the desert waiting for some action. As you head south, you'll come to a couple of trees. If you try to walk through the trees, Brick Road will get stuck. Go around and leave him behind for now. If you continue to the tip of the continent, you'll meet a man who'll tell you that you need a submarine to cross the river. There's a regular used vehicle lot inside Brick Road. Perhaps you can find a sub there.

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**Searching for a Submarine**
Go back inside Brick Road and return to the fourth floor. The hole that was blocked by a sign earlier will now be accessible. Drop through it and two more holes until you land on a platform on the first floor. Walk around to the left to find the junk yard. Have Jeff fix the submarine (it's yellow!), then leave the dungeon again. Take the submarine back to the tip of the continent and prepare to dive.

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**Welcome Aboard the Yellow Submarine**
When you reach the port with the submarine, you'll automatically sail off for distant shores. You won't have control of the sub, so you can't get lost. It's a colorful journey so sit back and enjoy the sights. When you arrive at your destination, you'll find a dark, dismal looking land that could definitely use some brightening up. It's a good thing that you have something in your backpack that can do just that.

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**Enemies**
- Hostile Elder Oak
- Big Pile of Puke
- Manly Fish
- Manly Fish's Brother
- Earthbound

The walking woodwork with purple leaves certainly is hostile. Note to stay rooted on one place, it will track you down to attack.

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The bug-eyed, slimy-scaled Manly Fish checks a mean spear. He's better adapted to moving around in the water than you are.

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He's manly, he's mean, and he watches his brother. When the two get together, you're in big trouble.

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The walking woodwork with purple leaves certainly is hostile. Note to stay rooted on one place, it will track you down to attack.
Deep Darkness Post

THE ONLY NEWS FOR MILES AROUND • See page 3 for the Native Animal of the Month.

DEEP DARKNESS POST
THE MOST PRIMITIVE PUBLICATION IN THE WORLD

HELIÇOPTER PILOT FEARED LOST IN DEEP DARKNESS JUNGLE

Rescue teams suspended a ground search today for a helicopter feared lost in Deep Darkness Jungle. Federal aviation authorities conclude that the aircraft lost power somewhere over the rain forest yesterday. Dense foliage and vicious animals are frustrating search experts. "If the gators haven’t eaten him, the mosquitoes will," noted famous wilderness tracker Jon Whisker. The helicopter pilot’s name has not been released pending the notification of family members.

HOSTAGES FREED FROM ALIEN BASE BENEATH STONEHENGE

Local authorities questioned famous inventor Apple Kid and an assortment of citizens after their release today from an alien stronghold beneath Stonehenge. Sources reveal that the police were not aware of a hostage situation. "We’re still getting the facts straight, so we have no comment at this time," Constable Geoff Rainville said in a recent interview. The investigation is expected to conclude tomorrow at a local donut shop.

PRINCE POO TO DISPLAY SPECIAL WEAPON

Weapons experts and historians are flocking to Fourside to view the Sword of Kings, a rare relic recently unearthed by Prince Poo. The ancient blade is the first weapon ever used by the Prince. "It’s a perfect weapon for him–I mean, a Sword of Kings for a budding prince. Can you think of anything better?" remarked medievalist Nancy Ramsey. The exhibit concludes tomorrow.

TENDA’S INHABITANTS BREAK THE BONDS OF SHYNESS!

Anthropologists and psychologists are researching a sudden behavioral change in the natives of Tenda, an isolated village located in the northwestern corner of the Deep Darkness jungle. "They used to be a shy tribe, but now they don’t shut up," noted one anthropologist.

VILLAGERS DISCOVER TALKING ROCK

Sketchy reports from Tenda village reveal a talking rock in the caverns beneath Deep Darkness. Geologists remain skeptical, but television talk show hosts are requesting interviews with the monolith.

JUNGLE & EXPLORATION GUIDE

Deep Darkness is the last frontier of civilization. Located on the edge of the largest jungle in the world, the simple village is run by primates and traders.

LIFE IS A MERE ADVENTURE...

Press your luck to its limit and embark on a Deep Darkness Jungle Tour. Expeditions depart daily and last until all participants are lost. For a limited time, guests receive a complimentary economy-size bottle of dysentery pills. Take your life in your own hands today!

- Personal safety cannot be guaranteed.
- First aid kit required. Award winning location of the World’s Most Dangerous Tour.
- Special discounts for obnoxious people.

HIKE IN THE DARK

Some areas in Deep Darkness have never been seen the light of day, and offer refuge for thousands of rare and endangered species. Years of evolution have allowed many of these species nocturnal evasive survival. A magical device is thought to exist that gives humans this ability.

MONKEY AROUND AT THE MONKEY’S INN

The Monkey’s Inn is the last stop for adventurers and suicidal anthropologists. Out of respect for the soon-to-be-eaten, all customers are provided with free nightly lodging.

Hill Myna Rarest Breed in the World

Ornithologists agree that the Talking Hill Myna of Deep Darkness is one of the rarest birds in the world. While there are over a hundred species of birds that mimic the sounds of their environment, the Deep Darkness Myna is the only creature in the world capable of sending and receiving transmissions from telecommunication satellites. This endangered species is threatened by the increase in calling circles and sleuthers.

WILD ANIMAL HUNTING!

NO GUN NEEDED! THE ANIMALS HUNT YOU!

Experience the thrill of the hunt from the other end of the barrel! Highly trained primates with high caliber assault rifles stalk you!

NATIONAL RIFLES FOR ANIMALS CO. LTD.
Deep Darkness

Deep Darkness is located in the heart of the world’s rainforest. Few adventurers have returned from the perpetual night beneath the forest canopy. Ness must use the Hawk Eye to explore all of the dark region.

Jungle Key
A MONKEY’S INN
B TRADING COMPANY
C EMPLOYEE
D DOCTOR
E ATM
F SECRET
WEAPON SHOP
X MAGIC TRUFFLES

GIFT BOXES
1 BANANA
2 BEEF JERKY
3 CUP OF LIFENOODLES
4 IQ CAPSULE
5 SOUVENIR COIN
6 ROCK CANDY

DON’T STAY IN OVER YOUR HEAD IN THE DEEP WATER

The Deep Darkness swamp is saturated with quicksand and deep water. Ness and the team will be damaged if they spend too much time beneath the surface, so try to remain in shallow water as much as possible. Replenish the party’s hit points before each deep water journey.

TEACH THE MONKEY THE TECHNIQUE FOR TELEPORTATION!
A monkey in the village of Deep Darkness wants to learn how to teleport. When you teach the primate this skill, he will reward you with a valuable item called the Monkey’s Love. When used in combat, the Monkey’s Love calls out for help from the jungle. A tiny Monkey will arrive and assist the party for one round of combat.

USE THE HAWK EYE IN DEEP DARKNESS

Deep Darkness is a murky environment. Travelers frequently become lost in the perpetual night beneath the forest canopy. Use the Hawk Eye to lead the way through the darkness. Once used, the Hawk Eye disappears, but the magic of the device lasts forever.

THE BELCH IS BACK!
Master Belch is back to challenge the party again! Peeeeyouuuu! He smells worse than he did when you first caught a whiff of him behind the waterfall at Sunflower Village. Belch now calls himself “BARF,” but you can just call him “dead meat.” Squash this slimy fiend for good.

TRAVEL STEPS
The journey to obtain the Seventh Melody is a long and complicated process. Ness and the party must overcome a variety of tricky obstacles and opponents. The following steps listed below help you determine what to do next.

1 Get the Hawk Eye at the Pyramid
2 Say goodbye to Poo
3 Visit Brick Road’s New Dungeon
4 Defeat Master Barf
5 Say hello to Poo
6 Visit Tenda Village
7 Take a call from Apple Kid
8 Visit Dr. Andonut’s Lab
9 Pick up the Eraser Eraser
10 Defeat Starman Deluxe and save Apple Kid
11 Check out the “Overcoming Shyness” Book
12 Revisit Tenda Village
13 Give the Book to the Tenda Elder
14 Beat Electro Specter
15 Get the Seventh Melody
**Tenda Village**

Tucked in an isolated corner of Deep Darkness Swamp, Tenda Village is teeming with cute blue Tendites. Unfortunately, all but one is too shy to speak. Use the phone to save your game and touch base with home. The party won’t be able to buy any items unless the Tendites gain the courage to speak.

