Barcode World FAQ/Strategy Guide (JIS)

by LastBossKiller   Updated to v1.0 on Feb 2, 2015

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                     Barcode World (Famicom)
                    Guide by E. Phelps, ver. 1.0
                       (aka LastBossKiller)



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              ---Viewing This Document---
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This document contains Japanese text. To view it correctly, set your browser
or word processor to view "Shift-JIS" format. For example, if you are using
Internet Explorer, using the dropdown menu, go to View -> Encoding -> More
-> Japanese (Shift-JIS). You could, instead, open this document with
Microsoft Word, and it will ask you about the encoding automatically,
allowing you to select Shift-JIS.


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          - - - = = = ====== Intro ====== = = = - - -
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     Barcode World is a strategy game for the NES/Famicom that was an awesome
concept. It came with a barcode scanner that you could use to scan cards that
came with the game and the characters on the cards would then appear on
screen in the game, similar to Skylanders. But even better, you could scan
barcodes on real products, like Cheerios (you're welcome for the free
advertising), and a character would be created in the game using that
barcode. So you could scan Cheerios for one character and Honey Nut Cheerios
for another character and have them battle! Who would win? I hope Honey Nut
Cheerios.
     Aside from the ability to pit two barcode scan created characters
against each other, there is also a story mode. In the story mode, you create
characters using barcode scans, and then fight many many turn-based battles
using them, making your way through 21 "worlds", and getting frequent level-
ups to improve your characters' stats. The game can be super easy or super
hard depending on the strengths of the characters you created.
     Some of the good emulators come with a barcode scanner option
specifically so you can play this game. I will explain how to use it with
Nestopia.
     This game was only released in Japan, but very little Japanese is needed
to understand and enjoy the game, so hopefully you'll find some fun here!

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              - - - = = = =================== = = = - - -
              - - - = = = ===== Contents ===== = = = - - -
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              - - - = = = ===================== = = = - - -
              - - - = = = === Barcode Scanner === = = = - - -
              - - - = = = ===================== = = = - - -        [sec1]
```

To enable the barcode scanner using Nestopia, first click on the option
"Machine" in the toolbar, then select "Input -> Expansion Port -> Barcode
World" from the dropdown menu. Most likely, this option will already be
selected as Nestopia will have auto-detected that you loaded this game.

To actually enter a barcode, select "Machine" in the toolbar, then select
"External -> Barcode Reader" from the drop down menu. A window appears with
an input field and two buttons: "Random" and "Transfer". If you click on the
"Random" button, a random 13 digit number appears in the input field. Click
"Transfer" to send this or a manually entered 13 digit number to the game. It
only works if the game is prompting you for a barcode scan, of course.

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              - - - = = = == Barcodes Overview == = = = - - -
              - - - = = = ===================== = = = - - -        [sec2]
```

There are several different kinds of barcodes on products that you might buy
or have lying around your house. This game requires 13 digit long barcodes,
which are called "EAN 13" type barcodes, and are used for internationally
sold products. A lot of products sold in the US have 12 digit long barcodes,
so they won't work for the game. The game was made for Japanese consumers
after all.

Although barcode scanners work by looking at the widths of lines in the
barcode, the same information is given in the numbers located at the bottom
of the barcode, so you can just type the numbers you see on the barcode into
the game and it will work as it would if you actually physically scanned the
barcode with the barcode reader.

Not all barcodes will successfully generate a character, so you might be

disappointed that you can't create your Huggies Pull-Ups character or
something, but after four or five tries you'll probably get one that
successfully creates a character. The character's stats are generated from
the barcode digits. Although this game was made in 1990, you can enter modern
barcodes that didn't exist when the game was made.

If you want to have fun making characters from real barcodes, then you can
search a database on this website: http://www.decept.co.uk/ean-lookup. It
allows you to search for barcodes by product name amongst other options.


