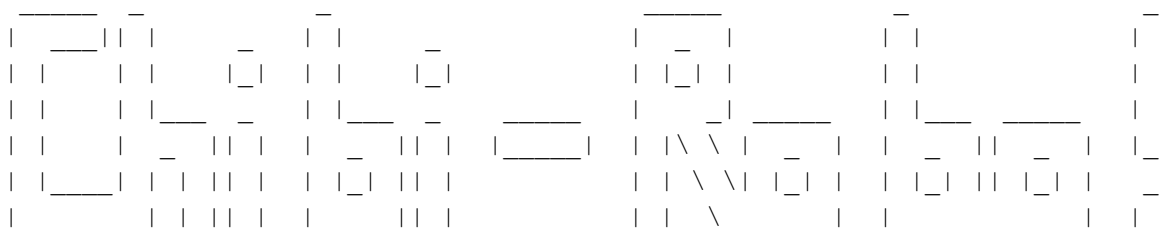


Chibi-Robo FAQ/Walkthrough

by CyricZ

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Chibi-Robo!

A FAQ/Walkthrough by CyricZ

Version 1.0

E-mail: cyricz42 at yahoo.com

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1. INTRODUCTION

Hi, and welcome to my FAQ/Walkthrough for Skip Ltd.'s cute little romp towards robotic happiness, Chibi-Robo! In this FAQ, you'll find pretty much everything about this game, from the main story's walkthrough, to the means to find all the elusive stickers and items.

2. FAQ

Q: What is Chibi-Robo?

A: A new action adventure game by Skip Ltd., produced by Bandai and Nintendo, which places you in the metal shoes of a tiny robot whose only aim in life is to make his owners happy.

Q: How many blocks does this game take?

A: This game uses 6 blocks on a Memory Card for each save.

Q: My battery's so low! How can I get more energy?

A: Keep getting more Happy Points. Your battery life will increase at several intervals.

Q: How do I get by the Free Rangers? They keep shooting at me!

A: Go into the kitchen and listen to Sophie talk to a mug. Come back during the day, climb up the drawers, and grab the Mug, and you can use it to cross the room.

Q: Ack! A dishpan was dropped on my head! What's up with that?

A: No one's really figured out the point of it. There are theories that suggest it's when you mash buttons while trying to remove the plug, but I'm personally convinced it's purely random slapstick.

Q: Can I drive or ride the Hot Rod or Space Scrambler?

A: Not freely. They're just part of mini-games, and you don't even fully control them, then.

Q: How do I get Scrap?

A: One you buy the Chibi-Blaster, enemies will show up, which you can get Scrap from.

Q: The toys won't talk to me! What's going on?

A: Toys will not talk when a human is awake in the area, and most often will not talk when Tao is awake in the area, either. There are exceptions, though.

Q: Where do I get all the Stickers?

A: The answer to that is in Section 7J.

Q: I need a character to show up, but he's not in the spot he's supposed to be? What's the problem?

A: At some points in the game, it goes on a two-day cycle, where the characters will be in one place at one time of day/night, and in another place the next day/night. Keep passing days to see if the character shows up in their spot. If they don't show up, there may be something you need to do with other characters, so check with all of them.

Q: I need a bone to give to Tao, but I've already given him one! Am I stuck?

A: Nah. After a couple of days, he'll bury the bone in the backyard and you can find it again. Also, you can sometimes find a bone in the Kitchen, in the cupboard on the east wall.

Q: Where's the code to get in the metal case in the bedroom?

A: You need to help the aliens and use their machine.

Q: What's a nice quick way to get Happy Points?

A: This work particularly well if you have a lot of Moolah (and late in the game, you will). Go to the basement and play Peekoe's game. Drop as much Moolah as you want as a bet. If you win, you get double Moolah. If you lose, you'll get a tenth of your bet back as Happy Points. This means that if you get lucky and win big, you can turn it all into a hefty mound of Happy Points.

Q: What do I get for finding all the Stickers?

A: Satisfaction.

3. BASICS

You'll find much of this information in the instruction manual, but we all know how often people read those, much less hang onto them.

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3A. Controls =
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Control Stick: Moves Chibi-Robo, and the cursor on selection screens.

Control Pad: Moves the cursor on selection screens.

A Button: Generic Action button. Used to pick things up, activate things, talk to characters, and confirm selections.

B Button: Generic Cancel button. Drops the plug if you're carrying it, puts away any tools you're using, and cancels selections.

X Button: Opens the Equip menu, where you can select tools or costumes.

Y Button: Goes to Chibi-Vision, where you get a first-person view.
L Button: Centers the camera behind Chibi-Robo.
R Button: Switch to the map camera of the room.
Z Button: If wearing a special costume, this allows you to strike a pose!
C Stick: Moves the camera around Chibi-Robo.
START Button: Brings up the Pause Menu.

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3B. Menus/Displays =
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Main Menu:

This menu allows you to begin a new game, load a previously saved game, or access the Options menu.

Options Menu:

This menu allows you to turn the Rumble on or off, and change the sound between Stereo and Mono.

Pause Menu:

There are four selections in the Pause Menu:

Items - View all the non-tool items currently stored in Chibi-Robo's head.

Status - View your current Ranking, Happy Points, Moolah, Scrap, and upgrades.

Controller - View the controls for the game.

Stickers - View any Happy Stickers you've picked up during the game.

Equip Menu:

The top bar is your tools, and the bottom your costumes. Select what you want with A.

Main Game Display:

The game display is mostly unobtrusive. There are a few icons that show up, though.

Upper Left Corner: This is the time display. There will be a sun or moon, indicating day or night, respectively. The number nearby is how much time the half-day gives you, and the color in the sun/moon icon drains as time passes, ending the half-day when it fully drains.

Lower Left Corner: This shows your totals of Happy Points, Moolah, and Scrap.

Lower Right Corner: This shows your current battery life. Once you get below 300, the meter will turn red, and Chibi-Robo will start to glow red. When it hits zero, you collapse, and Telly will carry you back to the Chibi-House, at the cost of some of your Moolah.

4. THE WORLD OF CHIBI-ROBO!

You'll soon find that being a little fish in a big pond is quite the adventure. A simple trip to the kitchen is a great ordeal for a tiny guy like Chibi-Robo.

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4A. The Life of a Tiny Robot =

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Chibi-Robo's base of operations is his Chibi-House in the Living Room. There's an outlet here that allows you to adjust your ranking, and an online store from which you can purchase items and Utilibots.

You'll soon find that power will be your greatest concern. Just about anything you do will consume power, and the more strenuous the activity, the power will be consumed. Always keep in mind where the nearest outlet is, so you can return and charge at a moment's notice.

Chibi-Robo's movements are pretty limited, too. He can run, climb, and manipulate stuff with his hands, but that's about all without tools. Climbing can be done on short ledges (a meter appears showing how long you need to press to climb the ledge) thin wires and ladders (or objects like ladders).

Chibi-Robo cannot jump, period. If you need to cross a short gap, no matter HOW short, you'll need to use the Copter, or you'll fall.

If you run out of power at any time, Chibi-Robo will collapse and Telly will bring him back to the Chibi-House. No extra time will have elapsed, but you'll lose some Moolah on the trip.

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4B. The House =
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For a detailed look at the House, check Section 8 later on. This is just a quick look at all the rooms. Compass points used are based on the R-Maps of the area, which are always oriented in the same direction.

Living Room: The starting room, having the Chibi-House and the most outlets. It's largely open floor, with furniture around the walls and in the center. Exits are the Backyard to the north, the Kitchen to the west, and the Foyer to the south. It also sports one of the houses few trash cans. Dad and Jenny spend much of their time, here.

Kitchen: Mostly dominated by the cabinet system and large appliances. There's quite a bit of climbing to be done, here. There are only two outlets in this room, but they're well-placed. Mom tends to spend much of her time, here. Exits are the Living Room to the northeast and the Foyer to the southeast. Also, in the sink is access to the Drain area, which really isn't significant enough for its own section, here.

Backyard: As expected, an almost completely open area. There's a tree with a swing attached on the west side of the area, which can lead to the roof overhangs. There are NO OUTLETS in this area, so be very careful not to squander your power. The only exit in the southeast is to the Living Room.

Foyer: A room dominated by the spiral staircase in the center and stretching two floors. There's one outlet on each of the floors. This room connects to most every other room in the house: the Living Room in the northeast corner of the first floor, the Kitchen in the northwest corner of the first floor, the Basement in the southwest corner of the first floor, Jenny's Room in the northeast corner of the second floor, and the Bedroom in the southwest corner of the second floor. The Free Rangers can be found here at almost any time.

Basement: Rickety wooden steps lead down to a sparse, dank basement. There's

not much in the way of landmarks besides the shelving system on the south and east walls. However, the lack of humans here allows for toys to call this place a haven. There is only one outlet near the stairs, and the only exit is up the stairs back to the Foyer.

Jenny's Room: Being a little girl's room, there are plenty of toys lying around, making for good footholds up to the higher shelves of the area. There's only one outlet near the desk, and the house's second of two trash cans is here, as well. The only exit is the south door back to the Foyer.

Bedroom: Mom and Dad's room is closed up at night for most of the game, but you can enter freely during the day (most of the time). This room is actually quite cluttered, with a small entertainment center at the southwest, shelves in the middle and north, and a loft in the northeast corner. There are two outlets at the north and south end of the room. The only exit is the southeast door back to the foyer.

And, for some odd reason, there is NO BATHROOM in this house. Scary, eh?

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4C. Cast of Characters =
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The Dynamic Duo

Chibi-Robo: The main character of the game wants nothing more than to be happy by making other people happy. He was bought by Dad as a present for Jenny's eighth birthday. While he cannot speak, his intentions are quite evident by his benevolent actions.

Telly Vision: Chibi-Robo's "manager" is a small, floating television with a rather large collection of party-poppers stashed somewhere. He's on hand to provide support to Chibi-Robo and serve as a voice if the pair have something to say. He also dreams about becoming a singer and considers himself something of a ladies' man.

The Family

Mr. Sanderson, aka "Dad": Dad bought Chibi-Robo more for himself than for Jenny, given his major obsession with toys and technology. He is currently unemployed and spends much of his time on the couch waiting for the Drake Redcrest show to come on.

Mrs. Sanderson, aka "Mom": The voice of reason in the family, Mom first viewed Chibi-Robo as an extravagant purchase, but softened to his penchant for making her life easier with the cleaning. She's often worried about the direction her family's taken, with her husband's lax behavior and her daughter's odd demeanor. You can most often find her in the kitchen. She gives Chibi-Robo the nickname, "Cheebo".