**TENDA VILLAGE MAP**

- **Gift Box**
- **Death Ray**
- **Map Key**
  - A: Telephone
  - B: Hot Spring
  - C: Chief
  - D: Hot Spring
  - E: Talkative Tendite
  - F: Big Rock

**TO LUMINOUS HALL**

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**What Happened to Apple Kid?**

**Get Back to Winters A.S.A.P!**

Apple Kid is hard at work on the Eraser Eraser Machine in Dr. Andonut’s lab in Winters. While reporting his findings, he is interrupted by some mysterious intruders. Something has happened! Orange Kid later informs the party that Apple Kid has the book on overcoming shyness. Ness and the gang must rescue Apple Kid!

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**Enemies**

**Master Barf**

The master of negation has returned for a second battle. Master Belch has more hit points, so he’ll be tougher than ever.

**Whirling Robo**

This dizzy mechanical friend falls apart under most PS attacks. Watch out for this robot’s automated self-destruct sequence.

**Military Octobot**

The Blue Octopus is a rare but deadly opponent. Don’t let this vile mechanical creature get too close to you. Use the PS freeze attack and turn this monster into scrap metal mush.

**Lesser Mook**

The Lesser Mook is one of the few organic occupants of the Stonehenge compound. This beast is majorized by most PS attacks and should be nothing more than a minor nuisance for the party.

---

**Too- Shy Guys!**

All of the occupants of the village seem too shy to approach the party. There is one brave Tendite—look for him in the lower left corner of the village near a boulder. He provides the party with some valuable information. There is a rumor of a book called “Overcoming Shyness.” Where is it?

**Where is Apple Kid?**

Aside from Apple Kid’s pet mouse, Dr. Andonut’s lab is empty. The next lines of test tubes and tools give little indication that a struggle took place here. It’s as if Apple Kid vanished in thin air—the kind of thing you read about in those UFO abduction stories. Talk to the pet mouse and explore the lab for clues.

**Go to Stonehenge!**

You’ve been here before, but now the hole in the center of Stonehenge is open. The party can venture underground, but they won’t get far. A large iron eraser blocks the passage into this region. Perhaps the mouse at Dr. Andonut’s lab knows how to get around it.

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**Use the Eraser Eraser to Get In**

Apple Kid’s mouse knows about all the latest experiments. Good thing Ness knows how to communicate with animals. Talk to the rodent and pick up the Eraser Eraser Machine. The unusual device removes the iron obstruction below Stonehenge.
The hole in the center of Stonehenge leads to unearthly surroundings. Purple corridors pulse with a strange glow. Watch out for the Starman that warp into the middle of your party. The defective lighting in the lower regions of the maze is confusing. Use this map to make your way through all of the corridors.

**GIFT BOXES**
1. **SPICY JERKY**
2. **CUP OF LIFENOODLES**
3. **GUTS CAPSULE**
4. **BROKEN HARMONICA**
5. **PSI CARAMEL**
6. **SPEED CAPSULE**
7. **PIXIE'S BRACELET**
8. **BROKEN TRUMPET**

**STAR MAN SUPER HAS THE SWORD OF KINGS**
The Sword of Kings can sometimes be found in the hands of a gold plated Starman Super. This blade is the only weapon Prince Poo can equip in the entire game. The odds of winning the Sword of Kings are about one in 100, but fighting him over and over is a great method for building up character levels. If you can't stand the suspense, use Jeff's S.Y.P. command to peek at each Starman Super.

**ENEMIES**

**STAR MAN**
The Starman often warps into the middle of the party to attack. This robot is the primary sentry on the Stonehenge base. Watch out for his beam weapon and PSI magnetic attacks.

**HP**: 545 / PP: 155 / SPEED: 24
**OFFENSE**: 103 / **DEFENSE**: 128

**ATOMIC POWER ROBOT**
The Atomic Power Robot is an early prototype of the Starman series. These robots will continue to function until they rust down.

**HP**: 594 / PP: 0 / SPEED: 25
**OFFENSE**: 119 / **DEFENSE**: 133

**MOOK SENIOR**
Mook Seniors are one of the few carbon based creatures that inhabit the alien Stonehenge Base. Use Hypnosis or PSI Fee to neutralize this adversary.

**HP**: 501 / PP: 700 / SPEED: 25
**OFFENSE**: 128 / **DEFENSE**: 127

**STAR MAN DELUXE**
Starman Deluxe is a new Starman prototype. Because of the extensive time and research devoted to the development of this robot, only one Starman Deluxe exists. Watch out for the enhanced beam weapon this opponent carries.

**HP**: 1,400 / PP: 418 / SPEED: 27
**OFFENSE**: 143 / **DEFENSE**: 186

**EARTHBOUND**

**RESUE THE KIDNAPPED PEOPLE!**
The Apple Kid and innocent citizens are trapped inside alien test tubes! Tony, Jeff's best friend, is here, too. What sort of horrible experiment is being conducted by Gygax? The only way to release them is by defeating Starman Deluxe in the room to the right. Once freed, Apple Kid tells you that he returned the book about hymns to the library, and Dr. Andonuts begins work on the Phase Distorter.
**Lumine Hall**

The Lumine Hall is a short series of twisting corridors that separate the Village of Tenda from the Lost Underworld. A wide assortment of valuable items has been discarded or lost by previous expeditions to the underworld. Explore all of the passages as you guide Ness and the party to their battle with Electro Specter.

**GIFT BOXES**

1. Luck Capsule
2. Bottle of DX Water
3. Cup of Lifenoodles
4. Rabbit's Foot
5. Diadem of Kings
6. Spicy Jerky

**Back to Tenda Village**

When Ness returns to the Village of Tenda, he gives the book “Overcoming Styness” to the chief. Tendites all look the same, but Ness recognizes that the Village elder carries a long, bent staff. The village leader asks the party to relax as he reads the book aloud to all the village inhabitants. Just holding onto the book makes the leader feel as if he can overcome his styness. To show his gratitude, the leader of Tenda provides the party with a sample of stinky Tenda snack.

**Seventh Sound Stone**

Defeating Electro Specter in the Shining Spot bestows the Seventh melody upon the party. Only one melody remains. Although Electro Specter is vanquished, danger still lurks in the shadows of the Lumine Hall. Use Goods or PSI energy to replenish the party’s hit points.

**ONE VILLAGER CAN MOVE THE STONE**

The inhabitants of Tenda discover a large underground area beneath their village. Because of their timidity, the villagers elect to block passage to the Lost Underworld with a massive stone. Only the strongest Tenda can move the boulder that seals the Village of Tenda from the Lost Underworld.

**Shining Spot**

Hiding inside the Shining Spot of the Lumine Hall is the Electro Specter, a sinister combination of energy and molten metal. Use the PSI Shield to defend against his lethal attacks. Jeff’s Counter-PSI unit is effective here. Defeating Electro Specter provides the party with access to the Lost Underworld.

**ENEMIES**

**Starman Super**

This gold-plated robot is an enhanced version of the original Starman. It employs a lethal combination of beam and PSI attacks. There is a chance that the Starman Super carries the Scroll of Kings. The Starman Super carries a transmitter and can call for assistance.

**Hyper Spinning Robot**

Scientists and engineers believe the Hyper Spinning Robot is constructed from parts of discarded Reploid toys. This dizzy robot is vulnerable to extreme cold.

**Fobby**

While Fobby is one of the weakest foes, he is capable of discharging a deadly Brain Shock attack.

**Electro Specter**

The Electro Specter is composed of elements never before seen on Earth. Scientists speculate that the Electro Specter is a lethal combination of energy and molten metal, but no one has ever survived a close examination.