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            - - - = = = ===== Game Modes ===== = = = - - -
            - - - = = = ==================== = = = - - -          [sec3]
```

---Vs Mode---[sec3a]---
The Vs Mode allows you to pit two barcode created characters against each
other, controlled by player 1 and player 2. Select たいせん ("Great Battle") at
the game startup to choose this mode.

Next, an icon of a hand holding a card with the letters "CHR" on it will
appear, with an arrow pointing right. At this time, you need to enter a
barcode to create a character for player 1. See the "Barcode Scanner" section
above for details. If you enter an acceptable barcode (again, not all will
work), then a set of stats will appear on the left side of the screen for the
generated character.

Next, the hand holding the "CHR" card re-appears, but with the arrow pointing
the other direction. At this time, you must enter another barcode to generate
a character for player 2. After doing so, the hand will re-appear again
holding a card that says "ITEM". Enter a barcode to give player 1 an item,
which will be determined by the barcode that you entered and will alter one
or both of the characters' stats. Annoyingly, you have to keep entering
barcodes until you enter one the game will accept. Afterward, you must enter
one for the second character as well.

The game will randomly choose who goes first, player one or player two. Then,
the battle finally begins. See the "Battles" section below for an overview of
how the battles work.

---Story Mode--[sec3b]---
To play the story mode, select the option シナリオ ("Scenario") at the game
startup. If it is your first time playing, you will only see one option:
きろくをつくる ("Create record"). Select this option and you will be asked to
enter your name using the Japanese "alphabet", with the additional options
カタカナ ("Katakana") which allows you to use more Japanese symbols, and the
option おわり ("End") for when you are finished entering your name.

You will then be returned to the previous menu screen. Now you will see the
additional options: しゅっぱつ ("Depart"), which begins (or continues) the story
mode, きろくをけす ("Delete record"), and きろくをうつす ("Copy record").

You can have up to three saved games at one time, by the way. After selecting
"Depart" and your save file, you will be taken to the character creation
screen.

You see a column of stats on the left side of the screen which are all blank
at first. At this time, enter a barcode and, if you enter one the game
accepts, numbers will be entered into the stats on the left side of the
screen representing the character you entered. If no stats appear, keep

entering barcodes until you get an acceptable one.

Inspect the stats you see (write the barcode down if you want to remember
this character for later) and decide if you want to use this character or
not. If yes, then choose はい. Otherwise, choose いいえ and keep entering
barcodes.

After deciding to keep the character, you will then be asked to choose a
graphic to represent the character. There are four options for magic type
characters and another four options for warrior type characters. After
choosing a graphic, you will then be asked to choose a color palette for the
character. After doing so, you will be asked to enter a name for this
character. When you have done so, you will be shown a summary screen and
asked if this character is ok. Choose はい to keep it, or いいえ to start over.

You will be asked to repeat this character creation process to create a
second character as well. Then, finally, the game will begin!

            - - - = = = ======================= = = = - - -
            - - - = = = ==== Game Mechanics ==== = = = - - -
            - - - = = = ======================= = = = - - -   [sec4]

Most of the game functionality explained in this section applies only to the
story mode. Only the "Battles" section applies to Vs Mode.

---Map Screen--[sec4a]---
Each "world" consists of a different map that you traverse. Each world has a
wormhole that you start from, a space station (see "Space Stations" section
below), and a boss battle. The other locations are all planets where you must
win a battle in order to advance.

When you are on top of a planet with enemies, you will see stats in the
lower-right corner of the map screen showing you HP, ST ("attack strength",
and DF ("defense") ratings for the planet. These statistics are the average
of all of the enemies on the planet.

Press "B" to open and close the menu commands. Move the cursor to the
location you want to move to and press "A" to move. You can't pass planets
with enemies you haven't defeated yet. You can re-battle enemies that you've
already defeated if you want to level build.

---Space Stations--[sec4b]---
During story mode, each "world" has a space station. When you visit one for
the first time on each world, you will receive the ability to create one or
two new items or characters. The creation is done using the barcode entering
system and is also done at the space stations.

In the upper-left window, you see the text: じゅじんこう　あと　#だい, where
the "#"
sign tells you how many new characters you can create.

In the upper-right window, you see the text: アイテム　アト　#こ, where the "#"
sign tells you how many new items you can create.

The menu commands are shown in the lower-left window:
はなす - "Talk". Speak to the engineer onboard. The first time you visit a new
    space station, speak twice and you will receive more item or character
    creation points.
とうろく - "Record entry". Allows you to create new characters or items if you

have any creation points remaining. The options are: しゅじんこう
    ("Character") and アイテム ("Item"). The character creation screen is the
    same as the beginning of the game, while the item creation screen is
    explained below.
しゅっぱつ - "Departure". Return to the map screen.

The item entry menu has the options:
とうろく - "Record". After selecting this, enter a barcode. If you enter one the
    game accepts, the name of an item will appear in the bottom window next
    to the word なまえ ("Name"). Choose はい to keep it or いいえ to reject it.
    The remaining number of items you can create is shown in the upper-right
    window.
さくじょ - "Delete". Delete items in your inventory, shown in the right-side
    window. If you delete an item, you will be allowed to create a new one
    in its place.
おわり - "End". Return to the space station menu.

---Equipment and Items---[sec4c]---
Each character can equip one weapon, one piece of armor, and one accessory.
Weapons, armor, accessories, and items are all acquired by entering barcodes
at a space station. You can only get a certain number of items at one time,
usually two per space station you visit. If you want new items sooner, you
can dispose of one you already have and retry the barcode entry process to
replace it.

Aside from equippable items, there are items that you can use during battle
to do things like increase your MP, damage the enemy, etc. like in any RPG.
These items can be used an infinite number of times, but only once per
battle.

---Battles---[sec4d]---
When you choose to battle on a planet, you will first see a pre-battle
screen. Your party members are shown on the left side of the screen and the
enemies are shown on the right. You will have to choose one of your party
members and then the opponent you want it to face.

These two characters will battle in a typical turn-based RPG style battle.
After one of these characters wins or runs away, you will return to the
pre-battle menu. At that time, the enemies will choose one of their
characters and one of your characters and another battle will commence. The
enemy always picks its strongest character and your weakest one, so be
prepared for your weaker member to get a lot of action.

If you run away during battle, you will be taken back to the pre-battle menu.
You or the enemy can try to run away on the pre-battle screen by selecting
the にげる ("Run") option. If you fail, the enemy will then get the choice of
which two characters will face each other. The enemy will often run away. It
can be annoying since you have to restart the battle on the planet over
again, but you'll get to keep any stat upgrades you received after the
battles you already won.

The battles themselves are very straightforward to anyone with RPG
experience. There are a couple things to mention about battles in this game
that will be different. First of all, you need to know that all of your
stats can be increased above their maximum value. So if your max HP is
20000, you can still use a spell, item, or other ability to raise your HP
even higher. But it will go back down to the max after all fighting on the
planet is ended. Your HP and stats will be returned to the max value after
battling on the planet if they were decreased as well (in other words, your
HP is restored after battling on each planet ends).

There is a Power (パワー) option that allows you to spend a "PP" point to
increase your HP. There is also a やくそう ("Medical herb") option that does
the same thing but seems to be less potent and is not always available.

---Leveling Up--[sec4e]---
In story mode, your character will randomly get a stat increase after battle.
Some characters seem to get these "level ups" more often than others, and it
seems that the stats that increase also depends on the character. Certain
characters seem to get a lot of attack strength increases while others get
defensive strength increases. The likelihood of getting a level up and how
much your stats increase are higher when fighting stronger enemies,
especially bosses. You can potentially get a level up after defeating every
enemy, there are no experience points that the game keeps track of.

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                    - - - = = = ====== Menus ====== = = = - - -
                    - - - = = = ================= = = = - - -   [sec5]

---Map Menu---[sec5a]---
In story mode, press "B" while you are on the map to see the following menu
commands:
せんとう - "Battle". Begin a battle at your current location.
アイテム - "Item". Move items from your inventory to your characters. Brings up
     the submenu:
     しまう - "Put away". Move item from your character to the inventory.
     とりだす - "Take out". Move item from the inventory to your character.
     おわり - "End". Return to map screen.
いれかえ - "Change". Move characters into or out of your active party. Brings
     up the submenu:
     くわえる - "Add". Put a character into your active party.
     わかれる - "Separate". Remove a character from your active party.
     おわり - "End". Return to map screen.
そうび - "Equipment". Equip weapons and armor. Select a character, then select
     an item you want to equip or unequip.
ワープ - "Warp". Instantly warp to another "world".
ほぞん - "Save". Saves your game. It then asks if you want to quit. Say はい
     ("Yes") to quit, or いいえ ("No") to continue playing.

---Battle Menu--[sec5b]---
During battle, you will have the following command options:
バトル - "Battle". Attack using a normal physical attack.
パワー - "Power". Spend a PP point to increase your HP.
やくそう - "Medical herb". Increase your HP.
まほう - "Magic". Use a spell. Only available for magic-type characters.
つかう - "Use". Use an item held by your character.
にげる - "Run". Escape to the pre-battle menu.

                  - - - = = = ==================== = = = - - -
                  - - - = = = === Story Mode Maps === = = = - - -
                  - - - = = = ==================== = = = - - -   [sec6]

In this section I will show a rough diagram of the layout of each "world" and
list the enemies that you have to battle on each planet, including the boss
character. I will also show what you receive from the space stations. I will
also list the stats for the new enemies for each area.

---World 1--

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   1-2
  / \
 /   \
3     o
 \
  4

o - Wormhole
1 - Battle: 2x Knight Soap (ナイトソープ)
2 - Space Station. Get 2 items.
3 - Battle: Knight Soap (ナイトソープ)
           Mercian Nu (メルシャンヌ)
4 - Boss Battle: Notarim (ノタリム)

Enemies:
Knight Soap (ナイトソープ)
     HP: 2000        PP: 5
     ST: 1730        SP: 10
     DF: 1020        RC: 26
     MP: 10
Mercian Nu (メルシャンヌ)
     HP: 2060        PP: 7
     ST: 2220        SP: 21
     DF: 1400        RC: 27
     MP: 0
Notarim (ノタリム)
     HP: 4300        PP: 10
     ST: 2900        SP: 15
     DF: 2100        RC: 30
     MP: 20


---World 2-------------------------------------------------------------

        4
       /
      3-5
     /
   1-2
  /
o

o - Wormhole
1 - Battle: Calopis Knight (カロピスナイト)
           Knight Wiener (ナイトウインナー)
2 - Battle: 3x Calopis Knight (カロピスナイト)
3 - Battle: Knight Wiener (ナイトウインナー)
           Mercian Nu (メルシャンヌ)
4 - Space Station. Get 2 items.
5 - Boss Battle: Hotchkiss (ホチキッス)

Enemies:
Calopis Knight (カロピスナイト)
     HP: 2120        PP: 6
     ST: 1670        SP: 26
     DF: 1640        RC: 17
     MP: 11
Knight Wiener (ナイトウインナー)
     HP: 2190        PP: 8
     ST: 1430        SP: 9
```

```
        DF: 2570          RC: 34
        MP: 0
Hotchkiss (ホチキッス)
        HP: 5000          PP: 10
        ST: 3100          SP: 19
        DF: 3920          RC: 35
        MP: 0


---World 3---------------------------------------------------------------

    o
      \
5    1
  \      \
    3---2
        \
         4


o - Wormhole
1 - Battle: 2x Matchbox (マッチポックス)
2 - Battle: 2x Turbot Cook (かれいクック)
              Knight Wiener (ナイトウインナー)
3 - Battle: 2x Knight Wiener (ナイトウインナー)
              Turbot Cook (かれいクック)
4 - Space Station. Get 2 items.
5 - Boss Battle: Cleanser Da (クレンザーダ)


Enemies:
Matchbox (マッチポックス)
        HP: 2330          PP: 7
        ST: 1600          SP: 9
        DF: 1110          RC: 16
        MP: 12
Turbot Cook (かれいクック)
        HP: 2260          PP: 9
        ST: 1400          SP: 18
        DF: 2380          RC: 26
        MP: 0
Cleanser Da (クレンザーダ)
        HP: 5570          PP: 11
        ST: 3270          SP: 33
        DF: 3330          RC: 33
        MP: 20


---World 4---------------------------------------------------------------

6
 \
   5-4-3
        \
         1
        / \
       2   o

o - Wormhole
1 - Battle: Green Charming (グリーンチャーミング)
              Matchbox (マッチポックス)
2 - Space Station. Get 2 items.
3 - Battle: 2x Green Charming (グリーンチャーミング)
              Guronsamu (グロンサム)
```

```
4 - Battle: 2x Fibe-Mini Gold (フアイブミニゴールド)
            Guronsamu (グロンサム)
5 - Battle: Matchbox (マッチポックス)
            2x Guronsamu (グロンサム)
6 - Boss Battle: Dr. Pepper (ドクトルペパー)


Enemies:
Green Charming (グリーンチャーミング)
    HP: 2550        PP: 10
    ST: 1740        SP: 22
    DF: 1670        RC: 35
    MP: 0
Guronsamu (グロンサム)
    HP: 2400        PP: 9
    ST: 2160        SP: 8
    DF: 1290        RC: 28
    MP: 0
Fibe-Mini Gold (フアイブミニゴールド)
    HP: 2480        PP: 8
    ST: 1750        SP: 25
    DF: 2210        RC: 33
    MP: 13
Dr. Pepper (ドクトルペパー)
    HP: 6070        PP: 15
    ST: 3980        SP: 42
    DF: 3800        RC: 51
    MP: 0


---World 5------------------------------------------------------------

o       3
 \     /
  1---2
     /
6-5-4

o - Wormhole
1 - Battle: 2x Show Churiki (ショーチュリキ)
2 - Battle: 2x Angel High (エンゼルハイ)
            Thumb Tac Majin (がびょうまじん)
3 - Space Station. Get 2 new characters.
4 - Battle: 2x Green Charming (グリーンチャーミング)
            Show Churiki (ショーチュリキ)
5 - Battle: 2x Thumb Tac Majin (がびょうまじん)
            Angel High (エンゼルハイ)
6 - Boss Battle: God Kamen (ゴッドカーメン)

Show Churiki (ショーチュリキ)
    HP: 2630        PP: 11
    ST: 3110        SP: 36
    DF: 1390        RC: 31
    MP: 0
Angel High (エンゼルハイ)
    HP: 2720        PP: 9
    ST: 1580        SP: 21
    DF: 2810        RC: 28
    MP: 14
Thumb Tac Majin (がびょうまじん)
    HP: 2800        PP: 11
    ST: 1420        SP: 30
```

```
      DF: 2660          RC: 45
      MP: 0
God Kamen (ゴッドカーメン)
      HP: 8210          PP: 15
      ST: 4950          SP: 35
      DF: 5490          RC: 68
      MP: 0


---World 6-----------------------------------------------------------------

   6-4-3
  / | |
o   5 2
     /
    1-o

o - Wormhole
1 - Battle: 2x Shumai (シューマイ)
            Emperor Nasir (ナッスルたいてい)
2 - Battle: Thumb Tac Majin (がびょうまじん)
            2x Shumai (シューマイ)
3 - Battle: 2x Nanchuka (ナンチューカ)
4 - Battle: 2x Yome Shu (ヨーメーシュー)
            Emperor Nasir (ナッスルたいてい)
5 - Space Station. Get 2 items.
6 - Battle: 2x Yome Shu (ヨーメーシュー)
            Nanchuka (ナンチューカ)
7 - Boss Battle: Marble Chon

After you defeat the boss, you get a message saying that the enemy has
captured your base and you are the only hope to restore peace to the
Barcode Galaxy.

Shumai (シューマイ)
      HP: 2890          PP: 10
      ST: 1920          SP: 16
      DF: 2260          RC: 49
      MP: 15
Emperor Nasir (ナッスルたいてい)
      HP: 3170          PP: 11
      ST: 2790          SP: 16
      DF: 1890          RC: 39
      MP: 16
Nanchuka (ナンチューカ)
      HP: 3070          PP: 13
      ST: 2270          SP: 39
      DF: 2420          RC: 25
      MP: 0
Yome Shu (ヨーメーシュー)
      HP: 2980          PP: 12
      ST: 3540          SP: 24
      DF: 2050          RC: 32
      MP: 0
Marble Chon (マーブルチョン)
      HP: 8010          PP: 20
      ST: 4500          SP: 60
      DF: 5100          RC: 58
      MP: 20


---World 7-----------------------------------------------------------------
```

```
   7
  /
6      o
 \       \
  4      1
 / \     /
5   3--2
```