Jenny Sanderson: Jenny's the cute eight-year-old daughter of the family. She loves to draw and can often be found doodling in the living room. She becomes incredibly fond of Chibi-Robo as the game progresses. Oh, and she wears a frog mask/hat and mostly speaks in ribbits.

Tao: The family dog. To be honest, he really doesn't do much. He can mostly be found growling, chewing, and just lying around.

The Toys, the Animals, etc.

Drake Redcrest: A man of action, and JUSTICE! This incarnation of the cartoon icon Space Hunter Drake Redcrest is actually an action figure, but he still has all the panache of a fighter for justice. He's most often found in the living room.

Sophie: This is Tao's chew toy. She's in the guise of a caterpillar, and has a MASSIVE crush on Drake Redcrest. She writes her innermost thoughts in her diary when she believes no one's looking. She can be in several places, but most often in the kitchen.

Sarge and the Free Rangers: These egg-shaped toy soldiers patrol the Foyer almost non-stop. Sarge is obsessed with training his platoon so they can defeat the most horrific of enemies: Tao.

Captain Plankbeard: This hand-carved wooden pirate frequents the basement. Like most pirates, he wants to sail the seven seas and find buried treasure, but he'll need your help to get off the ground.

The Great Peekoe: This odd monkey-like porcelain statuette is a guru obsessed with soul cleansing. You can most often find him in the basement early on, or possibly in the kitchen, focusing on his training. While in the basement, you can play a game of chance where you can double your Moolah wagered, or get your wager back in Happy Points.

Princess Pitts: A doll of a princess living in the castle in Jenny's Room. She's pretty standard of princesses, and frightens rather easily.

Mort: A mummy doll with a thing for Princess Pitts. He's rather shy and depressing, though. He believes (rightly so) that he's so ugly and hideous that he'd just scare the Princess as soon as he appeared in front of her.

Sunshine: This is Jenny's teddy bear. Early in the game, he doesn't leave Jenny's side, but later on, he'll be wandering around her room. He has a small addiction to nectar.

Dinah: This is a t-rex type dinosaur formed out of colored building blocks who lives in the Bedroom. She speaks with a southern accent and has a bit of a thing for Funky Phil.

Funky Phil: One of those dancing flower things that go when you turn on music. He lives in the Bedroom, and his only goal in life is being funky and dancing the night away.

Fred and Frieda, the Frogs: Two frogs seeing each other. There's really little else to tell about them that wouldn't be spoiling the story.

The Bluebird: Residing in the tree in the Backyard, this bird wants you to help him with his nourishment, or else he won't let you pass to the roof overhangs.

The Spydorz: The mysterious enemies of the game. They're mostly cannon fodder for your Chibi-Blaster, but just hope they don't get too powerful.

Giga Robo: The family's first robot. Giga used too much power to run and now is neglected and forgotten in the Basement. One of the game's main objectives is getting him up and running again.

Titan, Io, Ganymede, and Little Bang: These visitors were saved once by Giga Robo, and they would like to repay the favor.

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4D. Hints and Tips =
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BUY THE 15 TIMER. There's no point in having a short day, particularly once you get the costume that allows you to end the day on a whim.

Pick up the plug to walk faster.

A simple RPG rule: talk to everyone, in every way, and you may find new things to do, or ways to play.

You can get through the game without doing much cleaning or trash pickup, but it's actually a pretty good way to gain quick Happy Points and Moolah, so if you see a piece of trash that's easy to grab and not too far out of the way, snag it for tossing later, and if you see a large pile of stains, brush 'em up.

5. MAIN STORY WALKTHROUGH

The prologue puts you right in the middle of Jenny's eighth birthday party. Long story short, you're her new present from Dad. You'll make your grand appearance out of the Chibi-House, along with Telly. Telly will mention that you came to the party without a present, so run onto the nearby empty plate, climb onto the blue vase, and grab the Rose to store it. Telly will cover the Chibi-Copter right now, so drop down with it out to float down gently (not like the fall would have hurt you in the least). Walk over and talk to Jenny and you'll have the option of giving her the Rose. Do so, and you'll end the prologue.

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5A. Chapter 1 - One Big House =
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You'll begin in the Chibi-House, as you'll begin for much of the rest of the game for each half-day. Before doing anything else, I suggest going on up to the Chibi PC, to the Online Store, and buying the "Timer 15". This will make every half-day fifteen minutes instead of five, giving you plenty of time to do plenty of stuff. Now that that's settled, let's head on out.

For the moment, you're confined to the Living Room. Sophie the Chew Toy is blocking passage to the Kitchen, the Backyard door is closed, and Telly won't allow you to proceed to the Foyer, just yet, so just get to work on this room. You can walk over to Sophie to hear her think out loud. The other important place to go is near Dad's hand on the floor to find his Toothbrush, an important cleaning tool.

Once you start cleaning a few stains, the TV will turn on. Stand in front of it to meet Drake Redcrest, Space Hunter extraordinaire. Talk to him and he'll give you the Drake Redcrest suit. Put it on, then speak to him again you'll learn about posing. To properly pose, press Z just as he begins his movement, and you'll officially be able to do it. Don't use it too much, though, as it drains 30 energy every time.

Technically, now two more rooms are open to you. First of all, just after

learning the pose maneuver, you'll hear a strange noise coming from the Foyer, and Telly will let you go over there. Also, you can go to the Kitchen by posing in the Drake suit in front of Sophie, which will scare her off and allow you to enter. That can only be done at night, though. During the day, the door will be completely closed. You won't be able to proceed in the game until you remove Sophie at night.

However, as soon as you go to the Foyer, you'll be assaulted by the Free Rangers. Don't expect to dodge and weave through their shots all that easily, just retreat back to the Living Room.

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5B. Chapter 2 - One Strange Noise =
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Okay, you've probably elapsed one day by now, unless you move really fast. If you've picked up enough trash, cleaned enough, and found a couple of Chibi-Doors lying around (see Section 6F for more info), you may have enough cash to buy a Chibi-Blaster. I suggest doing so at the earliest opportunity. Once you buy it, you can gun down the sticker on the glass doors leading outside, opening the way to the Backyard. There's nothing you need to do there at the moment, but there's always stuff to clean up and Chibi-Doors to find.

Also, once you buy the Chibi-Blaster, talk to Dad and you'll get a news update from the TV about Spydorz. From then on, you'll be able to possibly find Spydorz in areas where oil has spilled on the ground. Simply fire your Chibi-Blaster in their general direction, and the shots will home right in on them. From the Spydorz, you can collect Scrap (springs = 10, nuts = 50, bolts = 100) which you can use to purchase Utilibots from the Chibi-House. Utilibots are quite useful, so hunt down Spydorz any chance you get.

Lastly, after having passed to the second night, Dad will drop the Chibi-Robo Manual on the floor while asleep, which you'll be able to read whenever you want.

All that's well and good, but let's move on with the plot, shall we? At night, walk over the Kitchen door and use the Drake Redcrest post on Sophie to move her out of the way and enter, if you haven't already. There's lots of stuff to do here. Unfortunately, very little of it can be done this night. Head over to the drawers and you'll see Sophie talking to a mug with Drake on it. You need that mug, but with one of the drawers out, you can't get up to the counter. If you wish, though, you can climb up the hutch on the east wall for a couple of Chibi-Doors, but for now get cleaning, and come back during the day.

During the day, the drawer near the sink will be closed. Hop up all the handles to the top. From there, you can grab the Mug. If you want, you can have a nice chat with Mom and have some tea. Also, head up to the north part of the counter near the coffee pot and knock down the cord, making it an easy way to get up there. That's about all there is to do with this room with the main plot, so, now that you're armored, head over to the Foyer.

Slap on the Mug and haul your little plug over to the basement in the far corner. Having made it once, the Rangers will no longer try to shoot at you, so you crossed that bridge. Head down the stairs and clean up down here, if you wish, then head to the corner to find Giga Robo. Plug into the socket near him and you'll see his memories. Pick up the nearby Giga-Battery and you'll meet Captain Plankbeard.

Among other things, he'll mention the Giga-Charger, which is somewhere in the

house. Actually, it's on the shelves in the basement. To get to it, first shoot the Happy Sticker to release the lowest shelf, then climb up it, and onto the low cupboard. Pull the light-colored brick so you can climb up to the wall. Grab the Gunpowder if you want, even though it's not tied to the main story. Grab the other light-colored bricks so you can climb onto the green box. Float over to the cans, and pull one more brick to get onto the cardboard box, then float over to the bird cage, which will drop a rope down to the floor for easy return. From the cage, float over to the swing and climb up to the rafters. From there, walk around (you can't cross the nails) to the south wall, then float down to the second shelf (below the top shelf) and you'll get the Giga-Charger. You can return both to the Chibi-House. Part of reactivating Giga Robo is filling up that Battery. To do so, just pump Moolah into it. You'll need 10000 Moolah to fill it up completely. It's a tall order, but you have the whole game to do it.

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5C. Chapter 3 - One Sad, Little Girl =
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Return to the Foyer at night and you'll find Jenny crying on the steps. Climb up as far as you can to talk to her. Your conversation won't get far before Mom interrupts, telling Jenny she should get to bed. Your task now is to reach the second floor, and it's not a quick one, as you can't climb all the stairs.

At this point in the game, you can start the Free Rangers missions. They're best done during the day, as Jenny hangs out in the Foyer at night. Also, you can go down to the basement again to start helping out Captain Plankbeard, as well as meet the Great Peekoe.

The next morning after you talk to Jenny, you'll hear something very strange as you exit the Chibi-House. As you exit, you'll notice oil on the ground. Approach it, and you'll learn that it's begun. Oh, it's true. The Spydorz have arrived. Lambaste them all with the Chibi-Blaster and pick up all the Scrap they leave behind. With luck, you'll have enough for your first Utilibot. If not, just run around the Living Room, Kitchen, and Foyer near the oil stains to find more Spydorz. Once you have enough, go to the Chibi PC, then to the Recyclotron. Buy the Living Room Ladder. You can use it to climb to higher spots in the room. What you really need, though, are the next two Utilibots, the one in the Kitchen, and the one in the Foyer. The one in the Kitchen will give you access to the Spoon, which is an important item for many of the sidequests, and the one in the Foyer will give you access to the second floor, among other things.

Once you get that ladder, get to the second floor and you'll find Jenny curled up outside her parents' bedroom, where her mom is, currently. Finally getting upstairs will also give you access to both the Bedroom (during the day) and Jenny's Room. There are sidequests to be done in each of these rooms, but for now, just talk to Jenny at night, then talk to Sunshine, her bear. Now, climb up the string on the door, then copter over to the sign, and up to the slats. Mom will talk to you for a bit. Take note of how she closes the slats.

One important item to get is the Squirter. Go to Jenny's Room and climb onto the table in the center of the room. It's sitting right in front of her TV.