**Journey to the Lost Underworld**

There is a hole in the upper left corner of Electro Specter’s lair. Where does it lead? What has come of the dinosaurs the occupants of Tenda mentioned? The journey underground is far from over. Check the party’s inventory of supplies and take a leap of faith.
**DINOSAURS IN THE DEEP**

According to the shy people of Tenda Village, dinosaurs appeared from a hole in the ground recently. They covered up the hole with a rock to keep the giant, cre-taceous beasts at bay, but the threat to the welfare of the village remains. The search is already on for a brave adventurer to enter the Lost Underworld and seek out the second Tenda Village.

**KRAKEN RETURNS**

After a lengthy departure from the Sea of Eden, the notorious Kraken has returned from parts unknown. The sea serpent, known as the terror of the Lost Underworld, seeks out all who venture into its domain. If you are quick, however, you can swim circles around the beast and escape from becoming its lunch.

**THE REVELATION OF LUMINE HALL**

World hero and adventurer, Ness, received a shock today when exploring the maze of the Lost Underworld. He and his companions wandered into Lumine Hall, where his thoughts and fears appeared on the wall for all to read. It appears that much of what is happening in his galactic struggle against the invading Gypsas is taking place in his own mind.

**FIRE SPRINGS WARP ZONE RUMOR**

New rumors of a Warp Zone at the top of the Fire Springs region of the Lost Underworld resurfaced today when Ness and his companions entered the village and spoke to the talkative stone. The adventurers set off at once to the southwest to discover the truth of this age-old mystery.

**MYSTERIOUS SPEAKING STONE**

The large stone in the Tenda village speaks when spoken to. It often foretells the destinies of those who engage it in conversation. If you go to the village, don’t miss this amazing phenomenon.

**Tenda Village Underground**

The inhabitants of the Tenda Village in the Lost Underworld have lived here only a short time, but they have already established themselves with an inn and shopping facilities. Business in the Tenda Village, however, may not take the usual form. Buyers should beware, but they should also look for special products like the Horn of Life.

**DINOSAUR IDENTIFICATION & TRAVEL GUIDE**

Travelers who venture into the vast Lost Underworld deep in the planet’s crust will find a land that time forgot. Here, dinosaurs roam the open plains, their steps shaking the ground like earthquakes. A tribe of talkative Tendites came here long ago to get away from their shy brothers and sisters. You’ll find a welcome greeting here, but watch your pocketbook.

**EASY FACTS**

- Population: 503
- Dinosaurs: 17
- Average Temperature: 8°F
- Hot Springs: 3
Lost Underworld

Beyond the disturbing revelations of Lumine Hall in the catacombs below the Tenda Village, you'll find a deep well. When you step into this well, you will tumble into a lost world where fire springs pour lava into rivers and dinosaurs rock the earth.

Tenda Village II

To reach the Lost Underground and the second Tenda Village, you must first cure the surface-dwelling Tendas of their shyness. Return to Onett's library and fetch the Overcoming Shyness book. The once-shy Tendas will now open the passage to the prehistoric world below.

Map Key

A INN
B GROCERY
C JURASSIC GROCERY
- ULTIMATE BAT ....$2,298
- HOLY FRY PAN ....$1,480
- SHINY COIN .......$4,000
- HORN OF LIFE ......$1,780
- MAMMOTH BURGER ....$98
- LUXURY JERKY .......$210
- DX WATER .........$198
C ATM
D TALKING ROCK

TALK TO THE ROCK

The massive carved stone in the second Tenda village has an important message for Ness. It doesn't matter that the local people have no idea what the stone is talking about. The stone will reveal that you have now collected seven of the eight special melodies and that the final melody lies to the southwest in the cave of the Fire Springs. This, says the rock, is your destiny.

GIFT BOXES

1 BRAIN FOOD LUNCH
2 HORN OF LIFE
3 GUTS CAPSULE
4 SEA PENDANT
5 CLOAK OF KINGS

Good Geysers

Although most geysers have a reputation for scorching like rotten eggs and scalding unwary visitors with their steaming waters, the geysers in the Lost Underground are known for their healing qualities. You must wait beside the small opening until an earthquake shakes the land. Shortly thereafter the geysers will start, carrying you and your friends for a wet ride. The Blue Geyser recovers HP and PP while the Red Geyser recovers only HP.
The Fire Spring

Those who enter the Fire Spring would do well to prepare for meeting Soul Consuming Flames, Evil Elementals, Psychic Psychos and other hot-tempered foes. If one of your party can use powerful Freeze powers, all the better. Work your way up the Fire Springs using rope ladders and tunnel passages. The Shining Spot at the top contains the dual presence of Carbon Dog and Diamond Dog. One of the toughest battles you'll ever face lies ahead.

**GIFT BOXES**
1. Bag of Dragonite
2. Cherub's Band
3. Moon Beam Gun
4. Speed Capsule
5. Horn of Life

**MELODY OF FIRE**
Following the battle with Diamond Dog, you'll want to miss what lies beyond the entrance to the Fire Spring. Push on to the final sanctuary area where you'll find a fiery fountain of lava and the last of the eight songs, which can be recorded on the Sound Stone. You may also encounter strange memories over which you have no control.

**SHINING SPOT**
You can reach the Shining Spot quickest by taking the right-hand passage from the lowest terrace of the Fire Spring. Then, work your way back toward the left and always up. At the Shining Spot, you'll find the Carbon Dog waiting for you with bared fangs. Use your strongest Freeze PSI power on the canine of coal. You'll have to battle.

**EVASIVE TACTICS**
Whenever you pop into a cave or chamber containing enemies, those enemies will move toward you to attack. The number of enemies in the room, however, may vary. Make your head inside a door to see how many enemies, and what types of enemies are waiting for you. If it looks too difficult, just step back outside. Keep looking in until you find fewer or weaker foes.

**INSIDE NESS**
The memories that flood in on you after the Fire Spring appear in black and white. For a time you hike along the path, a music box melody playing over and over in the misty scene, leading you on. You are younger, now, a child returning home to an empty house where you find a rocking cradle with yourself as an infant inside. You'll listen to your parents cooking over you and you'll exhibit your first PSI powers. Suddenly, the memory changes and you are swept off to the bizarre realm of Magician.

**ENEMIES**

**WETNOSAUR**
You won't find the Wetno-saur as often as the Chomposaur, which is unfortunately quite rare. A touch of PSI fire should do it up.
- HP: 1,030 / PP: 0 / SPEED: 17
- OFFENSE: 126 / DEFENSE: 172

**EGO ORB**
The Ego Orb won't be able to weather an attack from Psy and Peda using the PSI Freeze power. It will crack up.
- HP: 382 / PP: 0 / SPEED: 17
- OFFENSE: 125 / DEFENSE: 140

**CHOMPOSUR**
The voracious Chomposaur stumps about the plains of the Lost Underworld, hungry now dinosaur watcher. If you meet one of these monsters, make sure you greet it with a powerful attack like the Multi-Bottle Rocket.
- HP: 1,388 / PP: 320 / SPEED: 17
- OFFENSE: 139 / DEFENSE: 183

**FOCUS**

**EARTHBOUND**

**NINTENDO PLAYER'S GUIDE**
The land of Magican exists only in your mind, but don’t be alarmed. Although strange and even dangerous, Magican is also a place of wonder and imagination. You must travel alone here, but still you'll find help and friends. You must pass through the town, the red tunnel and the Sea of Eden.

Map Key
A NESS’S HOME
B SHOP
C MAGIC PUDDING $680
D EARTH PENDANT $4000
E ATM/PHONE ROOM
F HOTEL
G POKEY’S HOME
H FLYING MEN

IN YOUR MIND

The old man and the black rabbit reveal that Magican is a creation of your own mind. The only thing to fear in Magican is your own imagination. Unfortunately, many visitors (like the famous Ness) have vivid imaginations capable of conjuring up images of monsters. Explore Magican’s buildings and inhabitants.