o - Wormhole
1 - Battle: 2x Warrior Charmera (せんしチャルメーラ)
2 - Battle: Emperor Nasir (ナッスルたいてい)
             Warrior Charmera (せんしチャルメーラ)
             Apollo Chocones (アポロンチョコネス)
3 - Battle: Warrior Charmera (せんしチャルメーラ)
             Apollo Chocones (アポロンチョコネス)
             Cellophane (セロハーン)
4 - Battle: Apollo Chocones (アポロンチョコネス)
             Cellophane (セロハーン)
             Outsider (アウトサイダー)
5 - Space Station. Get 2 items.
6 - Battle: 2x Outsider (アウトサイダー)
             Cellophane (セロハーン)
7 - Boss Battle: Nectar Shogun (ネクターしょうぐん)

Enemies:
Warrior Charmera (せんしチャルメーラ)
     HP: 3270   PP: 13
     ST: 2480   SP: 38
     DF: 2880   RC: 27
     MP: 0
Apollo Chocones (アポロンチョコネス)
     HP: 3370   PP: 12
     ST: 1690   SP: 45
     DF: 3320   RC: 46
     MP: 17
Cellophane (セロハーン)
     HP: 3480   PP: 14
     ST: 2690   SP: 36
     DF: 3350   RC: 51
     MP: 0
Outsider (アウトサイダー)
     HP: 3580   PP: 15
     ST: 3380   SP: 37
     DF: 2890   RC: 38
     MP: 0
Nectar Shogun (ネクターしょうぐん)
     HP: 8400   PP: 10
     ST: 4600   SP: 80
     DF: 6800   RC: 48
     MP: 0

---World 8---

  1   6
 / \   / \
2 o /   \
| /   7
3 5 /   /
 \|/   /
```

```
    4      8

o - Wormhole
1 - Battle: Shishi Nishiki (シシニシキ)
            Dodombei (ドドンベエ)
            Denkyuki (デンキューキ)
2 - Battle: 2x Outsider (アウトサイダー)
            Shishi Nishiki (シシニシキ)
3 - Battle: 2x Denkyuki (デンキューキ)
            Katori Senko (カトリセンコー)
4 - Battle: Dodombei (ドドンベエ)
            Katori Senko (カトリセンコー)
            King Kisakura (キサクラオー)
5 - Space Station. Get 2 items.
6 - Battle: 2x Katori Senko (カトリセンコー)
            Shishi Nishiki (シシニシキ)
7 - Battle: Dodombei (ドドンベエ)
            Outsider (アウトサイダー)
            King Kisakura (キサクラオー)
8 - Boss Battle: Chuhai Junia (チューハイジュニア)


Enemies:
Shishi Nishiki (シシニシキ)
     HP: 3810          PP: 15
     ST: 2060          SP: 38
     DF: 3140          RC: 51
     MP: 0
Dodombei (ドドンベエ)
     HP: 3930          PP: 14
     ST: 1970          SP: 55
     DF: 2500          RC: 52
     MP: 19
Denkyuki (デンキューキ)
     HP: 3700          PP: 13
     ST: 2000          SP: 28
     DF: 3910          RC: 32
     MP: 18
Katori Senko (カトリセンコー)
     HP: 4050          PP: 16
     ST: 4190          SP: 43
     DF: 2330          RC: 35
     MP: 0
King Kisakura (キサクラオー)
     HP: 4180          PP: 17
     ST: 4950          SP: 50
     DF: 2860          RC: 45
     MP: 0
Chuhai Junia (チューハイジュニア)
     HP: 9400          PP: 21
     ST: 6100          SP: 85
     DF: 7810          RC: 96
     MP: 25