At this point, there are a ton of sidequests to do, or at least begin. You can advance Plankbeard's quest by giving him his ship and assembling his crew. The Free Rangers will soon need some cheering up if they hope to take on Tao. The Princess and Mort in Jenny's Room are a couple that needs to be brought together. You can also help the Frogs and the Bluebird outside. Also, be sure to keep slapping down the Spydorz and turning in their Scrap for Utilibots.

To advance the plot, go the Bedroom during the day. Climb up the jump rope near the door and copter down to the bell, then the slats in the peephole. Climb onto the switch and you'll open the slats. This is how you get in at night.

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5D. Chapter 4 - One Big Family Problem =
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Once night falls, climb up to the front of the door and through the slats. You'll find Mom lamenting over the bills piling up. She'll mention a possibly missing receipt. Go down to the Living Room. You'll find Dad hiding the receipt. Of course, it's really not all that well-hidden. It's right on the couch. Grab it and take it up to her. Once you give it to her, the night will automatically end.

For a good while, now, Mom will have locked herself in the Bedroom all day, but you can still go in through the slats.

When you're up the next morning, go to the Foyer. Climb or warp to the top to find Dad and Jenny wondering what to do. Go into the Bedroom through the slats and talk to Mom. She'll give you a Letter. Go back up the jump rope (Mom will give you a hand this time) and head back to the Foyer. Give Dad the letter.

Go to the Living Room and Dad will run out to water the lawn. Jenny will be in the Living Room, but her bear isn't with her. At this time, you can go up to Jenny's Room and speak to Sunshine.

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5E. Chapter 5 - One Extraterrestrial Adventure =
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Now that Mom has locked herself in her room, go back to the Chibi-House the next day-ish to find a new product: Chibi-Radar. Buy it.

At night, go up to Jenny's Room. Walk up to her and she'll say "Circle. Middle. Radar?" The circle on her TV is also outside in the backyard (under some weeds).

Stand in the center of that circle and use the Radar at night. Well, this is new. Unfortunately, you can't understand these visitors. Say No and they'll take off. Telly will mention the possibility of an upgrade which will let you hear them. Head back to the Chibi-House and purchase this Alien Ear Chip.

Now, head back outside and Radar the aliens again. Agree to take them to "friend", who is, of course, Giga Robo. Bring them down to the Basement. They'll head back to the Backyard. Use the Radar and you'll find that the aliens are ill. Talk to the alien to make him go back to the ship. (You may have to talk to Tao in the Tao Suit, not quite sure).

There's not much in the UFO besides the aliens and a bit of techno stuff. Little Bang will already be in bed, but the rest can't get in. Blast the force fields around each of the beds to open them and the aliens will get inside. You can also use the Squirter to cool them off, but it's hardly necessary.

Now what you need to do is shoot the force field on the drive system. This will change the situation in here. Step on one of the outer lights to light

it up. Now, you have to light the inner light. To do so, hop on the center pedestal, then hit A as the lights line up. Repeat this with the other three lights and you'll complete the disco ball, which will open up, revealing a strange machine. Fire a charged blast at that machine to remove the force field and hop in. VOOOM!

Holy Sepia Tones, Batman. Looks like we're in happier days. Have a chat with the family. The most important thing you need to do, here, is put a Dog Bone in Tao's bowl. He will hop off the metal case. Read the case and you'll learn the code. You can also pick up the Circuit Schematics on the easel, and if you have the Legendary Flower Seed from Sunshine, you can plant it.

If you don't have a Bone, or already gave one to Tao, you can find one half-buried in the yard or in the Kitchen in the hutch along the east wall. If nothing shows up, wait a couple of days.

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5F. Chapter 6 - One Nasty Invasion =
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Now that you have the code to the metal case, go up to the Bedroom. Pull the case out and use the code (2455) to open it up. Pick up the leg and WHOA!

You'll end up in the Living Room. Talk to all the family members and you'll see some interesting information about Giga Robo. Talk to Dad and he'll mention remodelling the Chibi-Blaster, and you'll need a Circuit Schematic for that. If you haven't done it, yet, go back to the Backyard (the only other room you can go to) and go back in time and get it from the easel. Give it to Dad.

Now Dad needs his tool set so he can get to work on you. Your job is to keep the Spydorz busy for thirty seconds while he makes the run. They'll trap you in a webbed area. Just avoid their attacks, because you can't hurt them. Once time's up, Dad will come back down and take you back to remodel you.

Once you're locked and loaded, you'll return to the Foyer. Start gunning down Spydorz. They take three normal hits, or one charged hit. After taking out two, they'll box you in and you'll have limited room to move and shoot. After taking out five, one side will be done and you'll have to go to the other side of the room to take out the other five the same way.

Once all ten are down, you'll hear screams from the Living Room. Recharge if you feel you need to and shake a leg back to the Living Room. You'll find the family wrapped up in webs and the mother of all Spydorz ready to get down and dirty with you. She'll play Katamari and magnetize a whole bunch of stuff to her. All you have to do is keep hammering her with the Chibi-Blaster to kill her. Her attacks include a web blast to pull you in and suck on you like regular Spydorz do, and she'll also drop mini-Spydorz on you like bombs. Once you remove all the metal armor attached to her, she'll gain a charging attack, as well as spitting out Spydorz like missiles. Once you hit it enough, it will explode, leaving behind the last Frog Ring and Giga Robo's Leg. You'll also get the Queen Spydor Sticker.

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5G. Chapter 7 - One Last Wish =
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Well, life is back to semi-normal in the Sanderson household. There are lots of sidequests you can finish (only a couple you can't, as a matter of fact)

at the moment, including Drake's, Dinah's and Phil's, and the Frog Rings.

Of course, you know what's left to do that's really important, and that's to return that leg to Giga-Robo. Stick it on and you'll notice the panel on his leg. You need a code to start him up. Go talk to Dad (may have to more than once) and he'll mention he dropped his Wedding Ring down the drain. Hop down the sink and into the drain. Run your metallic butt all the way to the lower left corner and pick it up. Note the date on it, "200667". You can give the ring back to Dad if you want. Now, head back down to the basement, and input the code on Giga-Robo.

Congratulations! You've given the family happiness and returned a long-lost friend to them. This is the official "end" of the game's main story. You get the Giga-Robo Sticker.

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5H. Epilogue =
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Okay. You've now got the Super Chibi-Robo outfit, and infinite energy. You can use this opportunity to do whatever you want, including finishing up the last few sidestories, like Captain Plankbeard's, and Peekoe's. After that, you basically have free reign, and there's really not much else to do. Just play to your heart's content, or start over.

6. SIDESTORIES AND STICKERS

Not connected to the main story are the lives of all the other toys in the house, each with their own needs, problems, and dreams. Take the time to help out these animated toys for lots of bonus Happy Points and Moolah.

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6A. The Free Rangers =
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You'll first meet the Free Rangers on your first trip to the Foyer. They'll assume you're a threat and attack. Get the Mug from the Kitchen (explained in the walkthrough in Chapter 2) and run to the basement. Once you come back, the Rangers won't fire on you, but will begin their training for their assault on Tao.

Hop into the empty spot in the lineup and roll call will start. Once all eyes are on you, say anything, and they'll accept you into the platoon. Also, go over to the table next to the stairs and climb up the string on the boot and take the photo off the top, and hand it to Sarge. He'll remember about Memphis and what he's fighting for.

At some point during the training missions, you'll find a bunch of soldiers hanging around the the outlet in the Foyer. They'll be discussing their distaste with the Sarge.

Come back later and you'll begin all the training missions:

Spy Training - There are four Rangers here. Only one is "the spy". They'll shuffle around and you'll have to find which one identified himself as the spy. Talk to him, and if you're right at least three times in a row, you'll pass the training.

Handrail Training - Pick up the plug and haul your metal butt all the way down the railing and back. I imagine you have to beat 32 seconds or something to pass the training.

Jungle Training - This one's kinda cool. Hoist your self up the vines and copter across if you can't climb anymore. Once you reach the vine rack on the ceiling, you need to start gunning down enemies, but avoiding animals. Once you take out all the shooters, jump over the west end of the vine rack and copter down to the bullseye. I don't know what time you have to beat, but I went a few seconds over two minutes and made it.

Waterfall Training - This is another timed run. Climb up all the way the curtain cord, then up to the starry passage (you have plenty of time to hit the Chibi-Door up here, too). At the end, copter as far as you can over to the waterfall, then climb up the right-hand wall, and copter over to the left to find Frisco, who's waving his hands. Get a decent time to pass.

The training itself is for getting Sarge's attention. The real story begins once you return Captain Plankbeard's ship back to him (see below). Seven members of the platoon go AWOL. When you come back the next day, Sarge will be in quite an emotional mess. Go talk to the remaining Rangers. They'll be moping about Sarge. To get them motivated, go to the Kitchen, to Tao's house. Climb on top of the counter and drop down the hole in Tao's house to find dog tags. These are Memphis'. Give them to the soldiers and they'll show them to the Sarge. His resolve will return.

While you're at it, go talk to three of the guys who went AWOL. One's on the second floor, next to the Hot Rod, the other two are on the southeastern shelf on the first floor, next to the Space Scrambler. You'll need the respective vehicle bought from the Online Store to play each of their minigames.

Chicken Race - All you have to do for this is to slam on B to hit the brakes before you reach the end. Just flying off is no good (although it gives you 50M). You have to hang off the edge just barely and get an S ranking. The place I got it from was hitting B juuust before hitting the ruler that stretches over the end of the track. Getting the S rank gets you the Chicken Race Sticker.

Space Scrambler - This one's tougher. All you have to do is hit A to hit the targets. Take down as many as you can for a high score and reach the end (the basement) before time runs out. The trick is that shooting takes away some of your speed, so even if you get a really high score, if you don't reach the end in time, it's worthless. You also get points for extra seconds on the clock, but they're useless, really. There are a couple of tips, though. First, take out all the red targets, which are done in three shots. They're worth 100 pts compared to the 20 pts that the yellow ones are worth. Second, take out groups of targets, leave lone targets, because you never slow down more than a set amount, so if you shoot a lot in a small amount of time, you lose less time overall than if you shot sparingly over a large stretch. Get 1250 pts in a run to get an S ranking and the Space Scrambler Sticker.

Oh, and you only get three tries on each of these every half-day. If the guys say that you've been doing it too much, just come back the next half-day. These races aren't required to end this sidequest, but you'll be getting the stickers anyway, right?

Now, talk to Sarge about a new mission:

Anti-Tao Training - Sarge will give you the Tao Suit. The object of this

training is to bark (Z button) and subdue all the soldiers. Don't forget, though, that barking takes 30 energy, so try to get as many soldiers near you as possible when you bark. If you drop below 31, you won't pass, so make sure you get all soldiers down before then.