GIFT BOXES
1 PSI Caramel
2 BAG OF DRAGONITE
3 GODDESS BAND
4 MAGICAN BAT
5 MAGIC TART

THE FLYING MEN

Although you travel without your three companions in Magican, you can enlist the aid of the Flying Men. Step into their pointy-roofed house in the north and ask for help. Only one Flying Man joins you at a time, but if you lose one, you can return and have a second Flying Man join you as a comrade in arms.

POWER PUDDING

Don’t pass up the specialty shops in Magican. The Magic Pudding in the southern building can restore your PP in battle. This is the only product that can replenish SP, so be sure to buy plenty of it. You'll need it in the final battle. In the same shop you can buy the Earth Pendant—strong protection for a mere $4,000.

A WORLD OF MANY COLORS

The background colors in Magican shift each time you speak with someone. No one has been able to explain this phenomenon adequately, but it makes for a nice change. Many visitors to Magican believe that the changing colors hold some significance, but so far, none has been proven.

ENEMIES

SOUL CONSUMING FLAME

This enemy burns for your soul, but if you use PSI Freeze, you’ll melt its heart.

PSYCHIC PSYCHO

Another creature of the Fire Springs, the Psychic Psycho uses PSI Fire Beam to toast your arrival. Once again, Freeze will cool the hot reception.

MAJOR PSYCHIC PSYCHO

This psycho can sing the roots of your hair with his powerful Omega strength Fire and his PSI Shield keeps him safe from Freeze’s Brain Shock instead.

EVIL ELEMENIAL

The disembodied (and quite annoyed) spirit will take out its wrath on anyone it encounters. It has no real strength or weaknesses.

CARBON DOG

Carbon Dog turns black if you fail to use Freeze or strong water attacks like Jeff’s Bottle Rockets.

DIAMOND DOG

Carbon Dog becomes Diamond Dog after taking damage of several hundred HP. Now it’s your turn to suffer. So hard. Use Multi-Bottle Rockets right away before it builds up its counter attack. Also use shield killer.

NINTENDO PLAYER’S GUIDE
Sea of Eden

The buried temple at the end of Magictar opens the way to the Sea of Eden. Here you must swim to the north section, but Kraken will smell you as soon as you enter its sea, and it will stalk you. You will be all alone in the battles against Kraken. The Magic Pudding will come in very handy in this area.

SIESTEP THE SEA SERPENT

Kraken can't be everywhere at one time, and there are a limited number of the monsters swimming in these mysterious waters. When you spot a serpentine neck swimming towards you, head for the nearest island or rock spire that protrudes from the sea. You can dodge the monsters by playing hide-and-seek between the islands.

HOW TO GET THE GUTSY BAT

The only place to find the powerful Gusty Bat is here in the Sea of Eden. This awesome weapon lies concealed somewhere in the water, but only a Kraken can find it. The way to obtain the Gusty Bat is to defeat Kraken and be incredibly lucky. Once you defeat the Kraken, you have one chance in 128 to win the Gusty Bat. Of course, you could get lucky on the first try, but the odds are against you.

THE BATTLE OF TWO MINDS

The island with the statue is your destination in the Sea of Eden. The Mani Mani Statue—Ness's Nightmare—once before caused the dangerous illusions of Moonside. Now the power of the statue is even greater. Since the statue is just a part of your mind, it has all the strengths that you have. Any PSI Power that you use, it can use. The only difference is that it doesn't have an inventory. You can gain the edge by having Magic Pudding with which to replenish your PP and to outlast your foe. If the Nightmare uses PSI Counter-Shield, it is best to counter with PSI attacks. Once the Nightmare uses all of its PP, you'll have the advantage—if you last that long.

ENEMIES

MOLECULE

The Molecules often attack together and have weak defenses. Use your PSI Special power to defeat them all at once.

LOADED DICE

The Loaded Dice will try to call for help, but it doesn't call for more Loaded Dice. This enemy has the ability to call any of the enemies in Magictar, like the Carefree Bomb or French Kiss of Death. Its PSI defenses are weak.

ELECTRO SWOOSH

This enemy believes it is shock treatment, but if you use Freeze against it, it won't have time to charge itself up.

CAREFREE BOMB

Much tougher than it looks, the CFB tosses bombs and Super Bombs at you. It's most effective in the dark. It also has a lot of hits and no weakness to exploit.

NESS'S NIGHTMARE

The Nightmare uses shields to protect itself. Recover to keep its HP full, use Magic Pudding to outlast it and don't use regular attacks if the counter-shield is up.

EARTHBOUND
Saturn Valley World

Weekly Newspaper SEPTEMBER 3 199X SUNDAY

CAN MAN CONTROL SPACE AND TIME?

ZEXONYTE SOUGHT

Dr. Andonuts reported that the initial failure of his Phase Distorter space/time machine was because of the lack of a special material known as Zexonyte, which is found only in meteorites. A group of young adventurers led by Ness has volunteered to return to Onett, the site of a recent meteorite strike, and retrieve the valuable material.

According to Dr. Andonuts, the famous inventor of the Sky Runner flying saucer and other amazing devices, it is possible to create a machine that will move not only through space, but through time as well. He and his two colleagues, the Apple Kid and a Mr. Saturn, have been working on just such a machine—the Phase Distorter—here in Saturn Valley. Early tests have met with mixed success. One volunteer group emerged from the metallic device completely toasted. The machine resembles a large, silver Mr. Saturn and is said to have the ability to reach back into time. Dr. Andonuts hopes that the device will enable Ness and his companions to reach the evil Gygax and end the threat to earth forever.

WINTERS HIGH SCHOOL WEEKLY SCIENCE CLUB NEWS

What is the Strangest Weapon?

Researchers at Winters High have recently made breakthrough discoveries in the field of confectionary warfare. Dr. Armuffin reports that Rock Candy is the best sweet to use in combat. "The user must also carry condiments," he points out. "When he or she uses the Rock Candy, the condiment will be spent instead of the candy. Pretty sweet. In using the Rock Candy, you will experience a lift in any one of your attributes such as IQ." Dr. Armuffin's next project is to design and deploy after-dinner mints as land mines.

SATURN VALLEY

Most people return from the Saturn Valley with fond memories of the quirky but hospitable people who live there. This peaceful haven also offers plenty of unique shopping opportunities found nowhere else in the world. If you're saving the world, or just out for a Sunday drive, be sure to stop off in the Saturn Valley.

HUMAN TO ROBOT CONVERSIONS

Time travel turns out to be more difficult than most people imagined. First, you need a Phase Distorter—a machine that will send matter backwards or forwards in time. Unfortunately, the actual journey turns living beings into no-longer-living beings. According to Dr. Andonuts, you must first convert people into robots that carry the person's mind. He has perfected a simple and painless conversion process.

THE FINAL TOUR

For those of you who go on from Saturn Valley to the dangerous conflict in the past with Gygax, be sure you take along all the material items for an epic struggle. Recommended foods include Magic Pudding, which can be obtained only in Magranus.

EARTHBOUND
THE PHASE DISTORTER
Expect the worst the first time you step into the Phase Distorter. Without the special mineral found in the meteors, the device won't work. You'll step out again covered in soot and ash, but Dr. Andonuts has the answer. If you bring him the Zexonyte from Onett, he can make the machine work. Once you've delivered the goods, step into the machine again. This time it will work, sending you off on the final leg of your journey. The Phase Distorter II has two special functions: it saves the game and replenishes your energy.

ONETT UNDER FIRE
The Onett to which you return is a town under siege. The power of Gygas has spread throughout the town. The citizens have locked themselves in their homes. Only Ness's house remains open. Ness's mom tells the heroes about the state of the town. There's nothing you can do here except go to the meteorite and retrieve the Zexonyte for Dr. Andonuts.

TRAVELING IN TIME
The time has come for you to leave the present and travel back in time to where Gygas waits. The first stage of the journey in the Phase Distorter II takes you as far as the cavern with the silver tentacle. Unfortunately, the machine blows a fuse and melts down. You'll have to wait for Dr. Andonuts to show up in the improved Phase Distorter III before continuing your mission.