---World 9--------------------------------------------------------------

          o
           \
    6-5-3   1
   /   / \ /
  7   /   2
```

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  /   4
8

o - Wormhole
1 - Battle: Emelon (エメローン)
            Lamuness III (ラムネス３せい)
2 - Battle: 2x Lamuness III (ラムネス３せい)
            Jisukon (ジスコーン)
3 - Battle: 2x Emelon (エメローン)
            King Kisakura (キサクラオー)
4 - Space Station. Get 2 items.
5 - Battle: 2x Jisukon (ジスコーン)
            Bond Knight (ボンドナイト)
6 - Battle: 2x Young Bone Turbot (ヤングボーンかれい)
7 - Battle: 2x Bond Knight (ボンドナイト)
            King Kisakura (キサクラオー)
8 - Boss Battle: Young Soba (ヤングそば)


Enemies:
Emelon (エメローン)
     HP: 4310        PP: 15
     ST: 3470        SP: 53
     DF: 3310        RC: 54
     MP: 20
Lamuness III (ラムネス３せい)
     HP: 4450        PP: 17
     ST: 3640        SP: 74
     DF: 2940        RC: 47
     MP: 0
Jisukon (ジスコーン)
     HP: 4590        PP: 16
     ST: 2560        SP: 71
     DF: 3390        RC: 78
     MP: 21
Bond Knight (ボンドナイト)
     HP: 4730        PP: 18
     ST: 3650        SP: 62
     DF: 4580        RC: 66
     MP: 0
Young Bone Turbot (ヤングボーンかれい)
     HP: 4880        PP: 19
     ST: 2620        SP: 77
     DF: 5230        RC: 52
     MP: 0
Young Soba (ヤングそば)
     HP: 10100       PP: 20
     ST: 7900        SP: 99
     DF: 6840        RC: 82
     MP: 0


---World 10-----------------------------------------------------------

1--2   8
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  \3-4-5-7
   \     \
    o     6
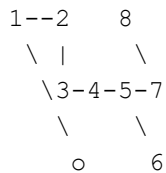
o - Wormhole
1 - Battle: 2x Lipton Tea (リフトンテイー)
```

```
2 - Battle: 3x Ebisen Man (エビセンマン)
3 - Battle: 2x Young Bone Turbot (ヤングボーンかれい)
            Lipton Tea (リフトンテイー)
4 - Battle: 2x Chicken Ramen (チキンラーマン)
            Cutie Sahne (キューテイーザーネ)
5 - Battle: 2x Cutie Sahne (キューテイーザーネ)
            Bulldog (ブルドク)
6 - Space Station. Get 2 new characters.
7 - Battle: 2x Bulldog (ブルドク)
            Cutie Sahne (キューテイーザーネ)
8 - Boss Battle: God Thunder (ゴッドサンダー)


Enemies:
Lipton Tea (リフトンテイー)
     HP: 5030          PP: 17
     ST: 4500          SP: 41
     DF: 3700          RC: 66
     MP: 22
Ebisen Man (エビセンマン)
     HP: 5350          PP: 18
     ST: 2610          SP: 49
     DF: 3990          RC: 83
     MP: 23
Chicken Ramen (チキンラーマン)
     HP: 5690          PP: 21
     ST: 4340          SP: 70
     DF: 6520          RC: 72
     MP: 0
Cutie Sahne (キューテイーザーネ)
     HP: 5520          PP: 20
     ST: 5220          SP: 63
     DF: 4740          RC: 51
     MP: 0
Bulldog (ブルドク)
     HP: 5190          PP: 19
     ST: 5080          SP: 71
     DF: 4820          RC: 96
     MP: 0
God Thunder (ゴッドサンダー)
     HP: 11840         PP: 24
     ST: 9440          SP: 100
     DF: 7440          RC: 100
     MP: 0


---World 11-------------------------------------------------------------

7-6        o
|  \      /
|   5    1
8   |  / \
    4-3   2

o - Wormhole
1 - Battle: 2x Fanta Orai (フアンタオライ)
2 - Space Station. Get 2 items.
3 - Battle: Hunger Chan (ハンガーチャン)
            Koume Chin (こうめチーン)
            King Menma (メンマオー)
4 - Battle: Koume Chin (こうめチーン)
            King Menma (メンマオー)
```

```
              Young Oolong Chan (ヤングウーロンチャン)
5 - Battle: Koume Chin (こうめチーン)
              Chicken Ramen (チキンラーマン)
              King Menma (メンマオー)
6 - Battle: 2x Young Oolong Chan (ヤングウーロンチャン)
              Hunger Chan (ハンガーチャン)
7 - Battle: Chicken Ramen (チキンラーマン)
              Fanta Orai (フアンタオライ)
              Young Oolong Chan (ヤングウーロンチャン)
8 - Boss Battle: Hard Mousse (ハードムース)


Enemies:
Fanta Orai (フアンタオライ)
      HP: 6050          PP: 21
      ST: 6150          SP: 94
      DF: 4880          RC: 62
      MP: 0
Hunger Chan (ハンガーチャン)
      HP: 6640          PP: 23
      ST: 4580          SP: 106
      DF: 5290          RC: 108
      MP: 0
Koume Chin (こうめチーン)
      HP: 5870          PP: 19
      ST: 2570          SP: 100
      DF: 6360          RC: 86
      MP: 24
King Menma (メンマオー)
      HP: 6240          PP: 20
      ST: 3670          SP: 81
      DF: 6190          RC: 105
      MP: 25
Young Oolong Chan (ヤングウーロンチャン)
      HP: 6440          PP: 22
      ST: 4910          SP: 73
      DF: 5370          RC: 83
      MP: 0
Hard Mousse (ハードムース)
      HP: 12700         PP: 42
      ST: 10700         SP: 150
      DF: 9700          RC: 200
      MP: 40


---World 12-------------------------------------------------------------


  3-4-5
 /     \
2       6
|       |\
1       8 7
 \     /
  o   9
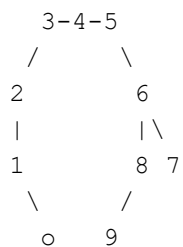
o - Wormhole
1 - Battle: Keikoto (ケイコートー)
              Hunger Chan (ハンガーチャン)
              Princess Lager (ラガーひめ)
2 - Battle: Hunger Chan (ハンガーチャン)
              Princess Lager (ラガーひめ)
              Corn Souple (コーンスープル)
```

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3 - Battle: Princess Lager (ラガーひめ)
            Corn Souple (コーンスープル)
            High Caesar (ハイシーザー)
4 - Battle: 2x Keikoto (ケイコートー)
            Don Putchin (ドンプッチン)
5 - Battle: Hunger Chan (ハンガーチャン)
            Corn Souple (コーンスープル)
            Dentakku (デンタック)
6 - Battle: 2x High Caesar (ハイシーザー)
            Dentakku (デンタック)
7 - Space Station. Get 2 items.
8 - Battle: 2x Don Putchin (ドンプッチン)
            Dentakku (デンタック)
9 - Boss Battle: Ozarks (オーザックス)


Enemies:
Keikoto (ケイコートー)
     HP: 7980        PP: 23
     ST: 3490        SP: 133
     DF: 6280        RC: 75
     MP: 28
Princess Lager (ラガーひめ)
     HP: 6840        PP: 21
     ST: 4350        SP: 79
     DF: 6030        RC: 104
     MP: 26
Corn Souple (コーンスープル)
     HP: 7060        PP: 23
     ST: 5520        SP: 122
     DF: 5190        RC: 110
     MP: 0
High Caesar (ハイシーザー)
     HP: 7280        PP: 22
     ST: 5780        SP: 112
     DF: 4790        RC: 98
     MP: 27
Don Putchin (ドンプッチン)
     HP: 7510        PP: 24
     ST: 9010        SP: 113
     DF: 4920        RC: 131
     MP: 0
Dentakku (デンタック)
     HP: 7740        PP: 25
     ST: 7470        SP: 96
     DF: 4290        RC: 136
     MP: 0
Ozarks (オーザックス)
     HP: 14100       PP: 30
     ST: 11800       SP: 152
     DF: 10900       RC: 150
     MP: 0


---World 13-------------------------------------------------------------

    9        4
   /        / \
  8        /   2-1
 /        /    | |
7        /     3 o
 \      /
```