Once that's done, Sarge will try to cook up a plan. To help him on your end, find Plankbeard's four crew members. See below for those. Once they're all assembled, go talk to Sarge once more the next day.

Final Assault - Put on your Tao Suit and bark three times to get Tao coming. Watch the cutscene where they surround Tao, then pull out your blaster, go into Chibi-Vision to aim carefully, and shoot the object on Tao's collar to release Memphis.

After all is said and done, here, you'll finally get the Free Rangers Sticker.

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6B. Captain Plankbeard =
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This scurvy pirate dreams of living the life, as it were. You'll first meet him just after you pick up the Giga-Battery down in the Basement. Once you do that, he'll mainly tell you about Giga Robo, but also mention his own problems. Return to the Basement some other time to speak with him, and he'll tell you all about his lost ship, the Scurvy Splinter.

Get the Spoon (see the walkthrough) and go outside in the backyard. The ship should be obvious: it's the only thing sticking out of the ground like it doesn't belong. Dig near it three times to make it rise, then stuff it in your head. Don't worry, plenty of room.

Hand the ship back to Plankbeard and he'll mention something missing. I guess his ship isn't a one-manner. You need to find a crew for it. Four men, specifically. The next day, you'll find that members of the Free Rangers have gone AWOL (you MAY need to at least do roll call for this to happen). Four of them want to be pirates. They've all relocated to various parts of the house, and you'll have to track them down:

Bedroom - On one of the hanging lights in the center of the room. Climb up the desk in the southwest corner, then climb onto the speaker and copter over to the center. Climb up one of the light cords to the ceiling beam, then drop down to the one he's on.

Jenny's Room - In her bookcase looking in the mirror. Climb up the plant in the south area, then from the shelf head towards the bed and climb up the straps on her handbags to the highest shelf, then copter over to him.

Backyard - On top of the swing. Climb the small ladder, copter over to the swing, and climb up the rope.

Kitchen - Underneath the table on the glass. You'll need to copter either from the table itself or possibly the hutch on the east wall.

Now, return to Plankbeard and he'll set sail, giving you his three Treasure Maps. The clues on these lead to three treasures:

A: Revive Giga Robo, a Tamagotchi will be underneath.

B: Go to Jenny's Room and walk on the piano's keys to find Primopuel.

C: Dig at the soft spot high in the tree to find Kid Eggplant.

Finding Kid Eggplant will get you the Super Eggplant and the Kid Eggplant Sticker.

As for the other two, turn them in to Dad while he's in the Kitchen. Primopuel will appear on the Kitchen counter. Play with him to get the Prmiopuel Sticker. The Tamagotchi will show up on the Living Room coffee table. Play with it to get the Tamagotchi Sticker.

After finding all three treasures and helping Sarge find Memphis (see the Free Rangers section), go to the Backyard at night to see Plankbeard sail off into the great beyond and get the Captain Plankbeard Sticker.

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6C. Mort and the Princess =
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This sidequest is almost entirely centered around Jenny's Room. Once you get the Foyer Ladder, Drake will mention trouble upstairs and will head up there. Once in Jenny's Room, Drake will mention the Princess trapped in her castle. Go under Jenny's bed and open the sarcophagus to talk to Mort. You'll find him to be one depressed mummy.

Come back to Jenny's Room later and you'll find him in front of the castle. Follow him back to his sarcophagus and he'll mention the Princess' missing shoe. Go to the stump in the northwest corner and climb on top of it to get the shoe. Bring it back to Mort and he'll put stairs in front of the castle so you can begin the ascent.

I can't stress this enough: make sure you have the Range and Charge chips for the Blaster. You'll need them.

Now, to climb the castle. I'm warning you now: this is a very draining task (energy-wise), so make sure you have at least 200 before proceeding. Start at the stairs, then take the right door. Copter over the two gaps to the right and grab the AA Battery. Now, go back to the stairs and the left door. Cross the gap to the left, pull out the drawer and hop up. Hop up on the peg on the right, then copter over to the platform. Climb up to the socket and place the AA Battery. This will cause the red soldier to your right to start moving. Copter over to him and climb up. Once he reaches the far right, copter over to the right. Keep moving right, climbing and coptering, until you reach drawers. Blast the stickers off them and keep climbing up to the D Battery socket. You have nothing to put in there, yet, so copter over to the left (where the Heart Box is), then to the doorway. Go through, then through the next doorway. Copter to the left and pull the drawers to climb up. Copter over the thin platforms, then to the clock face. Shoot the long hand with the Blaster to drop it next to the ladder and climb up to the top, where all the soldiers are. Pick up the D Battery and Mort will cheer you on. This will open up the door behind you on the wall. This is a shortcut between here and the entrance. USE IT, because you're probably low on energy right now, and return to an outlet. Now, you need to return to the D Battery socket. The most energy efficient way is to go to the roof, then float down to the drawers on the right, then climb on up and place the Battery. Now, float back down to the entrance and return to the roof using the shortcut. Get the C Battery from near the yellow soldiers that just moved and place it near the blue soldier. Now you have all three soldiers on tracks moving. This is the hard part. You need to climb up on the red soldier and wait patiently for you and the yellow soldier to draw alongside each other so you can hop onto it, then the same with the blue soldier. Once on the blue soldier, ride it all the way to the right and copter over to the ladder area. Just as a note, use a charged blast on the wall behind the ladder to get a Chibi-Door, because it's a pain coming back here after finding the Radar. Anyway, climb the ladder and face over to the Princess' tower. You should see a switch on there. Fire at it with the Chibi-Blaster (here's where you needed the Range Chip) and a bridge

will extend. Cross it and give the Princess her shoe. Phew!

After the cutscene, leave and come back. You'll find Mort on Jenny's desk. Climb up to him and he'll mention a Nectar Flower. Go buy a Nectar Flower Seed from the Online Store, then come back. Dig a hole in the pot Mort's standing next to with the Spoon, then press A near the hole and you'll be able to plant the seed. Now, leave and come back the next half day. You'll find the flower in bloom and Mort will attempt a rather clumsy pass at the Princess.

Your task now is to speak to the Princess. She needs to overcome her easy fright. Don the Ghost Suit (you have it, right?) and use the Z button to repeatedly spook the Princess. After five times, she'll be okay.

Now, the next step can only be done after you give Dad the letter from Mom and she shuts herself up in her room. At that point, Jenny won't be carrying around her bear Sunshine. Talk to Sunshine if you haven't already and give him Nectar from the Squirter.

Then, come back the next day and Sunshine will be going on a rampage on the castle. Did you know the kanji for "crisis" is the same as "opportunity"? Go get Mort. Follow him to the castle and he'll tell you to hit the switch on his back. Shoot it with the blaster. Long story short, you get the Mort & Princess Sticker.

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6D. Dinah and Funky Phil =
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This whole thing starts with the frogs in the yard, so go their section in 6F to get that going. Once you get the Frog Suit and speak to Fred in the Bedroom, Dinah will appear. She'll try to bite you, but break her teeth on your metal body. Give them back to her and she'll be okay.

Come back later and talk to her and she'll mention Funky Phil being trapped behind the blinds. Go up to him on the southwest window sill and he'll knock the blinds cord loose for you. Climb up it to open the blinds. Talk to Phil and Dinah will show up. The show will start soon after, and Phil will drop a seed behind him. Take the Funky Seed and also use the Squirter to soak up some Funky Sweat. Cross the center shelves to the window sill behind the bed, dig a hole in the planter with the Spoon, then press A and select the seed to drop it in. Dinah will mention using Funky Sweat to make it grow, so squirt some on the seed. Three sprouts will grow. Pick them all up.

Bring the three Phillies over to Phil and he'll mention a Drake Redcrest record. Go down to the Living Room and grab it off the record player in the northwest corner. Take it back upstairs for another show. Another seed will pop out, so grab that one. On your way to the planter, Dinah will tell you to come up to the loft, getting your attention by dropping a block on your head. Climb up the central shelves and use one of the lamps to reach the top rafter. Copter down to get over to the loft and she'll mention needing blocks. We'll take care of that in a bit, but first...

Go back to the planter and do the same thing with the Funky Seed you did the last time. You'll notice one of the kids isn't looking as ripe as the others, but take him anyway. Return them to Phil.

Now, the next step can only be done at night, I believe, so you'll have to advance the story so that you can be in the room at night with no awake adults. Talk to Dinah and she'll mention the Freaky Phil practicing in the corner. Go and use the Drake Redcrest pose near him. He'll take off. Follow

him to Funky Phil and the next cutscene will begin automatically.

After the rather long cutscene, it's now time to go find the blocks for Dinah.

Purple Block: She dropped it on your head when she first brought it up.

Red Block: In the Foyer, on the southwestern shelf on the first floor. Copter down from the second floor to the vine garden, then down to the shelf.

White Block: In the Backyard. Climb up the tree, then give the Bluebird something to move it, then cross the gap in the roof overhangs by shimmying across the board in between.

Green Block: In Jenny's Room. Climb up to the highest shelf using the plant and the handbags near her bed. You'll find it in the northwest corner.

Blue Block: Tao has it after you beat the Queen Spydor. Give him a Bone to make him drop it.

Yellow Block: Peekoe has it. Find him during the day on the swing (when Dad's not there) and he'll tell you to visit him in the basement at night, where he'll sell you the block for 1000 M. You can only find this particular block after doing all the Phil stuff up until now.

Give all six blocks to Dinah and she'll give you the Block Layout. Give it to Dad, and come back to his room the next day to find the completed project on the table in the Bedroom. Copter down to it from high up and talk to the new Dinah. She'll tell you to come back that night, so do so. Talk to Dinah once again to get the party started. The next day will automatically begin. Go talk to Dinah upstairs and you'll get the Dinah Sticker and the Funky Phil Sticker.

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6E. Chibi-Doors =
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Yes, these doors are everywhere. Once you reach one, pick up the plug, insert it in the nearby socket, and pull the Stick to the right to open it. Inside you'll find a trippy place with Moolah. Once you've opened the door, the eyes on it will close, meaning you've "found" it.

Living Room - 9 Doors

- 1: Northeast corner of the room, ground floor-ish. You don't really need anything special to get there, just open the nearby drawers, climb up, and copter over to the door in the storage shelf.
- 2: Southeast corner of the room, on the shelf to the left of the door to the Foyer. Open the drawers and climb up to it.
- 3: Northwest corner of the room, on top of the furniture piece. Climb the record player's cord, copter over to the lamp (with the steps) and climb to the very top of the lamp, using its switch cord. From there, copter over to the furniture.
- 4: This on the couch seat on the right side. It's invisible to everything but Radar, but if you know where it is, just slam a charged blast into the couch to make it appear.
- 5: Once you buy the Living Room Ladder, extend it up to the shelf in the southwest corner, where you'll find the Door.
- 6: Once you buy the Living Room Ladder, extend it to the cubic cubby holes on

the south wall. On top of the lowest cube is the Door.