NEW MERCHANDISE
The Saturn Valley shop contains a new vendor with some new items. The Flame, Rain and Night Pendants boost the defensive power of your party. Although they cost an arm and a leg, the price is well worth it. Purchase and equip these items before traveling back in time to meet Gygas.

ENEMY PLUNDER
You can win items by defeating some enemies in battle. The Evil Eye holds a prize that is worth a lot of cash if you can sell it. The Ghost of Starman may have items like the Multibottle Rocket hidden behind it. Some of these gifts can be picked up and used during the battle while others are left behind a defeated foe.

ENEMIES

GHOST OF STARMAN
The Ghost of Starman uses Starstorm Omega as its chief attack. Paul's Psych Shield will help fend off the attack. Use Multibottle Rockets and other regular attacks to defeat the alien.

HP: 750 / PP: 462 / SPEED: 46
OFFENSE: 152 / DEFENSE: 170

EVIL EYE
The Evil Eye uses Brainlock on enemies. Use the PSI Shield to protect your party and attack with PSI or regular attacks.

HP: 720 / PP: 400 / SPEED: 38
OFFENSE: 141 / DEFENSE: 162

WILD 'N WOOLY SHAMBLER
This is no wolf in sheep's clothing. Regular attacks will turn it into mutton.

HP: 722 / PP: 312 / SPEED: 144
OFFENSE: 171 / DEFENSE: 38
**The First Step Back**

The trip from Saturn Valley doesn't take your gallant crew all the way back to Gygas. In fact, the first leg of your journey deploys you in a tunnel with a wrecked Phase Distorter and no way out. Fortunately, Dr. Andonuts will show up with a new and improved machine to carry you back into the recesses of time.

**FROM SATURN VALLEY**

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**I ROBOT**

After walking around the tunnel for a short time, Dr. Andonuts will appear, apologizing for the failure of the Phase Distorter. He also shares some bad news with you. The Phase Distorter is destroyed and it's too late to save the city. However, Dr. Andonuts will perform a robotomy, which can be converted into robots, which can pass safely through the mist of time.

**A GIFT FOR POO**

The first character you encounter in this middle world between the present and the past is an old monk who comes a gift for Prince Po. The monk bestows the knowledge of PSI Starmount. Omega level, on the Prince. This ultimate psychic power will work wonders against the fierce attacks that lie ahead (or behind) in the cave of the past.

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**ENEMIES**

**BIONIC KRaken**

This fire-breathing aquatic serpent gets steam-rolled when you encounter it in the Tunnel of the Past. Poison Bottles and regular attacks will sink it.

**ULTIMATE OCTOBOT**

This droid usually shows up as the weakest member of a party of two enemies. It's easy to destroy with conventional attacks.

**NUCLEAR REACTOR ROBOT**

This robot makes everything in sight fizzle and crack. The best strategy is to defeat it with a powerful companion, defeat the companion, then run.

**MECHANICAL OCTOBOT**

Big brother to the Ultimate Octobot, this robot doesn't present much danger, but it usually shows up with other enemies that are very dangerous.

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**FINAL STARMAN**

The last in a distinguished line of starman is also the strongest. Use Multi Bottle Rockets to blow it back into space. You can also put him under using Hypnosis.
ONETT TIMES
VOL XXIV ALL THE NEWS THAT'S FIT TO FIT

ALIEN INVASION THwarted
By Teen Heroes

Ness and his companions returned victorious today out of mortal danger in the labyrinth of the alien friend known as Gygax. Upon arriving in the Saturn Valley, Dr. Andonuts greeted his son, Jeff, and the other brave adventurers who had returned from the past. Gifts and warm congratulations were offered in Saturn Valley. Some of the gifts contained letters from friends and family wishing the heroes a speedy return home. Paula and Ness took leave of the festivities in the Valley and headed home. In Twoson, Paula was swarmed by the happy children at the Polestar Preschool. After seeing Paula's parents, the young couple moved on to Onett where the entire adventure began. The town had returned to its normal, peaceful state. The dogs no longer attacked and the sun was shining. Ness wandered about the town, speaking to his old friends and accepting their congratulations until finally it was time to go home. The conquering heroes received a warm welcome from Ness's mother, who was reported to be bursting with pride. I always thought Ness was special,' she told reporters. Even as a baby he could bend spoons with his special powers. I just hope all this excitement didn't spoil his appetite. Back at Ness's home, the two alien-thrashing heroes shared the excitement of their journey by showing Ness's mom the photo album created by the traveling photographer.

NESS, HERO OR BOY?
The recent events that led to the defeat of Gygax have made a young man from Onett the world's foremost hero. Young Ness proved his courage and fortitude by taking on the alien menace when no one else dared to step forward. The question now is what will this amazing young man do next. Will he go to school? Visit Disneyland? Or will he be called upon to defend the Earth once more?

EarthBound
AT A GLANCE

The future remains uncertain for teenage hero, Ness. Although just 13 years old, he has the undoubted champion of the world. Only time will tell what his destiny holds.

A LETTER FROM THE FUTURE
After the bows have been taken and the credits run, Ness wakes up to a pounding at the front door. It's Picky, Pokey's little brother, bearing a letter. It seems that Pokey will seek revenge, and that the adventure has just begun.
## Weapons

There is a wide variety of weapons in EarthBound. Often, a weapon can only be used by a particular person. Some can only be purchased, others must be found in Giff Boxes, chests or coffins. Some enemies also leave special weapons behind when defeated. Jeff’s specialty is to take old, broken gadgets and turn them into powerful weapons, which can then be used by only him. Be sure to do whatever necessary to locate and equip the most powerful weapons!

### About the Chart

Items that have * next to the price cannot be purchased, but can be sold for half of the listed price. Under Error Rate, items listed as "F" always hit, in the Location column, GB-found in a box, SH-purchased at a shop, PE-person gives you the weapon, EN-detained from an enemy and L-where to find prior to repair.

### Protection

Beyond weaponry, it’s always a good idea to have strong protection items equipped because they increase your defensive power. In the Equip option of the menu, you can equip items to the Body, Arms or Other. You should always equip protective items to one of these areas. There may also be special effects that come from equipping items. They can help protect their wearers from specific conditions and PSI powers. As always, look for these items!

### Table

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<td>GB</td>
</tr>
<tr>
<td>Mr. Baseball Cap</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Mr. Saturn Coin</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Night Pendant</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Pixie’s Bracelet</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Platinum Band</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Rabbit’s Foot</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Rain Pendant</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Red Ribbon</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Ribbon</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Saturn Ribbon</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Sea Pendant</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Shiny Coin</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Silver Bracelet</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Souvenir Coin</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Star Pendant</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Tallisem Coin</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Tallissem Ribbon</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
<tr>
<td>Travel Charm</td>
<td>18</td>
<td>4</td>
<td>GB</td>
</tr>
</tbody>
</table>
## GOODS

The world of EarthBound is rich in odd items that can be picked up during the journey. Many of the items are strange versions of everyday things. You can use some of these items only once, but you can’t get rid of others, even if you try. An important step to successfully fulfilling your destiny is effectively using the delivery and storage services in the game. If you hold only those items that are necessary, you have the chance to maximize the food and healing items that you are carrying. Check out the following list to get an idea of what is good to carry around with you.