```
    6   /
     \ /
      5
```

o - Wormhole
1 - Battle: Kamima Henka (かみまへんか)
            Marikome Miso (マリコメミソー)
2 - Battle: 2x Genkai (げんかい)
            Keikoto (ケイコートー)
3 - Space Station. Get 2 items.
4 - Battle: Almond Pokkiri (アーモンドポッキリ)
            Keikoto (ケイコートー)
            Kamima Henka (かみまへんか)
5 - Battle: Keikoto (ケイコートー)
            Marikome Miso (マリコメミソー)
            Shokaki (ショーカキ)
6 - Battle: Kamima Henka (かみまへんか)
            Batweiser (バットワイザー)
            Marikome Miso (マリコメミソー)
7 - Battle: Almond Pokkiri (アーモンドポッキリ)
            Genkai (げんかい)
            Batweiser (バットワイザー)
8 - Battle: Almond Pokkiri (アーモンドポッキリ)
            Shokaki (ショーカキ)
            Batweiser (バットワイザー)
9 - Boss Battle: Mitonamon (ミトナモン)

After defeating the boss, you see a cutscene in which your allies begin
waging a counter-attack against the invading army.

Enemies:
Kamima Henka (かみまへんか)
      HP: 8490   PP: 24
      ST: 5790   SP: 93
      DF: 4920   RC: 84
      MP: 29
Marikome Miso (マリコメミソー)
      HP: 8760   PP: 26
      ST: 6590   SP: 123
      DF: 5160   RC: 113
      MP: 0
Genkai (げんかい)
      HP: 9030   PP: 27
      ST: 6520   SP: 110
      DF: 6140   RC: 155
      MP: 0
Almond Pokkiri (アーモンドポッキリ)
      HP: 9310   PP: 25
      ST: 5770   SP: 103
      DF: 6580   RC: 160
      MP: 30
Shokaki (ショーカキ)
      HP: 8230   PP: 25
      ST: 6500   SP: 111
      DF: 8610   RC: 87
      MP: 0
Batweiser (バットワイザー)
      HP: 9600   PP: 27
      ST: 6270   SP: 109
      DF: 10600   RC: 121
```

```
       MP: 0
Mitonamon (ミトナモン)
       HP: 18600          PP: 38
       ST: 13500          SP: 190
       DF: 12300          RC: 293
       MP: 41


---World 14-------------------------------------------------------------

      6    8
     / \ / \
    5    7    9
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o    3
  \   |\
   1-2  \
        4


o - Wormhole
1 - Battle: Sei Jardin (せいジャルダン)
            Bar Montokriff (バーモントクリフ)
2 - Battle: 2x Ethnican Chop (エスニカンチョップ)
            Sei Jardin (せいジャルダン)
3 - Battle: 2x Origonshi 2 (オリゴンシー２)
            Ethnican Chop (エスニカンチョップ)
4 - Space Station. Get 1 new character.
5 - Battle: 2x Batweiser (バットワイザー)
            Origonshi 2 (オリゴンシー２)
6 - Battle: 2x Bar Montokriff (バーモントクリフ)
            Batweiser (バットワイザー)
7 - Battle: 2x Calopis Water (カロピスウオーター)
            Emperor Rou Ramen (ろうラーメンたいてい)
8 - Battle: 2x Emperor Rou Ramen (ろうラーメンたいてい)
            Calopis Water (カロピスウオーター)
9 - Boss Battle: Colonel Heineken (ハイネクンたいさ)


Enemies:
Sei Jardin (せいジャルダン)
       HP: 9900           PP: 26
       ST: 4020           SP: 130
       DF: 7860           RC: 157
       MP: 31
Bar Montokriff (バーモントクリフ)
       HP: 10210          PP: 28
       ST: 7500           SP: 188
       DF: 11240          RC: 135
       MP: 0
Ethnican Chop (エスニカンチョップ)
       HP: 10860          PP: 27
       ST: 5080           SP: 161
       DF: 11190          RC: 163
       MP: 32
Origonshi 2 (オリゴンシー２)
       HP: 11550          PP: 28
       ST: 6570           SP: 205
       DF: 8520           RC: 190
       MP: 33
Calopis Water (カロピスウオーター)
       HP: 10530          PP: 29
       ST: 8740           SP: 148
```

```
      DF: 8660          RC: 107
      MP: 0
Emperor Rou Ramen (ろうラーメンたいてい)
      HP: 11200         PP: 29
      ST: 13260         SP: 158
      DF: 6760          RC: 213
      MP: 0
Colonel Heineken (ハイネクンたいさ)
      HP: 21900         PP: 30
      ST: 17760         SP: 333
      DF: 18800         RC: 256
      MP: 0


---World 15-------------------------------------------------------------


      4   o
     / \   \
8-9 5   3   1
 \ / \   \ /
  7   6   2


o - Wormhole
1 - Battle: Kitt Karn (キットカーン)
            Origonshi 2 (オリゴンシー２)
2 - Battle: Kitt Karn (キットカーン)
            Origonshi 2 (オリゴンシー２)
            Hi-Chew Ki (ハイチューき)
3 - Battle: Kitt Karn (キットカーン)
            Origonshi 2 (オリゴンシー２)
            Hi-Chew Ki (ハイチューき)
4 - Battle: Hi-Chew Ki (ハイチューき)
            Magic (マジック)
            Sukiyaki 1000K (スキヤキ１０００ケー)
5 - Battle: 2x Sukiyaki 1000K (スキヤキ１０００ケー)
            Color Brighton (カーラーブライトン)
6 - Space Station. Get 2 items.
7 - Battle: 2x Magic (マジック)
            Corn Flake (コーンフレッカ)
8 - Battle: 2x Corn Flake (コーンフレッカ)
            Color Brighton (カーラーブライトン)
9 - Boss Battle: God Hitler (ゴッドヒットラー)


Enemies:
Kitt Karn (キットカーン)
      HP: 12670         PP: 29
      ST: 5880          SP: 209
      DF: 9460          RC: 175
      MP: 34
Hi-Chew Ki (ハイチューき)
      HP: 13060         PP: 31
      ST: 8150          SP: 157
      DF: 12490         RC: 226
      MP: 0
Magic (マジック)
      HP: 13470         PP: 30
      ST: 8820          SP: 184
      DF: 12980         RC: 231
      MP: 35
Sukiyaki 1000K (スキヤキ１０００ケー)
      HP: 11910         PP: 30
```

```
     ST: 11300        SP: 226
     DF: 10410        RC: 190
     MP: 0
Color Brighton (カーラーブライトン)
     HP: 12280        PP: 31
     ST: 14760        SP: 166
     DF: 8570         RC: 163
     MP: 0
Corn Flake (コーンフレッカ)
     HP: 13890        PP: 32
     ST: 14320        SP: 140
     DF: 8000         RC: 191
     MP: 0
God Hitler (ゴッドヒットラー)
     HP: 26600        PP: 26
     ST: 20200        SP: 266
     DF: 20600        RC: 262
     MP: 0


---World 16------------------------------------------------------------------

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4    \
|   \     A-9
3   o \      |
 \ /   \     |
  1     6   8
   \       \ /
    2       7


o - Wormhole
1 - Battle: Juhyoma (じゅひょうま)
           Teka Maru (テカまる)
2 - Space Station. Get 2 items.
3 - Battle: 2x Teka Maru (テカまる)
           Mama Pet (ママペット)
4 - Battle: 2x Emperor Yonkel (ヨンケルこうてい)
           Mama Pet (ママペット)
5 - Battle: 2x Utsu Landes (うつランデス)
           Mama Pet (ママペット)
6 - Battle: Emperor Yonkel (ヨンケルこうてい)
           Juhyoma (じゅひょうま)
           Corn Flake (コーンフレッカ)
7 - Battle: Utsu Landes (うつランデス)
           Juhyoma (じゅひょうま)
           Bolinky (ボリンキー)
8 - Battle: Corn Flake (コーンフレッカ)
           Haaken Daas (ハーケンダッツ)
           Bolinky (ボリンキー)
9 - Battle: 2x Haaken Daas (ハーケンダッツ)
           Bolinky (ボリンキー)
A - Boss Battle: Mame Jacks (マメジャックス)

Juhyoma (じゅひょうま)
     HP: 14330        PP: 33
     ST: 11140        SP: 289
     DF: 16280        RC: 208
     MP: 0
Teka Maru (テカまる)
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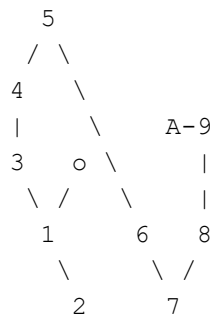
```
        HP: 17230        PP: 33
        ST: 9060         SP: 341
        DF: 15910        RC: 294
        MP: 38
Mama Pet (ママペット)
        HP: 14780        PP: 31
        ST: 7450         SP: 166
        DF: 10350        RC: 151
        MP: 36
Emperor Yonkel (ヨンケルこうてい)
        HP: 16710        PP: 35
        ST: 11800        SP: 201
        DF: 11990        RC: 323
        MP: 0
Utsu Landes (うつランデス)
        HP: 15710        PP: 32
        ST: 13750        SP: 297
        DF: 10730        RC: 303
        MP: 37
Bolinky (ボリンキー)
        HP: 15240        PP: 33
        ST: 17710        SP: 294
        DF: 10490        RC: 248
        MP: 0
Haaken Daas (ハーケンダッツ)
        HP: 16210        PP: 34
        ST: 19390        SP: 194
        DF: 10930        RC: 169
        MP: 0
Mame Jacks (マメジャックス)
        HP: 31600        PP: 51
        ST: 24600        SP: 484
        DF: 23000        RC: 380
        MP: 43


---World 17-----------------------------------------------------------------


    3-2        7
     / \      / \
o   /   4   6   8 A
 \ /     \ /     |/
  1       5       9


o - Wormhole
1 - Battle: Teka Maru (テカまる)
            Menzol (メンゾール)
2 - Battle: Teka Maru (テカまる)
            Calopis Water 2 (カロピスウオーター２)
            Retort Knight (レトルトナイト)
3 - Space Station. Get 2 items.
4 - Battle: Teka Maru (テカまる)
            Retort Knight (レトルトナイト)
            Menzol (メンゾール)
5 - Battle: Rinpoo (リンプウ)
            Menzol (メンゾール)
            Terumisu (テルミス)
6 - Battle: Terumisu (テルミス)
            Retort Knight (レトルトナイト)
            Video (ビデオウ)
7 - Battle: Asa Shannu (あさシャンヌ)
```

```
            Rinpoo (リンプウ)
            Video (ビデオウ)
8 - Battle: Rinpoo (リンプウ)
            Calopis Water 2 (カロピスウオーター２)
            Terumisu (テルミス)
9 - Battle: Asa Shannu (あさシャンヌ)
            Video (ビデオウ)
            Calopis Water 2 (カロピスウオーター２)
A - Battle: Jawa Tea Straight (ジャワテーストレート)