7: Once you buy the Living Room Ladder, either extend it up to the telephone on the south wall, or just on the top cubic cubby holes and copter over to the door next to the phone.

8: You need the Living Room Bridge. Extend it over to the corkboard, then use it to climb to the top of the fireplace, where you'll find this door.

9: From #8, climb up the string to the lip under the ceiling, and work your way ALL the way around the room to the big hutch. Drop down on top of it. The door you're looking for is inside the hutch, (not hard to see from the ground floor) and the only way you can get to it is dropping off the front and floating to it.

Kitchen - 9 Doors

1: Right in front of you as you first enter the kitchen. Painfully simple.

2: On the hutch on the east wall, climb the drawers, then the beaded chain up to where the toaster is. Push the Happy Box up next to the toaster and climb on top. Copter over to the left and climb up to the door.

3: Go up the same hutch as #2, only copter over to the right this time, and climb up to the top platform. Normally you'd need the radar to find this, but fire a charged blast just to the right of the spice jars to find this one.

4: You need the Kitchen Ladder. Extend it up to the platform with the Spoon on it, and you'll see this door easily accessible.

5: You need the Kitchen Ladder. Extend it all the way up to the cupboards. From there, float off the north edge of the wall, where there's a door on the back of the cupboard.

6: You need the Kitchen Ladder. Extend it all the way up to the cupboards. From there, go over to the planter's hood, where you'll see a door on the inside. Float down to it.

7: You need the Kitchen Ladder. Extend it all the way up to the cupboards. Blast the sticker on the wall, which will allow you access to the south side of the Kitchen. Drop down to the shelf above the fridge.

8: You need the Kitchen Ladder. Extend it all the way up to the cupboards. Blast the sticker on the wall, which will allow you access to the south side of the Kitchen. Make your way around to the oven, float down to the hood, and you can reach the door on the other side.

9: You need the Kitchen Bridge. Extend it to the east to grab this rather obvious door.

Backyard - 8 Doors

1: Just to the left of the glass doors, right near where you come in.

2: Around back of the tree at ground level.

3: Normally, you'd need the Radar to find this one, but I can tell you it's just to the right of the right-hand glass doors. Fire a charged blast to make it appear.

4: Climb up the small ladder on the tree, then copter over to the swing and climb up one of the ropes. The Door should be right in front of you on the trunk.

5: Past Door 4, use a charged blast to remove the spider web, then proceed up the branches. Walk by the Bluebird, near the Heart Box, and around the trunk clockwise to find this door on the west side of the trunk.

6: You need the Squirter and the Frog Suit. Get the Bluebird out of the way on the branch by giving it something it wants, then hop from the branch onto the roof overhangs. The first door is right in front of you.

7: Same as #6, except this door's on the next overhang. Grab onto the wood plank in the gap and shimmy across.

8: Same as #6, except this door's between the two overhangs below. Copter down to it.

Foyer - 11 Doors

1: Under the chair next to the basement door. Pretty obvious.

2: On the platform near the basement door. Open the drawer and climb on up.

3: You need the Foyer Ladder. Set it near the shelf on the east wall and climb up. Shoot the east wall with a charged blast to make the Door appear. You'd normally need the Radar to spot this.

4: You need the Foyer Ladder. Set it near the southeast shelf (with the Space Scrambler) and you'll find the door nearby on it.

5: You need the Foyer Ladder. Set it near the north shelf alcove and climb up to the door in that alcove.

6: You need the Foyer Ladder. Either set it near the door to the Living Room or drop down from the second floor (near Jenny's Room) to this door.

7: You need access to the second floor. Go to the door to Jenny's Room and drop off to the left, where you'll find a door on the way down (it's just above Door #6).

8: You need access to the second floor. Go to the door to Jenny's Room and fire a charged blast to the right of the door to make it appear. You'd normally need the Radar to spot this.

9: You need access to the second floor. This is in the northwest corner of the second floor near the hot rod.

10: This is on the road during Waterfall Training. You have plenty of time to get it during the run, but if you forget, climb up the string on the Bedroom door, then copter over to the starting point for that training run.

11: Climb up the string at the top of the stairs to reach the railing. Copter over (and down) to reach the other railing, then go all the way up and to the

northwest corner. From there, you can walk over to the top of the wood molding, then to the west wall. Climb up the shelf and the plant, then copter over to the corkboard. From there, the door's easy.

Basement - 4 Doors

- 1: Climb up to the rafters using the shelves, bricks, and boxes. There's a Door at the top, here.
- 2: There's an alcove on the north wall, which you can reach by floating down from the rafters, which has a Door in it.
- 3: In the alcove on the east wall, with all the boxes, you can find a hidden Door with the Radar. Blast the spot to the right of the green box with a charged blast to make it appear.
- 4: There's another hidden door found with the Radar which is up to the rafters. It's on the east wall of the south rafter. Blast it with a charged blast to make it appear.

Jenny's Room - 7 Doors

- 1: In her bookcase, behind a book. Copter down to the second shelf in the case and blast the book in its way.
- 2: On the lower of the two shelves in the southwest corner (climb up the plant), right in front of you.
- 3: On the highest shelf along the west wall (climb up the plant, then the handbags near the bed), hop onto the train's smokestack, then hop or copter to the door as it passes by.
- 4: On the northwest shelf below the highest shelf. It's invisible and marked by a sticker. Use a charged blast on the sticker to reveal the door.
- 5: On Jenny's bed. You'll need to drop down from one of the shelves to get to it.
- 6: In the glass cupboard to the right of Jenny's bed. Drop down into it from above (the stump works fine) and cross the hat boxes to the door.
- 7: On the side of the castle. After climbing up the moving soldiers, you can fire a charged blast at the wall behind the yellow ladder to make this one appear.

Bedroom - 12 Doors

- 1: On the floor beneath the bed.
- 2: Climb up the dresser in the northeast corner using the drawers, and find the door at the top.
- 3: Climb up the desk and then to the center shelves. Copter over to the window sill in the northwest corner, then copter over to the shelf on the

north wall with the baseball cap. Fire a charged blast at the west wall, here, to make the door appear. You'd normally need the Radar to spot it.

4: Climb up the desk in the southwestern corner, then to the window sill. Climb up the speaker, then to the door beneath the dartboard.

5, 6, 7, 8: There's another way to do this: by climbing up the south wall's alcoves and spinning them around using the crank, but the easiest way by far is to get the Bedroom Bridge, get to the top of the central shelves using the lamps and their cords, and extend the bridge all the way south so you can get onto the rafter in the south wall. From there it's easy, even if it may take a lot of energy.

9, 10, 11, 12: Do the same for above, only point the bridge to the north. Boom. Lots easier than climbing up all those coatracks, cuckoo clocks, and hangers on the north wall, right?

Finding all the doors will give you the Chibi-Door Sticker. You also get a fast 1000 Happy Points. Pretty sweet, eh? The next day, the doors will reset and refill with Moolah for you.

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6F. And the Rest =
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These are all the stickers not covered in other sections.

Telly

Go to either the doorstep in the Foyer or the small mushroom on top of the stump in Jenny's Room after you buy the Foyer Ladder. Sit down on either and eventually Telly will drop down to speak to you. Wait after he speaks to you once and he'll talk again. Each time he'll talk about something slightly different. You can get a new subject from him every day (not every half-day). After the eighth day of listening to his stories and about winning the Robot Idol show, you'll get the Telly Sticker.

The Frogs

There are two frogs: one in the Backyard and one in the Bedroom. Both are flat on their backs. First, get the Squirter from Jenny's Room, then find a water puddle and suck it up. Spray the water on the frog outside a few times and she'll wake up and give you the Frog Suit.

Now, head up to the Bedroom and talk to Fred the Frog with the suit on. Dinah will show up. Survive her attack, then give her back her teeth. Once that's done, go talk to Fred again. He'll ask if you can take him back to Freida. Give him to Freida, and she'll take him off to give him a thrashing.

Come back after you buy the Radar to find the both of them in the backyard. Talk to them in the Frog Suit and they'll ask you to help with their rain dance. To successfully perform it, wait until both frogs are crouching before you hit Z. Do it three times and you'll get the Frog Sticker.

The Bluebird

This guy nests in the tree in the Backyard. To even start this, you need the Frog Suit from Frieda (see above). Climb the tree with the Suit on and squirt him with water to wake him up. He'll take off and come back the next time you return, mentioning his hunger. Bring him Cookie Crumbs to feed him. This will make his throat dry, so go get some nectar with the Squirter from one of the flowers in the Backyard and give it to him. Lastly, give him the Super Eggplant that you get from Kid Eggplant (see the Captain Plankbeard section) and you'll get the Bird Sticker.

Mr. Prongs

Once you buy the Chibi-Radar, use it in the Living Room. If it points to the TV, get further away and use it again. Once it points to something that's not the TV or a hidden Chibi-Door, track down the exact spot and use the Spoon. You'll unearth Mr. Prongs, who craves sound. So, what you need to do is repeatedly use the Spoon against the floor to make music. Once he grows to full size, you'll get the Mr. Prongs Sticker. If you leave him to wither away, track him down at a new spot in the Living Room the next day.

Drake Redcrest

After meeting the aliens, Drake will attempt to take them out, but will run out of Gunpowder. There's a bottle of it down in the Basement (you've probably had it for a long time, now). Go back to Drake and give it to him.

Later, after defeating the Queen Spydor, talk to Drake in the Backyard at night. You'll see him next to the aliens, and he'll want to perform his new technique. Just as he says "Justice for all!", press Z and you'll perform the Twin Blizzard, and get the Drake Redcrest Sticker.

Sophie

Sophie's quest for love cannot begin until Mom locks herself in her room. You'll see her crawling around the upper Foyer. Leave and come back and she'll be at the top of the stairs. Talk to her and she'll jump down them, leaving behind a Love Letter on the floor. Take it and give it to Drake. Leave and come back to the Living Room to find Sophie hiding. Approach her and she'll chicken out. Go back to Sophie on the second floor Foyer and she'll drop another letter on the stairs. Repeat the process, giving it to Drake and finding Sophie scared. Go one more time and she'll drop a third letter on the chair near the basement door (copter down to it from the second floor). This time, get the letter and talk to her. She'll ask to meet in the Kitchen. Go to the Kitchen, then come back and go in again to make her appear behind the fridge. Talk to her and hand over her letter. Now, go to the Living Room (then out and in again) and she'll be near the easy chair. Don the Ghost Suit and pose near her to spook her. Drake will show up and come to her rescue, and you'll get the Sophie Sticker.