<table>
<thead>
<tr>
<th>ITEM</th>
<th>PRICE</th>
<th>COMMENTS</th>
<th>LOCATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATM Card</td>
<td>0</td>
<td>Needed to withdraw or deposit cash.</td>
<td></td>
</tr>
<tr>
<td>Backstage Pass</td>
<td>0</td>
<td>Use at the Chaos Theater.</td>
<td>PE</td>
</tr>
<tr>
<td>Bad Key Machine</td>
<td>0</td>
<td>Opens doors or locks that won’t otherwise open.</td>
<td>GB</td>
</tr>
<tr>
<td>Bag of Dragonite</td>
<td>1000</td>
<td><em>Use to turn into a dragon for a single attack against your enemies.</em></td>
<td>GB</td>
</tr>
<tr>
<td>Bazooka</td>
<td>950</td>
<td><em>Used only by Jeff. Use to hit multiple enemies with a single attack.</em></td>
<td>GB/SH</td>
</tr>
<tr>
<td>Bicycle</td>
<td>0</td>
<td>Lets only one person ride at a time.</td>
<td>PE</td>
</tr>
<tr>
<td>Big Bottle Rocket</td>
<td>139</td>
<td>Used only by Jeff. Stronger than a Bottle Rocket.</td>
<td>SH</td>
</tr>
<tr>
<td>Bomb</td>
<td>149</td>
<td>Use to hit multiple enemies with a single attack.</td>
<td>SH/GB</td>
</tr>
<tr>
<td>Bottle Rocket</td>
<td>29</td>
<td>Use to attack during battle.</td>
<td>SH</td>
</tr>
<tr>
<td>Brain Stone</td>
<td>0</td>
<td>Keeps you from being “held” in battle.</td>
<td>GB</td>
</tr>
<tr>
<td>Bubble Gum</td>
<td>1</td>
<td>Give to the Bubble Monkey.</td>
<td>GB</td>
</tr>
<tr>
<td>Carrot Key</td>
<td>0</td>
<td>Moves Rabbit Statues from entrance to Pink Cloud.</td>
<td>GB</td>
</tr>
<tr>
<td>Chick</td>
<td>25</td>
<td><em>If kept for a while, becomes a Chicken.</em></td>
<td>GB</td>
</tr>
<tr>
<td>Chicken</td>
<td>220</td>
<td>Sell for big cash. Will escape if you try to use it.</td>
<td>GB</td>
</tr>
<tr>
<td>Contact Lens</td>
<td>0</td>
<td>Can be exchanged for a pair of socks.</td>
<td>CH</td>
</tr>
<tr>
<td>Counter-Psi Unit</td>
<td>0</td>
<td>Used only by Jeff. Counters enemies’ PSI attacks.</td>
<td>GB/FE</td>
</tr>
<tr>
<td>Cup of Lifesavers</td>
<td>178</td>
<td>Same effect as Heal.</td>
<td>GB/FE</td>
</tr>
<tr>
<td>Defense Shower</td>
<td>0</td>
<td>Used only by Jeff.</td>
<td>GB/PE</td>
</tr>
<tr>
<td>Defense Spray</td>
<td>500</td>
<td>Increases one person’s Defense.</td>
<td>SH</td>
</tr>
<tr>
<td>Diamond</td>
<td>0</td>
<td>Use to pay off the Runaway Five’s debt to the Topolla Theater owner.</td>
<td>GB</td>
</tr>
<tr>
<td>Eraser-Eraser</td>
<td>0</td>
<td>Erases the Iron Eraser of Stonehenge.</td>
<td>PE</td>
</tr>
<tr>
<td>Exit Mouse</td>
<td>0</td>
<td>Leads you to the exit of caves or mazes.</td>
<td>PE</td>
</tr>
<tr>
<td>For Sale Sign</td>
<td>0</td>
<td>Attracts customers to buy your goods at any time.</td>
<td>SH</td>
</tr>
<tr>
<td>Franklin Badge</td>
<td>0</td>
<td>Deflects a Thunder attack.</td>
<td>PE</td>
</tr>
<tr>
<td>Hand-Aid</td>
<td>18</td>
<td><em>User fully recovers HP.</em></td>
<td>GB</td>
</tr>
<tr>
<td>Handbag Strap</td>
<td>39</td>
<td><em>Freezes an enemy during battle.</em></td>
<td>GB</td>
</tr>
<tr>
<td>Hawk Eye</td>
<td>0</td>
<td>Use to light up the Deep Darkness.</td>
<td>CH</td>
</tr>
<tr>
<td>Heavy Bazookas</td>
<td>0</td>
<td>Very powerful weapon used only by Jeff. Can be used multiple times.</td>
<td>GB</td>
</tr>
<tr>
<td>Hieroglyph Copy</td>
<td>0</td>
<td>Explains how to open the Pyramid.</td>
<td>GB/PE</td>
</tr>
<tr>
<td>HP-Sucker</td>
<td>500</td>
<td>Used only by Jeff. Takes an enemy’s HP and adds it to Jeff’s.</td>
<td>GB</td>
</tr>
<tr>
<td>Hungry HP-Sucker</td>
<td>0</td>
<td>Used only by Jeff. Takes HP from all enemies and adds them to Jeff’s HP.</td>
<td>GB/GS</td>
</tr>
<tr>
<td>Insecticide Spray</td>
<td>19</td>
<td>Spray on insect-type monsters.</td>
<td>GB/SH</td>
</tr>
<tr>
<td>Insignificant Item</td>
<td>2</td>
<td><em>Return to owner to receive a Magic Truffle.</em></td>
<td>CH</td>
</tr>
<tr>
<td>Jar of Fly Honey</td>
<td>0</td>
<td>Use against Belch to keep him from attacking.</td>
<td>CH</td>
</tr>
<tr>
<td>Key to the Cabin</td>
<td>0</td>
<td>Use to rescue Paula from the mountain cabin in Peaceful Rest Valley.</td>
<td>EN</td>
</tr>
<tr>
<td>Key to the Locker</td>
<td>0</td>
<td>Doesn’t open Jeff’s Locker.</td>
<td>PE</td>
</tr>
<tr>
<td>Key to the Shack</td>
<td>0</td>
<td>Opens the door to the Traveler’s shack in Onett.</td>
<td>PE</td>
</tr>
<tr>
<td>Key to the Tower</td>
<td>0</td>
<td>Use to enter “Dungeon Man.”</td>
<td>CH</td>
</tr>
<tr>
<td>King Banana</td>
<td>0</td>
<td>Moves monkey from doorway in the Monkey Cave.</td>
<td>GB</td>
</tr>
<tr>
<td>Meteorite Piece</td>
<td>0</td>
<td>Needed for the third Phase Distorter.</td>
<td>CH</td>
</tr>
</tbody>
</table>

## ABOUT THE CHART

The following list briefly explains what effects various items have. As with the previous lists, items that can be sold for half of the listed price are tagged with "Sell for half of the listed price." Abbreviations have the following meanings: GB = found in a box, SR = purchased at a shop, PE = person gives you the weapon, EN = obtained from enemies, GM = Check, or search, for is item, and 0 (zero) to find prior to repair.