Enemies:
Menzol (メンゾール)
     HP: 18330         PP: 34
     ST: 10910         SP: 309
     DF: 18980         RC: 212
     MP: 39
Calopis Water 2 (カロピスウオーター２)
     HP: 20730         PP: 37
     ST: 20920         SP: 376
     DF: 16610         RC: 298
     MP: 0
Retort Knight (レトルトナイト)
     HP: 20100         PP: 35
     ST: 10840         SP: 348
     DF: 13100         RC: 333
     MP: 40
Rinpoo (リンプウ)
     HP: 17770         PP: 35
     ST: 10190         SP: 323
     DF: 19320         RC: 338
     MP: 0
Terumisu (テルミス)
     HP: 18900         PP: 36
     ST: 13170         SP: 266
     DF: 21860         RC: 205
     MP: 0
Video (ビデオウ)
     HP: 19490         PP: 37
     ST: 19880         SP: 289
     DF: 11920         RC: 363
     MP: 0
Asa Shannu (あさシャンヌ)
     HP: 21380         PP: 36
     ST: 17700         SP: 442
     DF: 12280         RC: 329
     MP: 41
Jawa Tea Straight (ジャワテーストレート)
     HP: 38500         PP: 40
     ST: 29800         SP: 512
     DF: 30000         RC: 431
     MP: 0


---World 18-------------------------------------------------------------

A-9-8-7 2
    /   |
  5-6 o-1
 /       |
4-------3
```

```
o - Wormhole
1 - Battle: Asa Shannu (あさシャンヌ)
            Jacob Coffee (ジャコブコーヒー)
2 - Space Station. Get 1 new character.
3 - Battle: Mabo Max (マーボーマックス)
            Dadan P (ダダーンピー)
            Tongari Kong (トンガリコング)
4 - Battle: Mabo Max (マーボーマックス)
            Dadan P (ダダーンピー)
            Teiponkar Doroko (テイポンカードロコ)
5 - Battle: Mabo Max (マーボーマックス)
            Calopis Water 2 (カロピスウオーター２)
            Teiponkar Doroko (テイポンカードロコ)
6 - Battle: Dadan P (ダダーンピー)
            Asa Shannu (あさシャンヌ)
            Calopis Water 2 (カロピスウオーター２)
7 - Battle: Tongari Kong (トンガリコング)
            Asa Shannu (あさシャンヌ)
            Jacob Coffee (ジャコブコーヒー)
8 - Battle: Tongari Kong (トンガリコング)
            Calopis Water 2 (カロピスウオーター２)
            Mudlark (マッドラーク)
9 - Battle: Teiponkar Doroko (テイポンカードロコ)
            Jacob Coffee (ジャコブコーヒー)
            Mudlark (マッドラーク)
A - Battle: Akron (アクローン)


Enemies:
Jacob Coffee (ジャコブコーヒー)
     HP: 22050         PP: 38
     ST: 23360         SP: 280
     DF: 13700         RC: 410
     MP: 0
Mabo Max (マーボーマックス)
     HP: 23450         PP: 37
     ST: 10910         SP: 290
     DF: 20160         RC: 386
     MP: 42
Dadan P (ダダーンピー)
     HP: 24930         PP: 38
     ST: 11710         SP: 486
     DF: 17170         RC: 432
     MP: 43
Tongari Kong (トンガリコング)
     HP: 24180         PP: 39
     ST: 14890         SP: 463
     DF: 26730         RC: 255
     MP: 0
Teiponkar Doroko (テイポンカードロコ)
     HP: 22740         PP: 39
     ST: 14560         SP: 311
     DF: 16510         RC: 447
     MP: 0
Mudlark (マッドラーク)
     HP: 25710         PP: 40
     ST: 28490         SP: 371
     DF: 18850         RC: 394
     MP: 0
Akron (アクローン)
     HP: 45200         PP: 55
```

```
     ST: 32000          SP: 540
     DF: 30700          RC: 550
     MP: 59


---World 19-------------------------------------------------------------

      B
     /
    A  6
   /      \
  9       5
   \     /|
 o  8--7 4
  \      /
   1-2-3

o - Wormhole
1 - Battle: Curry Yomi (カレーヨーミ)
            Command Wrap (コマンドラップ)
2 - Battle: 2x Curry Yomi (カレーヨーミ)
            Command Wrap (コマンドラップ)
3 - Battle: Command Wrap (コマンドラップ)
            Rikein (リーケイン)
            Del Montes (デルモンテス)
4 - Battle: Rikein (リーケイン)
            Success Nick (サクセスニック)
            Housampo (ハウサンポー)
5 - Battle: Success Nick (サクセスニック)
            Muniri (ムーニーリー)
            Yodo Ranko (ヨードランコー)
6 - Space Station. Get 2 items.
7 - Battle: Rikein (リーケイン)
            Housampo (ハウサンポー)
            Muniri (ムーニーリー)
8 - Battle: Success Nick (サクセスニック)
            Muniri (ムーニーリー)
            Mudlark (マッドラーク)
9 - Battle: Del Montes (デルモンテス)
            Mudlark (マッドラーク)
            Yodo Ranko (ヨードランコー)
A - Battle: Del Montes (デルモンテス)
            Mudlark (マッドラーク)
            Yodo Ranko (ヨードランコー)
B - Battle: Kopida (コピーダ)


Enemies:
Curry Yomi (カレーヨーミ)
     HP: 29080          PP: 40
     ST: 21350          SP: 561
     DF: 17470          RC: 349
     MP: 45
Command Wrap (コマンドラップ)
     HP: 26520          PP: 41
     ST: 17840          SP: 315
     DF: 24650          RC: 442
     MP: 0
Rikein (リーケイン)
     HP: 29990          PP: 42
     ST: 18870          SP: 409
     DF: 27960          RC: 552
```

```
      MP: 0
Del Montes (デルモンテス)
     HP: 31900         PP: 41
     ST: 22560         SP: 480
     DF: 14910         RC: 526
     MP: 46
Success Nick (サクセスニック)
     HP: 32890         PP: 43
     ST: 20320         SP: 574
     DF: 30100         RC: 587
     MP: 0
Housampo (ハウサンポー)
     HP: 27350         PP: 39
     ST: 11950         SP: 369
     DF: 20710         RC: 401
     MP: 44
Muniri (ムーニーリー)
     HP: 30930         PP: 43
     ST: 24430         SP: 600
     DF: 21950         RC: 429
     MP: 0
Yodo Ranko (ヨードランコー)
     HP: 28200         PP: 41
     ST: 29640         SP: 358
     DF: 22590         RC: 454
     MP: 0
Kopida (コピーダ)
     HP: 55400         PP: 50
     ST: 42500         SP: 699
     DF: 46200         RC: 670
     MP: 0


---World 20-------------------------------------------------------------


     4-3-2-o
    /     /
  B 5     1
  | |
  A 6
 / |
9  7
 \ /
  8


o - Wormhole
1 - Space Station. Get 2 items.
2 - Battle: Success Nick (サクセスニック)
            Premianus I (プレミアヌスいっせい)
3 - Battle: Success Nick (サクセスニック)
            Premianus I (プレミアヌスいっせい)
            Konyokto (コンヨクトー)
4 - Battle: Princess Temote (テモテひめ)
            Curry Chubo (カレーチューボウ)
            Konyokto (コンヨクトー)
5 - Battle: Princess Temote (テモテひめ)
            Curry Chubo (カレーチューボウ)
            Oolong Shogun (ウーロンしょうぐん)
6 - Battle: Princess Temote (テモテひめ)
            Curry Chubo (カレーチューボウ)
            Oolong Shogun (ウーロンしょうぐん)
```

```
7 - Battle: Emperor Milo (コーテイミロ)
            Kantarou (かんたろう)
            Oolong Shogun (ウーロンしょうぐん)
8 - Battle: Emperor Milo (コーテイミロ)
            Kantarou (かんたろう)
            Yuki Daigoro (ユキダイゴロウ)
9 - Battle: Emperor Milo (コーテイミロ)
            Kantarou (かんたろう)
            Yuki Daigoro (ユキダイゴロウ)
A - Battle: Premianus I (プレミアヌスいっせい)
            Konyokto (コンヨクトー)
            Yuki Daigoro (ユキダイゴロウ)
B - Battle: Emperor God (ていおうゴッド)
```

After you defeat the boss, assuming you defeated the bosses of all the
previous worlds as well, you will learn that the real enemy is actually DR.
Recycle, a scientist who was exiled 10 years ago for creating dangerous
weapons. He has been behind the attack on the Barcode Galaxy and you will now
go to the hidden 21st world to defeat him.