It's possible to do all the end stuff first, giving her back her letter and all, but Sophie will still chicken out until the third letter. However, each time you return a letter to her, you get 1000 M, which is good for a relatively quick 3000, total.

The Great Peekoe

After reviving Giga-Robo, come to the Kitchen at certain nights and you may find Peekoe in the fish bowl in the Kitchen. Get the Snorkle & Goggles from Jenny's Room (northwest corner on the shelves) and give them to Peekoe while he's in the fish bowl to get the Great Peekoe Sticker.

Sunshine

To help Sunshine, you first need to have delivered Mom's Letter to Dad so that Jenny ends up leaving Sunshine behind. Go to her room and talk to him near the stump and you'll learn about his little problem. Get some Flower Nectar using the Squirter and he'll be temporarily okay. The next step can only be done after you complete the Mort & Princess sidequest.

After Sunshine's run-in with those two, talk to him and he'll give you the Legendary Flower Seed. When you go to the past (see the Main Walkthrough), plant it in the flower box in the northwest corner of the Bedroom. When you come back to the present, take the nectar from it using the Squirter and squirt Sunshine with it to (more or less) cure him of his addiction and get the Sunshine Sticker.

Cooking

Once Mom locks herself in the Bedroom, Dad will start cooking in the Kitchen every alternate day. Talk to him to help him cook. It's relatively simple. First, you need to grab three buns and toss one on each plate. Next is a bit harder. Dad will toss meat on the grill. The meat has a number on each side. That number increases as it's left on the stove (on the down side). When you see steam pop out of the meat, the number has increased. Once the number gets to 3, flip the burger with the Spoon. Once both sides are three, toss the meat on a bun. Lastly, take three more buns to top them with. Do this and you'll get the Cooking Sticker.

7. ITEMS

There's a veritable ton of items to collect in this game. I've listed them all here by group.

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7A. Chibi-Gear and Tools =

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These are in the Equip Menu, top row. You can only have one out at a time, and having one out may restrict your movement and interaction capabilities.

Chibi-Copter

Found: Begin the game with it.

Use: With this equipped, you will gently float down from any kind of drop, but use power in the process (roughly equivalent to walking). You can also press A while using it to float in midair for a couple of seconds, allowing you to

cross small gaps. This takes a decent chunk of power, though.

Toothbrush

Found: Right by Dad near the couch in the Living Room.

Use: With this equipped, you pity the stain that gets in your way! Press A and you'll scrub the floor. You can clean up most any footprint, pawprint, or spilled liquid on the floor. You can't get stains on walls, though.

Also, for some strange reason, you can use it to defeat Spydorz.

Chibi-Blaster

Found: Purchased from the Online Store for 1110 Moolah.

Use: This is your only offensive weapon. It can be used to blast stickers of small bears to open new avenues of travel, and can blast certain other types of walls as well. Of course, it can also be used to blast enemies.

Mug

Found: On the counter of the Kitchen near the sink. You can only get up there during the day after seeing Sophie talk to it at night.

Use: With this equipped you're invulnerable to attack, but you can't really do much else besides walk around. Press A to fully hide under it, although I haven't found a use for that, yet.

Spoon

Found: In the Kitchen, in a small tray above the sink. You need to buy the Kitchen Ladder to reach it.

Use: With this, you can dig holes in soft dirt, or dig up buried objects. It also makes a cool piano sound when you hit something solid.

Squirter

Found: In Jenny's Room, on the table with her TV on it.

Use: With this, you can pick up just about any liquid lying on the ground. For best results, use small puddles, not large bodies (for instance, don't use the waterfall or the drain for water, just puddles). By the way, once you get some liquid, it will be in there indefinitely until you switch liquids.

- Water: You can find this near Tao's dish, the door outside, or the hose. Use it to refresh dry things or clean stains off walls.
- Honey: You can find this in the jar on the kitchen counter, or dripping out of the stove's grill for some reason. Haven't found a use, yet.
- Oil: You can find this in spots all over the place (a telltale sign of Spydorz). Haven't found a use beside reactions from some people.
- Nectar: Pull this out of a flower in the backyard. Some animals love it.
- Funky Sweat: Found near Funky Phil. It helps his kids grow.
- Legendary Nectar: Found in the Legendary Nectar Flower. Give it to Sunshine.

Chibi-Radar

Found: Buy in the Online Store for 1730 M a day or two after Mom locks herself in the Bedroom.

Use: Use this and you'll pinpoint the location of something hidden. This most often will point to invisible Chibi-Doors.

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7B. Chibi Costumes =
=====

These are in the Equip Menu, bottom row. Having one on will not restrict your movement nor your interaction capabilities, and all come with a pose if you press Z. However, the pose is a very draining use of power, so use it wisely.

Drake Redcrest Suit

Found: Talk to Drake Redcrest in the Living Room. You need it to advance.

Pose: This will let anyone know you're a fighter for justice. Drake and Sophie in particular react to this.

Trauma Suit

Found: Either let your battery run out or just purchase it from the Online Store for 911 M after finishing the game.

Pose: You'll collapse on the ground as if out of power. Wait a few seconds and Telly will automatically take you back to the Chibi-House with no time spent.

Ghost Suit

Found: Use the Trauma Suit pose and wait for Telly to get you.

Pose: You'll give a big scare to anyone nearby. The ladies tend to freak out more severely than the guys do, like Princess Pitts and Sophie. Also, if you use this near normal Spydorz, they'll all blow up.

Tao Suit

Found: After finding Captain Plankbeard's ship, members of the Free Rangers will go AWOL. Find Memphis' Dog Tags in Tao's house and return them to the Rangers and you'll begin the Anti-Tao Training, where you'll get this suit.

Pose: A bark, which will scare lots of people. Further, while wearing this, you can talk to Tao.

Frog Suit

Found: Squirt the frog in the Backyard with water three times.

Pose: A ribbit. Also, you can talk to any frog, the Bluebird, and Jenny with it.

Pajamas

Found: After Mom shuts herself in her room, talk to her and she'll decide to make something for you. Find one of three old clothes in the area and give one to her to decide on the pattern. Check the Section 7H to find out what those are.

Pose: You'll lie down to sleep and will automatically go to the next half-day.

Super Chibi-Robo Suit

Found: Revive Giga-Robo and you'll receive this.

Pose: Just a nice salute. Nothing really special.

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7C. Chibi Upgrades =

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These upgrades are placed in the Status menu for viewing. Not all involve you.

Charge Chip

Found: Purchase from the shop for 860 M after buying the Chibi-Blaster.

Use: With this purchased, hold down A to charge up a more powerful version of the shot. Some enemies and barriers can only be defeated with this.

Range Chip

Found: Purchase from the shop for 1120 M after buying the Chibi-Blaster.

Use: Using this, you won't have to worry as much about getting too close to your target. This will be indispensable against some foes.

Chibi-Battery

Found: Purchase from the shop for 940 M after passing out once, or reaching a late point in the game.

Use: If you run out of energy, this will automatically restore 20 units, which should be more than enough to make a hasty dash to an outlet. It disappears after use, but you can buy more.

Giga-Battery

Found: In the basement, after plugging into Giga Robo.

Use: Although you'll have to charge it, this is Giga Robo's power source, which you'll need to get him moving.

Giga-Charger

Found: In the basement, climb up to the rafters. Use the walkthrough in Section 4B if you need help to reach it.

Use: Place in the Chibi-House with the Giga-Battery to start filling it up.

Alien Ear Chip

Found: Purchase from the shop for 2150 M after first contacting the aliens.

Use: You can now understand alien speech.

Giga-Robo's Left Leg

Found: After defeating the Queen Spydor.

Use: Slap it on Giga-Robo.

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7D. Common Items =

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These are items that you can generally find more than one of, and usually they're just lying around the house. Most of them are trash.

Popper Trash - Clean up after yourself! Celebrations ain't free!

Found: Any time Telly pops his poppers.

Use: Toss in the trash for 3 Happy Points and 30 Moolah.

Wastepaper - Jenny used it to doodle... Dad used it as a handkerchief!

Found: Various places around the house, most often the Living Room.

Use: Toss in the trash for 1 Happy Point and 10 Moolah.

Cookie Box - Garbage left by Dad.

Found: Sometimes around the house.

Use: Toss in the trash for 5 Happy Points and 50 Moolah.

Cookie Crumbs - Leftover garbage from Dad.

Found: Various places around the house.

Use: You can toss it in the trash for 1 Happy Point and 10 Moolah, but you can also feed it to the fish in the Kitchen, or the Bluebird in the Backyard.

Candy Wrapper - Garbage left by Jenny.

Found: Various places around the house.

Use: Toss in the trash for 1 Happy Point and 10 Moolah.

Candy Bag - Garbage left by Jenny.

Found: Sometimes around the house.

Use: Toss in the trash for 5 Happy Points and 50 Moolah.

Twig - Garbage that Tao dragged in.

Found: Near the glass doors in the Kitchen, Living Room, and Backyard.

Use: Toss in the trash for 2 Happy Points and 20 Moolah.

Weeds - Boring old weeds.

Found: In the Backyard, there are only three.

Use: Toss in the trash for 3 Happy Points and 30 Moolah.

Empty Bottle - Don't cut yourself while throwing it away.

Found: In the Basement under the stairs.

Use: Toss in the trash for 10 Happy Points and 100 Moolah.

Broken Bottle (top) - Don't cut yourself while throwing it away.

Found: In the Basement under the stairs.

Use: Toss in the trash for 20 Happy Points and 100 Moolah.

Broken Bottle (bottom) - Don't cut yourself while throwing it away.

Found: In the Basement under the stairs.

Use: Toss in the trash for 20 Happy Points and 100 Moolah.

Empty Can - Garbage left by Dad.

Found: A few spots in the house, like Jenny's Room and the Basement.

Use: Toss in the trash for 5 Happy Points and 50 Moolah.

Sugar Cube - A must with tea.

Found: On the kitchen table.

Use: Give it to Mom while you're drinking tea and she'll give you Happy Points.

Cookie - A must with tea.

Found: On the kitchen table.

Use: Give it to Mom while you're drinking tea and she'll give you Happy Points.

Purple Crayon - A crayon left by Jenny.

Found: On her bookcase, next to the mirror (copter from the highest shelf).

Yellow Crayon - A crayon left by Jenny.

Found: In her bookcase, on the bottom shelf (copter from a higher point).

Green Crayon - A crayon left by Jenny.

Found: Under her bed.

Red Crayon - A crayon left by Jenny.

Found: On her desk's chair.

Use: Place these four Crayons in their box on the desk for some Happy Points.