<table>
<thead>
<tr>
<th>NAME</th>
<th>PRICE</th>
<th>COMMENTS</th>
<th>LOCATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meteorium</td>
<td>*2000</td>
<td>Sell for a moderate amount of money.</td>
<td>EN</td>
</tr>
<tr>
<td>Meteorite</td>
<td>*4000</td>
<td>Sell for big money.</td>
<td>EN</td>
</tr>
<tr>
<td>Monkey’s Love</td>
<td>0</td>
<td>Freezes an enemy during battle.</td>
<td>PE</td>
</tr>
<tr>
<td>Multi Bottle Rocket</td>
<td>2139</td>
<td>Used only by Jeff. Stronger than a Big BottleRocket.</td>
<td>SH</td>
</tr>
<tr>
<td>Mummy Wrap</td>
<td>128</td>
<td>Freezes an enemy during battle.</td>
<td>SH/GB</td>
</tr>
<tr>
<td>Neutralizer</td>
<td>0</td>
<td>Used only by Jeff.</td>
<td>GB</td>
</tr>
<tr>
<td>Pair of Dirty Socks</td>
<td>2</td>
<td>Freezes an enemy during battle.</td>
<td>PE</td>
</tr>
<tr>
<td>Pencil-Eraser</td>
<td>0</td>
<td>Erases Pencil Statues.</td>
<td>PE</td>
</tr>
<tr>
<td>Pharaoh’s Curse</td>
<td>290</td>
<td>Poisons one enemy during battle.</td>
<td>GB</td>
</tr>
<tr>
<td>Picture Postcard</td>
<td>0</td>
<td><em>No effect.</em></td>
<td>SH/PE</td>
</tr>
<tr>
<td>Piggy Nose</td>
<td>300</td>
<td>Use when searching for Magic Truffles.</td>
<td>SH</td>
</tr>
<tr>
<td>Protractor</td>
<td>2</td>
<td><em>Use to get an angle on things up in battle.</em></td>
<td>SH/GB</td>
</tr>
<tr>
<td>Receiver Phone</td>
<td>0</td>
<td>Receives important calls from people like the Apple Kid or your dad.</td>
<td>PE</td>
</tr>
<tr>
<td>Ruler</td>
<td>2</td>
<td>Use to size things up in battle.</td>
<td>SH/GB</td>
</tr>
<tr>
<td>Rust Promoter</td>
<td>89</td>
<td>Use against mechanical enemies.</td>
<td>SH/GB</td>
</tr>
<tr>
<td>Rust Promoter DX</td>
<td>289</td>
<td>Stronger version of Rust Promoter.</td>
<td>SH/GB</td>
</tr>
<tr>
<td>Shield J filler</td>
<td>0</td>
<td>Used only by Jeff.</td>
<td>GB</td>
</tr>
<tr>
<td>Show Ticket</td>
<td>30</td>
<td>Ticket for the Topolla Theater.</td>
<td>SH</td>
</tr>
<tr>
<td>Shyness Book</td>
<td>0</td>
<td>Cures the Tenda people of their shyness.</td>
<td>CH</td>
</tr>
<tr>
<td>Signed Banana</td>
<td>0</td>
<td>Give to museum curator to gain entrance to Magnet Hill.</td>
<td>PE</td>
</tr>
<tr>
<td>Slime Generator</td>
<td>420</td>
<td>Used only by Jeff.</td>
<td>SH/GB</td>
</tr>
<tr>
<td>Snake</td>
<td>220</td>
<td>Use during a battle to poison an enemy.</td>
<td>GB/SH</td>
</tr>
<tr>
<td>Snake Bag</td>
<td>290</td>
<td>Poisons an enemy during battle.</td>
<td>SH</td>
</tr>
<tr>
<td>Sound Stone</td>
<td>0</td>
<td>Records the melodies from the eight “Your Sanctuary” locations.</td>
<td>BR</td>
</tr>
<tr>
<td>Stag Beetle</td>
<td>8</td>
<td>Temporarily freezes an enemy during a battle.</td>
<td>SH/PE</td>
</tr>
<tr>
<td>Sudden Guts Pill</td>
<td>500</td>
<td>Increases Guts during battle.</td>
<td>GB/SH</td>
</tr>
<tr>
<td>Super Bomb</td>
<td>399</td>
<td>Has the same effect as the Heavy Bazooka.</td>
<td>GB/SH</td>
</tr>
<tr>
<td>Super Plush Bear</td>
<td>1198</td>
<td>Absorbs damage from enemy attacks.</td>
<td>GB/SH</td>
</tr>
<tr>
<td>Suporma</td>
<td>50</td>
<td>Plays song about the Orange Kid.</td>
<td>PE</td>
</tr>
<tr>
<td>Teddy Bear</td>
<td>178</td>
<td>Absorbs damage from enemy attacks.</td>
<td>GB</td>
</tr>
<tr>
<td>Tendakraut</td>
<td>0</td>
<td>Use to enter Tenda village.</td>
<td>PE</td>
</tr>
<tr>
<td>Tiny Ruby</td>
<td>0</td>
<td>Allows you to enter the hieroglyph room at a museum.</td>
<td>PE</td>
</tr>
<tr>
<td>Toothbrush</td>
<td>3</td>
<td>Freezes an enemy during battle.</td>
<td>SH/PE</td>
</tr>
<tr>
<td>Town Map</td>
<td>0</td>
<td>Use to view the layout of a town.</td>
<td>PE</td>
</tr>
<tr>
<td>Trout Yogurt</td>
<td>48</td>
<td>Most users recover 30 HP. Poor recover 6 HP.</td>
<td>PE</td>
</tr>
<tr>
<td>Viper</td>
<td>550</td>
<td>Use to poison an enemy in battle.</td>
<td>SH/GB</td>
</tr>
<tr>
<td>Wind of Bills</td>
<td>0</td>
<td>Needed to rescue the Runaway Five.</td>
<td>PE</td>
</tr>
<tr>
<td>Xterminator Spray</td>
<td>630</td>
<td>Extirpates all insect-type monsters on battle screen.</td>
<td>SH</td>
</tr>
<tr>
<td>Yogurt Dispenser</td>
<td>0</td>
<td>Gives access the 48th floor of the Monotoli Building.</td>
<td>SH</td>
</tr>
<tr>
<td>Zombie Paper</td>
<td>0</td>
<td>Similar to fly paper, but used to trap wandering zombies.</td>
<td>PE</td>
</tr>
</tbody>
</table>
FOOD

As with all long journeys, it's always a good idea to carry food with you. There is a wide range of foods that you can eat to revitalize your HP. The effectiveness of the food varies, and it is important to keep only the best items in your inventory. Some food can be given to people you meet in exchange for information or a different item. You can buy food items in every town or city. In any case, always be on the lookout for good meals!

A few items cannot be purchased, so prices aren't listed for them. The HP recovery amount applies to everyone except Princess Poo. Because of his special training, Poo does not recover HP in the same manner as the others, so his HP and PP are listed in a separate column.

FOOD ITEM | PRICE | HP | PP | POO | COMMENTS
--- | --- | --- | --- | --- | ---
Bag of Fries | 8 | 24 | - | HP-6 | Inexpensive and effective.
Banana | 15 | 25 | - | HP-6 | Sold in Burgin Park.
Bean Croquette | 12 | 42 | - | HP-6 | Sold only in Scaraaba.
Beef Jerky | 70 | 150 | - | HP-6 | Can be purchased in Winters or Scaraaba.
Boiled Egg | 9 | 42 | - | HP-6 | One of Jeff's first items.
Bottle of DXwater | 198 | 1 | PP | 40 | Especially good for helping Poo recover PP.
Bottle of Water | 4 | 1 | PP | 10 | Good for helping Poo recover PP.
Bowl of Rice Gruel | 88 | 216 | - | HP-6 | Sold only in Dalsam.
Brain Food Lunch | 800 | 500 | 50 | HP-6 | SSL-Beverage Increases both HP and PP.
Bread Roll | 12 | 30 | - | HP-6 | Sold only in Summers.
Calorie Stick | 18 | 60 | - | HP-6 | Sold only in Summers.
Cookie | 7 | 6 | - | HP-6 | The first food item you'll find.
Croissant | 19 | 60 | - | HP-6 | Sold only in Happy Happy Village and Threed.
Cup of Coffee | 8 | 12 | - | HP-6 | Sold only at the cafe in Scaraaba.
Cup of Noodles | 98 | 42 | - | HP-6 | Expensive and not very effective.
Double Burger | 24 | 96 | - | HP-6 | Sold only in Summers.
Fresh Egg | 12 | 84 | - | HP-6 | Sold only in Summers.
Gelato de Resort | 49 | 30 | - | HP-6 | Sold only in Summers.
Hamburger | 14 | 48 | - | HP-6 | Sold only in Happy Happy Village and Threed.
Kabob | 54 | 126 | - | HP-6 | Sold only at the bazaar in Scaraaba.
Kraken Soup | 648 | FULL | - | HP-6 | Completely refills everyone's HP.
Large Pizza | 238 | 240 | - | HP-6 | Everyone recovers 240 HP.
Lucky Sandwich | 210 | 300 | - | HP-6 | Sold only in the Lost Underworld.
Luxury Jerky | 680 | 40 | PP | 40 | Sold only in Magica.
Magic Tart | 480 | 20 | PP | 20 | Sold only in Summers.
Magic Truffle | - | 80 | PP | 80 | Search for these in the Deep Darkness.
Mammoth Burger | 98 | 204 | - | HP-6 | Sold only in Scaraaba.
Molokhaïa Soup | 20 | 84 | - | HP-6 | Sold only in Summers.
Pasta di Summers | 128 | 108 | - | HP-6 | Sold only in a restaurant in Summers.
Peanut Cheese Bar | 22 | 108 | - | HP-6 | Mr. Saturn's favorite. Inexpensive but effective.
Picnic Lunch | 24 | 84 | - | HP-6 | Sold only in the Dusty Dunes Desert.
Piggy Jelly | 222 | 300 | - | HP-6 | Sold only in Scaraaba.
Pizza | 48 | 120 | - | HP-6 | Mmm! Delivered piping Hot!
Plain Roll | - | 24 | - | HP-6 | Sold only in Summers.
Plain Yogurt | 7 | 18 | - | HP-6 | Can be purchased only in the Dusty Dunes Desert.
Popsicle | 38 | 84 | - | HP-6 | Refreshing!
PSI Caramel | - | 20 | PP | 20 | Sold only in Summers.