```
Premianus I (プレミアヌスいっせい)
     HP: 34980         PP: 44
     ST: 25210         SP: 653
     DF: 33460         RC: 475
     MP: 0
Konyokto (コンヨクトー)
     HP: 40800         PP: 46
     ST: 33070         SP: 704
     DF: 38760         RC: 598
     MP: 0
Princess Temote (テモテひめ)
     HP: 36070         PP: 45
     ST: 21660         SP: 677
     DF: 34260         RC: 389
     MP: 0
Curry Chubo (カレーチューボウ)
     HP: 39560         PP: 44
     ST: 18380         SP: 850
     DF: 33010         RC: 571
     MP: 49
Oolong Shogun (ウーロンしょうぐん)
     HP: 42070         PP: 47
     ST: 37310         SP: 503
     DF: 41070         RC: 850
     MP: 0
Emperor Milo (コーテイミロ)
     HP: 33920         PP: 42
     ST: 23870         SP: 374
     DF: 26970         RC: 489
     MP: 47
Kantarou (かんたろう)
     HP: 37200         PP: 43
     ST: 28480         SP: 425
     DF: 23330         RC: 479
     MP: 48
Yuki Daigoro (ユキダイゴロウ)
     HP: 38360         PP: 45
     ST: 40880         SP: 661
     DF: 31480         RC: 656
     MP: 0
```

```
Emperor God (ていおうゴッド)
     HP: 55300        PP: 50
     ST: 51700        SP: 880
     DF: 51600        RC: 830
     MP: 0


---World 21----------------------------------------------------------

  3-5    A
 / \ \    |\
2   4 6  B 9
 \       \   |
  \       7--8
 o-1


o - Wormhole
1 - Battle: Death Camel (デスキャメル)
2 - Battle: Macaroni Gratin (マカロニグラタン)
3 - Battle: Choco Dolte (ちょこドルテ)
4 - Space Station. Get 2 items.
5 - Battle: Psycho Jize (サイコジゼ)
6 - Battle: Blue Dead (ブルーデッド)
7 - Battle: Black Turbot (ブラックかれい)
8 - Battle: Death Kinkyoru (デスキンキョール)
9 - Battle: Ramen Dark King (ラーメンダークキング)
A - Battle: Dr. Recycle (リサイクルはかせ)
B - Battle: Death Chew-Hi Karn (デスチューハイカーン)


Ending: Dr. Recycle is defeated. The Neo God empire is destroyed. Peace is
returned to the Barcode Galaxy.


Enemies:
Death Camel (デスキャメル)
     HP: 61500        PP: 60
     ST: 58500        SP: 830
     DF: 50100        RC: 890
     MP: 60
Macaroni Gratin (マカロニグラタン)
     HP: 63200        PP: 60
     ST: 60700        SP: 770
     DF: 53200        RC: 770
     MP: 0
Choco Dolte (ちょこドルテ)
     HP: 65700        PP: 60
     ST: 62800        SP: 920
     DF: 56700        RC: 920
     MP: 60
Psycho Jize (サイコジゼ)
     HP: 67900        PP: 60
     ST: 65300        SP: 890
     DF: 59200        RC: 930
     MP: 60
Blue Dead (ブルーデッド)
     HP: 69100        PP: 60
     ST: 67300        SP: 950
     DF: 62000        RC: 940
     MP: 0
Black Turbot (ブラックかれい)
     HP: 72000        PP: 60
     ST: 69500        SP: 880
```

```
        DF: 65500           RC: 950
        MP: 65
Death Kinkyoru (デスキンキョール)
        HP: 74000           PP: 60
        ST: 71300           SP: 790
        DF: 68100           RC: 960
        MP: 0
Ramen Dark King (ラーメンダークキング)
        HP: 76500           PP: 70
        ST: 73100           SP: 830
        DF: 71000           RC: 970
        MP: 0
Dr. Recycle (リサイクルはかせ)
        HP: 78000           PP: 70
        ST: 76100           SP: 930
        DF: 74500           RC: 980
        MP: 70
Death Chew-Hi Karn (デスチューハイカーン)
        HP: 79100           PP: 70
        ST: 78900           SP: 960
        DF: 77200           RC: 990
        MP: 70


            - - - = = = ====================== = = = - - -
            - - - = = = == Battle Strategies == = = = - - -
            - - - = = = ====================== = = = - - -        [sec7]
```

If you have much RPG experience, then you can probably figure out some good
battle strategies on your own. But I'll explain here what I noticed works in
this game.

First of all, I would suggest only using magic (まほう) type characters.
Having spells makes a character significantly more powerful, and a warrior
(せんし) type character is probably not going to be able to handle the more
difficult battles later in the game.

Ultimately, you'll want to have a character that can defeat the enemies in
one hit. I often used the spell Dekantsu (デカンツ) to do this since it's very
powerful, but my character was eventually able to kill most enemies with a
one hit physical attack. Early in the game, your characters are probably not
going to be this strong though. But your character should be getting decent
stat level ups after most fights or else it's a sign that it's not going to
become a good character later.

Take note of the enemy's attack and defense ratings to get a sense of whether
or not you can take a hit or two from the enemy and if you will be able to
kill them quickly. The bosses all have grossly huge attack and defense. For
most of the bosses, I was able to defeat them with one of my inferior
characters by using the spell Hehenda (ヘヘンダ) three times or so to make
their attack very weak, then I used the spell Nyahe (ニャーヘ) a couple times
to lower their defense, and then the battle was much more manageable. My
strongest character was able to kill most of the bosses in one hit after
leveling up over the course of a few worlds by using the Dekantsu (デカンツ)
spell.

It's best if you can have two or three characters in your party that are all
strong enough to contribute to the battles. But if you have a very weak
character in your active party, the enemy will always try to attack it,
forcing you to use it a lot. If this character is not getting better, then

it's better to drop it from your active party and have a solo character then
to drag around a useless target that you have to worry about protecting all
the time. To have multiple decent characters, you'll probably have to fight
some extra battles on planets you already cleared in order to get enough
stat increases to distribute over multiple characters.

Aside from equipping the best weapons and armor, you should also equip the
Scope (スコープ), which increases your character's accuracy and makes it a
much more effective fighter.


```
              - - - = = = ================= = = = - - -
              - - - = = = ==== Barcodes ==== = = = - - -
              - - - = = = ================= = = = - - -          [sec8]
```

Below, I list a few barcodes you could use (if you don't want to experiment
and find your own) and the stats they will generate. The stats are different
for Vs Mode and Story mode, so I list both. If you have any barcodes you'd
like to contribute to this list, send them to lastbosskiller@gmail.com.

Most of these barcodes are just here because they represent products that are
familiar, but the ones that I found most useful for the game are toward the
bottom.

Barcode: 4003994111901 (Kellogs Corn Flakes)
Story Mode   Vs Mode
HP: 2673   HP: 9100
ST: 265   ST: 6600
DF: 1729   DF: 8800
MP: 15   MP: 10
PP: 15   PP: 5
SP: 29
REC: 47

Barcode: 0041364002828 (Red Vines Twists Original Red)
Story Mode   Vs Mode
HP: 3974   HP: 400
ST: 1160   ST: 1300
DF: 518   DF: 6400
MP: 0   MP: 0
PP: 9   PP: 5
SP: 0
REC: 24

Barcode: 0016000275690 (Lucky Charms cereal)
Story Mode   Vs Mode
HP: 3552   HP: 100
ST: 966   ST: 6000
DEF: 1728   DF: 0
MP: 14   MP: 10
PP: 10   PP: 5
SP: 7
REC: 52

Barcode: 7892840221744 (Sweet Chili Doritos)
Story Mode   Vs Mode
HP: 2498   HP: 27100
ST: 1941   ST: 4600
DEF: 2305   DF: 8900
MP: 0   MP: 0

```
PP: 6          PP: 5
SP: 26
REC: 17


Barcode: 0553484433678 (7up)
Story Mode   Vs Mode
HP: 4424     HP: 5500
ST: 2182     ST: 3400
DEF: 2248    DF: 8400
MP: 0        MP: 0
PP: 16       PP: 5
SP: 19
REC: 24


Below is the character I used to dominate this game. He levels up to have a
huge attack strength:
Barcode: 5299277085871 (No current product)
Story Mode   Vs Mode
HP: 3797     HP: 52900
ST: 2440     ST: 19200
DF: 2439     DF: 7700
MP: 18       MP: 10
PP: 19       PP: 5
SP: 50
REC: 38


After playing with the barcode entry for awhile, the character shown below
had the best starting stats I could find:
Barcode: 9999999285871 (No current product)
Story Mode   Vs Mode
HP: 4809     HP: 99900
ST: 2568     ST: 19900
DF: 2569     DF: 19900
MP: 20       MP: 10
PP: 19       PP: 5
SP: 58
REC: 26



            - - - = = = ================= = = = - - -
            - - - = = = ====== Items ====== = = = - - -
            - - - = = = ================= = = = - - -          [sec9]


Here I list all of the items and equipment I found by experimenting with the
barcode entry. There are likely to be many more, so if you find some you'd
like to contribute to these lists, please send them to
lastbosskiller@gmail.com.