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7E. Online Store Items =
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Timer 5 - Five minutes for half a day. The initial time setting.

Price: 5 M

Use: Only if you really want to have days move at a decent clip.

Timer 10 - Ten minutes for half a day. For a leisurely pace.

Price: 10 M

Use: Pretty useless, as you can use the other two if you want quick days or long days.

Timer 15 - Fifteen minutes for half a day. For a truly leisurely pace.

Price: 15 M

Use: Buy as soon as possible, the first night even. There are few reasons not to, really.

Pink Flower Seed - A pink flower will grow from this seed.

Price: 30 M

Use: Once you have the Spoon, plant in soft earth to make them grow. You can give fully bloomed flowers to Mom.

Blue Flower Seed - A blue flower will grow from this seed.

Price: 30 M

Use: Once you have the Spoon, plant in soft earth to make them grow. You can give fully bloomed flowers to Mom.

White Flower Seed - A white flower will grow from this seed.

Price: 30 M

Use: Once you have the Spoon, plant in soft earth to make them grow. You can give fully bloomed flowers to Mom.

Nectar Flower Seed - A cute nectar flower will grow from this seed.

Price: 777 M

Use: Once you have the Spoon, plant in soft earth to make it grow. Mort will require this of you at one point. You can also use the Squirter near one to suck up some Nectar, although if you really need it, you can always use the flowers in the Backyard for that.

Charge Chip - Enables the Chibi-Blaster to fire a charged shot.

Available: After purchasing the Chibi-Blaster.

Price: 860 M

Use: With this purchased, hold down A to charge up a more powerful version of the shot. Some enemies and barriers can only be defeated with this.

Trauma Suit -

Available: After beating the game.

Price: 911 M

Use: Posing with Z makes you fall over as if switched off. Remain there and Telly will return you to the Chibi-House.

Chibi-Battery - Chibi-Robo's spare battery.

Available: Any time after you collapse once, or late in the game.

Price: 980 M

Use: If you run out of energy, this will automatically restore 20 units, which should be more than enough to make a hasty dash to an outlet. It disappears after use, but you can buy more.

Chibi-Blaster - Allows you to fire sonic blasts.

Price: 1110 M

Use: This is your only offensive weapon. It can be used to blast stickers of small bears to open new avenues of travel, and can blast certain other types of walls as well. Of course, it can also be used to blast enemies.

Range Chip - Enables the Chibi-Blaster to fire long-distance shots.

Available: After purchasing the Chibi-Blaster.

Price: 1120 M

Use: Using this, you won't have to worry as much about getting too close to your target. This will be indispensable against some foes.

Chibi-Radar - Lets you see things that are hidden from normal view.

Available: After giving Mom old clothes for your Pajamas.

Price: 1730 M

Use: Use this and you'll pinpoint the location of something hidden. This most often will point to invisible Chibi-Doors.

Alien Ear Chip - "Now friend can understand our alien tongue."

Available: After first speaking to the aliens.

Price: 2150 M

Use: You can now understand alien speech.

Hot Rod - A popular car among racers. Perhaps YOU will race one day.

Price: 2740 M

Use: Once certain members of the Free Rangers leave the troupe, you can use this to race one of them on the second floor of the Foyer. See the "Free Rangers" section (6A) for more details.

Space Scrambler - A remote-control space fighter. Perhaps YOU can use it someday.

Price: 2980 M

Use: Once certain members of the Free Rangers leave the troupe, you can use this to fly against two of them on a shelf on the south end of the first floor of the Foyer. See the "Free Rangers" section (6A) for more details.

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7F. Utilibots =
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All Utilibots cost 300 in Scrap, which you can only start collecting from Spydorz once you buy the Chibi-Blaster. They're released in "sets", as in, you'll have to purchase all of one set before another set becomes available for purchase.

Set 1

Living Room Ladder - This will be placed right next to the Chibi-House. You can use it to climb up to the lower shelves in the southwest corner, the cubic cubbyholes next to the TV and that area, and the hutch on the east wall.

Set 2

Kitchen Ladder - This will be set up next to the sink. Use it to reach the Spoon and then to reach the top of the cupboards. You can't get it anywhere else so you won't have to worry about moving it too much.

Foyer Ladder - This will be put next to the stairs. Use it to climb higher on the stairs, reach the planter on the east wall, or the southeast shelf near the front door.

Set 3

This will only appear after going to the second floor once.

Foyer Warp - This will be set up with one end next to the bottom of the steps, and one next to the stop. Plug in to activate it and warp between the two.

Set 4

Living Room Bridge - This will be set up on top of the cubic cubby holes on the south wall. Best use for it is to extend it west to the corkboard.

Kitchen Bridge - This will be set up on the counter near the planter. Use it to extend to the Chibi-Door near the Living Room door.

Set 5

Bedroom Bridge - This will be placed on the ceiling beam in the Bedroom. You can use it to reach the loft.

Basement Warp - This will be placed at the top and bottom of the basement stairs. Nice time-saver.

Once you buy all the Utilibots, you'll get the Utilibot Sticker. Also, any other scrap you find can be traded in for Moolah at a 1:1 rate.

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7G. Story Items =
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These are items specifically used for advancing the main story plot of helping the family and Giga Robo. They're almost all one shot deals.

Rose - A fine gift for Jenny.
Found: On the coffee table in the game opening.
Use: Give to Jenny for her birthday present from you.

Toy Receipt - A receipt that Dad had hidden.
Found: After you visit Mom in the Bedroom at night, she'll mention a missing receipt. Dad will hide it on the couch.
Use: Give it to Mom.

Mom's Letter - Mmm... This letter contains some bad news...
Found: Given by Mom the day after you give her the Toy Receipt.
Use: Give it to Dad.

Giga Battery (Full) - Giga Robo's battery.
Found: After you fill up the battery with the charger.
Use: Give it to Giga Robo as part of reactivating him.

Dog Bone - Tao's favorite food.
Found: In the yard, half-buried.
Use: Give it to Tao to distract him. If you use one, wait a few days and it will reappear in the yard, or in the Kitchen on the hutch on the east wall.

Circuit Schematic - Electronic plans for increasing the Chibi-Blaster's strength.
Found: In the past, next to the easel.
Use: Give it to Dad after the Spydorz take over the house to power up the Chibi-Blaster.

Dad's Wedding Ring - The number "200667" is engraved on the inside.
Found: In the Drain, in the lower left corner, after Dad mentions that he lost it down there (after he starts cooking/cleaning).
Use: The number on it is the code for the bottom of Giga-Robo's foot. After reactivating Giga-Robo, give it to Dad for Happy Points.

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7H. Sidestory Items =
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These are items that are not required to view the ending credits. They're used to either pick up stickers or simply get Happy Points or Moolah.

Free Rangers Photo - A group photo of the soldiers.

Found: In the Foyer on the small table near the stairs. Just climb up Jenny's boot string.

Use: Give it to the Sarge for some Happy Points.

Dog Tags - "Private First Class Memphis."

Found: In Tao's house in the Kitchen. Drop down the hole in the top of the house to land on it.

Use: At some point during training with the Free Rangers, you can give these tags to some of the soldiers, and then to Sarge.

The Scurvy Splinter - Yar! Avast, mateys! Time to hunt for treasure!

Found: In the Backyard. Use the Spoon to dig it up.

Use: Hand it to Plankbeard as part of his sidequest.

Treasure Map A - "When the exalted one stands..."

Treasure Map B - "To find this treasure, you will need many keys."

Treasure Map C - "Fly from the Great Tree's branch and dig at the hollow point."

Found: Given in exchange for the pirate crew.

Use: These maps give hints to where the treasures are.

Bandage - Used to mend injuries or horrify bystanders.

Found: You need the Kitchen Ladder. Extend it all the way up to the cupboards. Blast the sticker on the wall, which will allow you access to the south side of the Kitchen. Drop down to the shelf above the fridge.

Use: Give it to Mort the mummy for some Happy Points.

Ticket Stub - "The Horrific Mort: A Love Story."

Found: In the Bedroom, on the center shelves. Float over from the desk in the southwest corner of the room.

Use: Give it to Mort the mummy for some Happy Points.

Red Shoe - Lost by someone.

Found: On the stump in Jenny's Room (you can climb up using the mushroom, branch, and vine).

Use: Show it to Mort, who will tell you to return it to Princess Pitts.

AA Battery - Used to operate the castle.

Found: Low on the right side of the castle (take the first door on the right)

Use: On the left side of the castle, after going through the left door.

D Battery - Used to operate the castle.

Found: On the roof of the castle, front left side.

Use: On the right-hand tower, on the top of some drawers.

C Battery - Used to operate the castle.

Found: On the roof of the castle, behind some yellow soldiers.

Use: Right near where you got it, near the soldiers on tracks.

Dinah Teeth - "My teef! My beautiful teef! I can't bite without 'em!"

Found: In front of Dinah, after talking to Fred the Frog with the Frog Suit.

Use: Give them right back to Dinah.

Funky Seed - Funky Phil's seed.

Found: Near Phil after he does a dance.

Use: Plant it in the planter in the northwest corner of the bedroom, then squirt it with Funky Sweat.

Philly - Funky Phil's child.

Found: In the planter after you do the above.

Use: Hand them over to Phil. He'll know what to do.

Drake Redcrest Album - Looks like a best seller.

Found: In the living room on the record player, after you give Funky Phil three kids.

Use: Give it to Phil for a real show.

Freaky Phil - Funky Phil's child. Not like the other children...

Found: In the planter the second time you plant a Funky Seed.

Use: Hand him over to Phil, like the others.

Purple Block - A building block.

Found: Dinah drops it on your head after the second Funky Phil show.

Red Block - A building block.

Found: In the Foyer, float from the second floor to the vine garden rack, then float down to the shelf in the southwest corner.

White Block - A building block.

Found: In the Backyard, get up to the roof overhangs by moving the Bluebird (see his part in the Sidequest section), then shimmy across the gap using the plank on the wall.

Green Block - A building block.

Found: In Jenny's Room, on the highest shelf along the west wall (climb the plant, then handbags near her bed).

Blue Block - A building block.

Found: Tao will have it after you beat the Queen Spydor, in his mouth. Give him a Bone to get him to drop it.

Yellow Block - A building block.

Found: Peekoe will be balancing on it on the swing. Go to the basement at night and buy it from him for 1000 M. Peekoe will ONLY appear once Phil has passed on.

Use: Give all these to Dinah to get the Block Layout.

Block Layout - What will be built?

Found: Given by Dinah once she gets all six blocks.

Use: Give to Dad and he'll help you finish the Dinah & Phil sidestory.

Gunpowder - BOOM!!!!

Found: In the basement in the alcove on the east wall. It's that brown bottle.