ABOUT THE CHART

CONDIMENTS

Condiments can be used in conjunction with the previously listed food items. By using a condiment, you can change the effectiveness of the food. If you put a condiment on an appropriate food item, the recovery amount increases. If the combination is bad, the effectiveness decreases.

CONDIMENT | PRICE | USE WITH
--- | --- | ---
Carton of Cream | 4 | Trout Yogurt, Banana, Lucky Sandwich, Popsicle
Jar of Delissee | 300 | Pasta di Summers, Pizza, Cup of Noodles
Ketchup Packet | 2 | Bag of Fries, Hamburger, Fresh Egg, Magic Truffle, Croissant, Double Burger, Bean Croquette, Kabob, Beef Jerky, Mammoth Burger, Spicy Jerky, Luxury Jerky
Salt Packet | 2 | Boiled Egg, Picnic Lunch, Chef's Special Brain Food Lunch
Spring of Parsley | 2 | Rice Gruel, Peanut Cheese Bar, Piggy Jelly
Sugar Packet | 3 | PSI Caramel, Rock Candy, Magic Truffle, Mix Tart, Bread Roll, Calorie Stick, Plain Yogurt
Tin of Cocos | 4 | Cookie, Gelato de Resort, Spicy Sandwich, Split Sandwich DX, Plain Roll

MEDICINE

In the course of your adventure, you'll meet enemies that can change your condition. If you have some type of ailment, you should treat it as soon as possible. If you are not able to go to a hospital, there are some items that you can carry for emergency care.

ITEM | PRICE | COMMENTS
--- | --- | ---
Cold Remedy | 22 | Cures a cold
Guts Capsule | - | Permanently increases Guts by 1
Horn of Life | 1780 | Completely cures unconsciousness and all other adverse conditions
IQ Capsule | - | Permanently increases IQ by 1
Luck Capsule | - | Permanently increases Luck by 1
Refreshing Herb | 80 | Cures cold, sunstroke, crying, poison
Rock Candy | - | Feeling strange and nauseous
Secret Herb | 380 | Cures all bad conditions and wakes someone who is unconscious
Speed Capsule | - | Permanently increases Speed by 1
Vitality Capsule | - | Permanently increases Vitality by 1
Vial of Serum | 58 | Works as an antidote for poisoning
Wet Towel | 24 | Stops sunstroke

P.S.I.

P.S.I. refers to the psychic powers that can be used by Ness, Poo, and many of the enemies that you encounter on your journey. Psychic powers vary, and each person has special abilities. Using your Psychic Points (PP) efficiently can mean the difference between success and failure. Find the PSI powers that work best in specific situations.

P.S.I. POWERS

P.S.I. powers become stronger through the course of the game, and the strength level is designated by Greek letters. 'Target' refers to the recipient of the PSI power. Damage and recovery points are random within the listed range.

P.S.I. "Special" | Power | Target | Damage/Recovery | Comments
--- | --- | --- | --- | ---
\( \alpha \) | X | X | 10 | All Enemies | 40 - 120 | Ness's special PSI that is named for his favorite thing. It affects all enemies on the battle screen and decreases one enemy's Psychic Shield strength by 1.
\( \beta \) | X | X | 14 | All Enemies | 90 - 270 | One enemy's Psychic Shield strength is decreased by 1. One Poo's 'Psychic Power' against all enemies.
\( \gamma \) | X | X | 40 | All Enemies | 90 - 480 | One enemy's Psychic Shield strength is decreased by 1. One Poo's 'Psychic Power' against all enemies.
\( \omega \) | X | X | 98 | All Enemies | 320 - 960 | One enemy's Psychic Shield strength is decreased by 1. One Poo's 'Psychic Power' against all enemies.

P.S.I. Fire | Power | Target | Damage/Recovery | Comments
--- | --- | --- | --- | ---
\( \alpha \) | X | X | 6 | Single Row | 60 - 100 | Works on a single row of enemies. One enemy's Psychic Shield strength is decreased by 1.
\( \beta \) | X | X | 12 | Single Row | 120 - 240 | Shield strength is decreased by 1. One enemy's Psychic Shield strength is decreased by 1.
\( \gamma \) | X | X | 20 | Single Row | 180 - 360 | Shield strength is decreased by 1. One enemy's Psychic Shield strength is decreased by 1.
\( \omega \) | X | X | 42 | Single Row | 240 - 480 | Shield strength is decreased by 1. One enemy's Psychic Shield strength is decreased by 1.

P.S.I. Freeze | Power | Target | Damage/Recovery | Comments
--- | --- | --- | --- | ---
\( \alpha \) | X | X | 4 | Single Enemy | 135 - 225 | An enemy's Psychic Shield strength is decreased by 1.
\( \beta \) | X | X | 9 | Single Enemy | 270 - 450 | One enemy's Psychic Shield strength is decreased by 1.
\( \gamma \) | X | X | 18 | Single Enemy | 405 - 675 | One enemy's Psychic Shield strength is decreased by 1.
\( \omega \) | X | X | 28 | Single Enemy | 540 - 900 | One enemy's Psychic Shield strength is decreased by 1.
### PSI POWER

| PSI Freeze | α | X | X | 4 | Single Enemy | 135 - 225 | An enemy’s Psychic Shield strength is decreased by 1. |
| PSI Thunder | α | X | X | 3 | Single Enemy | 90 - 180 | An enemy’s Psychic Shield strength is decreased by 1. |
| PSI Flash | α | X | X | 8 | All Enemies | 50 - 90 | Enemies suffer from crying, numbness, feeling strange, or become unconsciousness. |
| PSI Starstorm | α | X | X | 24 | All Enemies | 270 - 450 | Impossible to avoid. An enemy’s Psychic Shield strength is decreased by 1. |
| Life-Up | α | X | X | 5 | Single Ally | 75 - 125 | Recover lost HP. |
| Heal | α | X | X | 5 | Single Ally | 300 - 500 | Recover from a cold, sunstroke or sleepiness. |
| Psychic Shield | α | X | X | 8 | Single Ally | Heal α. Also cures poison, nausea, crying and feeling strange. |
| Shield | α | X | X | 10 | All Allies | “Power Shield.” Shields everyone in the group. |
| Psychic Shield | α | X | X | 8 | Single Ally | Reduces effects of enemy’s PSI attacks by half. |
| Offense Up | α | X | X | 10 | Single Ally | Offense increases for the duration of the battle. |
| Defense Down | α | X | X | 8 | Single Enemy | Decreases an enemy’s Defense. |
| Hypnosis | α | X | X | 8 | Single Enemy | Puts enemies to sleep, though smart ones can avoid it. |
| Paralysis | α | X | X | 8 | Single Enemy | Stops all enemy movement. |
| Brain Shock | α | X | X | 10 | Single Enemy | Causes an enemy to feel strange. |
| Teleport | α | X | X | 2 | All Allies | Teleport to a place where you’ve previously been. |

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