You can only have one of each item in your inventory at a time, so entering
the barcode for an item you already have won't gain you anything.


---Items------------------------------------------------------------------
These items are infinite uses, but can be used once per battle.


Aladdin's Lamp (アラジンのランプ) - MP +15.
    Barcode: 7080891483819


Acupuncture Needle(ちゅうごくばり) - Randomly increases or decreases your HP
    by 10%.
    Barcode: 1455813561269
```

Intense Pun (きついダジャレ) - Decrease the enemy's ST and DF by 10%.
    Barcode: 7900480019239

Vlad's Tune (バラードのきょく) - Increases the enemy's accuracy.
    Barcode: 6928571385279

Stink Bomb (くさったばくだん) - Damage an enemy by 1000 HP.
    Barcode: 3209674241239

Stardust Bomb (スターダストボム) - Damage an enemy by 1000 HP.
    Barcode: 9246649462309

Hand Grenade (てなげだん) - Damage an enemy by 2000 HP.
    Barcode: 7206346673769

Vacuum (そうじき) - Absorb MP from the enemy.
    Barcode: 3438763825849

---Weapons--
Each character can equip one weapon at a time which will increase its ST
(strength) by the percentages shown below.

Yoyo (ヨーヨー) - ST + 1%.
    Barcode: 7539148544846

Knife (ナイフ) - ST + 2%.
    Barcode: 5350359556846

Defender (デイフエンダー) - ST + 2%.
    Barcode: 7587985667426

Survival Knife (サバイバルナイフ) - ST + 4%.
    Barcode: 5739775328945

Smoke Gun (スモークガン) - ST + 4%.
    Barcode: 3104320467295

37 Gun (スリーセブンガン) - ST + 5%.
    Barcode: 5431473916126

Silent Sword (サイレントソード) - ST + 5%.
    Barcode: 3166956692816

All-Purpose Knife (ばんのうナイフ) - ST + 6%.
    Barcode: 5553666039266

Same Number Sword (ゾロめソード) - ST + 6%.
    Barcode: 0731916649525

Constant Sword (コンスタンソード) - ST + 7%.
    Barcode: 4499006190666

Heavy Fireworks (へべはなび) - ST + 8%.
    Barcode: 5190840849756

Laser Beam (レーザービーム) - ST + 9%.
    Barcode: 7566378101006

Golgodas Gun (ゴルゴダスガン) - ST + 10%.

```
                  Barcode: 1303129758036

Number Sword (ナンバーソード) - ST + 11%.
      Barcode: 5389140985435

Half Sword (ハーフソード) - ST + 11%.
      Barcode: 3766954786496

Easy Sword (イージーソード) - ST + 11%.
      Barcode: 7565383697016

Life Gun (ライフガン) - ST + 12%.
      Barcode: 0389342624816

Falcon Sword (はやぶさソード) - ST + 14%.
      Barcode: 1881467784806

Kappa Sword (カッパーソード) - ST + 14%.
      Barcode: 4405035431915

Rocket Gun (ロケットガン) - ST + 15%.
      Barcode: 2222954994145

Orange Rod (オレンジロッド) - ST + 17%.
      Barcode: 5082881209975

Compare Sword (コンペアソード) - ST + 18%.
      Barcode: 7364630646025

Silver Sword (シルバーソード) - ST + 18%.
      Barcode: 7356948067975

Gold Sword (ゴールドソード) - ST + 19%.
      Barcode: 7581885197465

Devil Sword (デビルソード) - ST + 19%.
      Barcode: 5194091738425

Random Sword (ランダムソード) - ST + 20%.
      Barcode: 7106474716416

Critical Gun (クリテイカルガン) - ST + 21%.
      Barcode: 4968117827865

Grown Sword (グロウンソード) - ST + 22%.
      Barcode: 5228845723785

Luna Crusher (ルナクラッシャー) - ST + 23%.
      Barcode: 2883596406115

Bazooka (バズーカホウ) - ST + 29%.
      Barcode: 7735894685875

Big Sword (ビッグソード) - ST + 31%.
      Barcode: 7204806798885

---Armor----------------------------------------------------------------
Each character can equip one piece of armor at a time which will increase its
DF (defense) by the percentages shown below.
```

```
Slippers (うわばき) - DF + 1%.
     Barcode: 5817945510588

Glove (てぶくろ) - DF + 1%.
     Barcode: 1102709661687

Mask (おめん) - DF + 4%.
     Barcode: 3562623022427

Barnacle Armor (ふじつぼのよろい) - DF + 6%.
     Barcode: 1046414840978

Aluminum Armor (アルミアーマー) - DF + 6%.
     Barcode: 4204767803638

Tin Plate (ブリキのたて) - DF + 7%.
     Barcode: 9858618552197

Face Guard (フエイスガード) - DF + 8%.
     Barcode: 5187773251558

Psycho Armor (サイコアーマー) - DF + 11%.
     Barcode: 3121734759617

Protector (プロテクター) - DF + 14%.
     Barcode: 2155546553447

Light Armor (ライトアーマー) - DF + 15%.
     Barcode: 5293671098178

Chameleon Suit (カメレオンスーツ) - DF + 19%.
     Barcode: 9002504159087

Spark Armor (スパークアーマー) - DF + 26%.
     Barcode: 7602887289467

Fighter Boots (フアイターブーツ) - DF + 28%.
     Barcode: 7883620381468

Tekka Mask (テッカメン) - DF + 29%.
     Barcode: 5979094900808

Cancer Boots (キャンサーブーツ) - DF + 29%.
     Barcode: 9817275871058

Cyber Armor (サイバーアーマー) - DF + 30%.
     Barcode: 0040330571238

Turtle Armor (タートルアーマー) - DF + 31%.
     Barcode: 2536169346898

Fiber Suit (フアイバースーツ) - DF + 31%.
     Barcode: 2759636209537

Toughness Armor (タフネスアーマー) - DF + 32%.
     Barcode: 3661328584497

Lobster Suit (ロブスタースーツ) - DF + 32%.
     Barcode: 3932967589267
```

```
Death Armor (デスアーマー) - DF + 33%.
     Barcode: 9435933306768


Five Star (フアイブスター) - DF + 34%.
     Barcode: 0935856663188


Lightning Armor (いなずまアーマー) - DF + 36%.
     Barcode: 1180103817848


Jumbo Shield (ジャンボシールド) - DF + 36%.
     Barcode: 5491289920267


---Accessories-----------------------------------------------------------
Each character can equip one accessory at a time which can have varying
effects.

Scope (スコープ) - Equip to increase your accuracy.
     Barcode: 3864578829909


Alarm (けいほうき) - Equip to increase speed by 17.
     Barcode: 9497037371479


Computer (けいさんき) - Equip to increase speed by 37.
     Barcode: 1666178629239



              - - - = = = ================= = = = - - -
              - - - = = = ====== Magic ====== = = = - - -
              - - - = = = ================= = = = - - -          [sec10]


Here are all the spells in the game. Every magic-type character can use all
of the spells.


Toruma (トルマ) - Drain MP from the enemy. 0 MP.
Gantsu (ガンツ) - Damage the enemy. 2 MP.
Dekantsu (デカンツ) - Damage the enemy. More powerful than Gantsu. 5 MP.
Rimo (リーモ) - Increase your HP. 2 MP.
Derimo (デリーモ) - Increase your HP. More powerful than Rimo. 4 MP.
Nyahe (ニャーヘ) - Decrease the enemy's defense by 30%. 3 MP.
Kachikomu (カチコム) - Increase your defense by 30%. 5 MP.
Hehenda (ヘヘンダ) - Decrease enemy attack power by 30%. 4 MP.
Tafuni (タフニ) - Increase your attack power by 30%. 6 MP.
Mamiroja (マミロジャ) - Prevents enemies from using the "Power" command. 3 MP.



              - - - = = = ================= = = = - - -
              - - - = = = === Conclusion === = = = - - -
              - - - = = = ================= = = = - - -


I hope you found this guide useful.  If you have information that you'd
like to contribute or other suggestions for how the guide can be made better
or if you find any mistakes, please send it to lastbosskiller@gmail.com.  I
will give you the proper credit for your help.


Thanks to the NES FAQ Completion Project regulars for providing a fun
environment for exploring old, obscure games!


Special thanks to EvilNinja725 for telling me how to operate the barcode
reader and another special thanks to odino for suggesting this very
interesting game that I didn't really know anything about.
```