Use: Give it to Drake Redcrest once he runs out of "pose juice". It's part of his Sticker quest.

Passed-out Frog - It looks like he's only passed out... Whew!

Found: In the Bedroom, after you talk to him twice with the Frog Suit on.

Use: Carry him to Freida in the Backyard.

Super Eggplant - A vegetable with lots of nutrition.

Found: Dig up Treasure C in the tree in the Backyard, on the soft spot. You need Treasure Map C to find it.

Use: Give it to the Bluebird when he asks to complete his quest.

Primopuel - A popular toy.

Found: Treasure B is in the piano in Jenny's Room. Simply run across the piano's keys. You need Treasure Map B before this will work.

Use: Give it to Dad and he'll put it on display in the Kitchen.

Love Letter - Hopefully it gets delivered soon. True love cannot wait.

Found: In the Foyer after Sophie drops it.

Use: Part of Sophie's sidestory. Show it to her once you pick it up.

Snorkle & Goggles - Needed to move around in water.

Found: Jenny's Room, on the lower northwest shelf. Copter down from the higher shelf above.

Use: Give it to The Great Peekoe when he's in the fishbowl at night after reviving Giga-Robo.

Old Boxers - Old underpants worn by Dad.

Found: Under the bed after Mom asks you to look for old clothes.

Use: Give to Mom and she'll make you blue polka-dot pajamas.

Small Handkerchief - Jenny's old handkerchief.

Found: On the northwestern windowsill after Mom asks you to look for old clothes.

Use: Give to Mom and she'll make you pink polka-dot pajamas.

Outdated Scarf - A scarf worn by Mom when she was young.

Found: On a high shelf on the north wall of the Bedroom. Float down from the upper rafter (use the Bedroom Bridge to get there).

Use: Give to Mom and she'll make you pink crown pajamas.

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7I. Frog Rings =

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These are pretty much a game-wide sidequest for Jenny. They're spread all over the house, so they get a special section. Return all ten to Jenny and you'll get the Frog Ring Sticker.

Living Room - South wall near the Foyer entrance. Simply pull open the drawers to the right of the door to the Foyer and climb up to this ring.

Living Room - In one of the cubic cubby holes on the south wall. Buy the Living Room Ladder Utilibot, then go to the middle of the lowest cubes and blast away the sticker on the left wall to reach the cube with the ring.

Living Room - It's on the corkboard on the south wall. To get there, you need the Living Room Bridge. Push as close to the wall as you can, then extend it to the board.

Kitchen - On the kitchen table. A nice easy time to get it is when having tea with Mom.

Drain - Drop down the drain in the sink, then drop down to the open area. Blast the cracked wall on the left to find this ring.

Backyard - On the swing. Just climb up the small ladder on the tree trunk and copter over to the swing.

Basement - In the alcove on the north wall. You'll have to get to the rafters so you can float down there.

Foyer - In the waterfall. To get up there, use the Bedroom door's decoration to climb up and copter over to the southwest corner. Proceed through the upper starry passage to the southeast corner where the waterfall is. Go around the left side of the rocks to find a sticker which you can blast.

Flip the switch underneath to stop the falls to get the ring.

Jenny's Room - From Jenny's bed (or the shelves above), walk over to her shelf with the shoes on them. It's on the right end of that shelf.

Living Room - Defeat the Queen Spydor and it'll sacrifice the final Frog Ring.

Second Time Around: After finding all ten and returning them to Jenny, they will be redispersed in different locations of the house. You don't get anything new for returning them, besides extra Happy Points and Moolah.

Living Room - On the coffee table.

Living Room - On the shelf above the fireplace. You need the Living Room Ladder and Bridge to reach it.

Living Room - On top of a shelf on the west wall. You need the Living Room Ladder and Bridge to reach it.

Kitchen - On top of the oven. Use the passage on top of the cupboards to make it to the southwest corner, then around to it.

Kitchen - Inside the upper hood of the planter, in front of the Chibi-Door.

Foyer - On the railing of the stairs.

Backyard - On the southeast roof overhang.

Basement - In the rafters in the southeast corner.

Bedroom - On the north rafter. The Bedroom Bridge is the best way to reach this.

Jenny's Room - In the tower of the castle (where you ultimately find Princess Pitts).

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7J. Sticker Quick-List =
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This is the quick list of all stickers, in order as they appear on the screen, from left to right, starting with the top row. Also are reference sections showing where to get the in-depth story on how to get the sticker. Remember that you get nothing special for finding all the stickers. It's all just satisfaction.

Giga-Robo: Revive Giga-Robo and complete the main story. (Section 5)

Telly: Sit on the doorstep in the Foyer and listen to Telly's story eight times. (Section 6J)

Chibi-Door: Find all the Chibi-Doors in the house. (Section 6I)

Utilibot: Buy all Utilibots from the Store. (Section 7E)

Frog Ring: Find all ten Frog Rings and give them to Jenny. (Section 7I)

Frog: Wet Freida, get her boyfriend, and perform the Rain Ritual. (Section 6F)

Bluebird: Wear the Frog Suit and give the bird all he asks for: water, cookie crumbs, nectar, and the Super Eggplant. (Section 6F)

Mr. Prongs: Use the Radar in the Living Room, dig him up with the Spoon, and keep tapping the Spoon to make him grow. (Section 6F)

Drake Redcrest: After defeating Queen Spydor, help him perform his Twin Blizzard attack in the Backyard. (Section 6F)

Sophie: Help her deliver her love letter to Drake. (Section 6F)

Free Rangers: Go through all the Free Ranger missions and save Memphis. (Section 6A)

Captain Plankbeard: Help Plankbeard find his ship, crew, and treasures, then bid farewell in the Backyard at night. (Section 6B)

The Great Peekoe: After reviving Giga-Robo, find Peekoe in the fish bowl at night and give him the Snorkle & Goggles.

Sunshine: After Mort & Princess, grow the Legendary Nectar Flower in the past and give Sunshine the nectar. (Section 6F)

Mort & Princess: Help this unlikely couple come together. (Section 6C)

Dinah: Help her get her groove on with Funky Phil. (Section 6D)

Funky Phil: See above. (Section 6D)

Queen Spydor: Destroy it. (Section 5)

Hot Rod: Play chicken with the hot-rodding Free Ranger and get an S ranking. (Section 6A)

Space Scrambler: Ride against the Scrambler Free Rangers and get an S ranking. (Section 6A)

Cooking: After Dad starts helping out, help him make burgers in the kitchen. (Section 6F)

Kid Eggplant: After receiving Plankbeard's treasure maps, find Kid Eggplant by digging at the soft spot on the top of the tree. (Section 6B)

Primopuel: After receiving Plankbeard's treasure maps, find Primopuel in the piano in Jenny's Room and give it to Dad, then play with it. (Section 6B)

Tamagotchi: After receiving Plankbeard's treasure maps, find Tamagotchi in the spot where Giga-Robo was after you revive him, give it to Dad, then play with it on the Living Room coffee table. (Section 6B)

8. GAME STATS

These are just some basic-type stats that really don't fit anywhere else, but are available for your reference.

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9A. Power Drain =

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This how much certain activities drain your battery.

Walking/Running = 1 for about every three feet
Climbing = Slightly more draining than running (timewise)
Falling = At least 20, but potentially a lot more depending on height
Using Suit Pose = 30 per use
Plugging into Utilibots = About 5 per second (VERY draining)

Using Chibi-Copter = 12 per use
Using Chibi-Blaster = 1 per shot
Charged Chibi-Blaster shot = 5 per shot
Using Toothbrush = 0.8 per use
Using Mug = 2 per use
Using Spoon = 0.7 per use
Using Squirter = 2 per use
Using Chibi-Radar = 3 per use

Getting hit by Free Ranger shots = 10 per hit
Getting sucked on by Spydorz = About 1 per second
Getting hit by bigger Spydorz = 10 per hit

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9B. Chibi Rankings =
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These are all the ranking milestones, and the battery you get from them.
You don't have to get up to Rank 2 to beat the game. Once you do, you just
jump straight to the top rank.

Rank 1000000 = 0 Happy Points = 80 Battery
Rank 100000 = 80 Happy Points = 100 Battery
Rank 10000 = 200 Happy Points = 120 Battery
Rank 1000 = 440 Happy Points = 140 Battery
Rank 100 = 800 Happy Points = 160 Battery
Rank 10 = 1280 Happy Points = 180 Battery
Rank 9 = 1780 Happy Points = 200 Battery
Rank 8 = 2380 Happy Points = 230 Battery
Rank 7 = 3080 Happy Points = 260 Battery
Rank 6 = 3880 Happy Points = 290 Battery
Rank 5 = 4780 Happy Points = 320 Battery
Rank 4 = 5780 Happy Points = 360 Battery
Rank 3 = 6880 Happy Points = 420 Battery
Rank 2 = 8080 Happy Points = 500 Battery
Rank 1 = Beat the main story = Infinite Battery

9. STANDARD GUIDE STUFF

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9A. Legal =
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This FAQ was made 100% by me, and is Copyright © 2006 Scott "Cyriz" Zdankiewicz. You may not take it in whole or in part and claim it as your own. You may not alter it in any way, even if you ask me first, and that includes putting it in HTML format. Please don't post this on your site unless you have express consent by me. 致 I put a lot of time into this. Give me some credit...

Currently, the following sites have permission to post my FAQ:

www.gamefaqs.com
www.gamewinners.com
www.ign.com
www.cheatcc.com
www.cheatplanet.com

I'm not going to allow people with small personal sites to post this FAQ. They may post the link on GameFAQs with all the Chibi-Robo guides, but, trying to keep updates, well, updated, I'll only allow large committed sites that I trust.

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9B. E-mail Guidelines =
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If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it has something to do with Chibi-Robo. I don't want spam, chain letters, offers for friendship. Don't bother me with info on other DDR games, really. I keep my ear pretty close to the ground about such things, and I'll probably know about it before you. Compliment me on the FAQ all you want, though...
- Make sure you say "Chibi-Robo" at one point in your e-mail. I have more than one FAQ, and I can't always figure the question out without specifying what game you're asking about.
- Spell correctly and use proper grammar, please. If I can't understand your e-mail, it'll go to the junk pile...

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9C. Credits =
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CJayC, Al Amaloo, and all site owners for having this on their sites.

Skip Ltd., for making such a fun and cute game, and Bandai and Nintendo, for releasing it.

hrodwulf, for clarifying that the Radar shows up after Mom shuts herself in her room.

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9D. Version Updates =
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Version 1.0 - 2/21/06 - Just about everything is done. I may choose to put up a section detailing every room of the house and all that can be done in them.

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9E. The Final Word =
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Spread the happiness! ^_^

