

Hoshi o Miru Hito Item/ESP/Equipment/Enemy List

by Griever_GF

Updated to v1.0.1 on Feb 19, 2019

Logo

Introduction

- **Game:** Hoshi wo Miru Hito (aka Stargazers)
- **Platform:** NES / Famicom / Dendy
- **Author:** Griever
- **Version:** 1.0.1
- **Last Updated:** Feb 18, 2019

I am Griever, a retro JRPG expert.

If you found this FAQ useful, please make a small PayPal donation for all my efforts.

Also you can check my retrospective JRPG YouTube channel here: <https://www.youtube.com/igroteka90> If you want to support it, become my patron at Patreon: https://www.patreon.com/JRPG_Odyssey

Key IDs

| Name | Price | Where to get | Where can be used | Required minimum number for walkthrough |
|---------------------------|-------|--|---|---|
| Fake ID (Counterfeit Key) | 500 | Deus Village shop | Occasionally works on random doors, mostly useless. Consumes in any case. | 0 |
| Welcome ID* | 500 | Government District shop | Control Room in the Space Tower | 0 |
| Gold ID | 1000 | Government District shop | Empty room in the Hospital | 0 |
| Blue ID | N/A | - one can be found in Electric Generator dungeon. You need to jump through several isles, it's on the last one.** - unlimited number can be received from Eartha in Residential Area during finding Misa subquest | Secured Area (Government District, southeast) | 2 |
| Silver ID | 2000 | - one can be obtained from the old man in the Underpass** - Government District shop | Government District: Hospital & Laboratory | 4 |
| Yellow ID*** | 3000 | - one can be obtained from Colonel Katsuma (man south of Advice Shop in Government District). But you need to buy the advice for 300 gold first. Still ten times cheaper though.** - Government District shop | Southwest building in Government District, Brain Room, Cockpit | 1 |

- - incorrectly displayed as "Oxygene Pipe" in current translated version
 - - regenerates after using a password
 - - non-consumable item

Nuts

| Name | Location |
|-------|--|
| Yamu | Mamus Village, west |
| Ruku | Mamus Village, center |
| Ae | Deus Village, east (over the wall) |
| Ui | Garden east |
| Eku | Garden west, isle |
| Kie | Arc City, northeast park Arc City, southeast lake |
| Yoshi | Arc City, southeast trees in the form of "E" letter |
| Sato | Residential Area southwest |

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|------|--|
| Mai | Residential Area east |
| Yuka | Use telepathy on the guy in the upperleft room in the Hospital |

Potions/Medicine

These can be crafted by the chemist in Mamus Village for 15 gold each.

| Current translated version name | Japanese name | Recipe(s) | Effect |
|---------------------------------|---------------|-----------------------------------|---|
| Item 9 | はいぶ | Ae → Ui → Yamu Ruku → Eku → Ui | Restores HP: 100 normally / 200 in battle |
| Item 10 | らどほ | Ui → Eku → Ruku Yamu → Ui → Ae | Restores PP: 50 normally / 100 in battle |
| Hyper | はいばー | Sato → Eku → Ui | Restores HP completely |
| Item 7 | らどくりふ | Yuka → Eku → Yamu | Restores PP completely |
| Item 6 | あいむ | Ae → Ruku → Eku | Vaccine to cure Deus Village. Quest item. |
| Item 5 | りばいる | Yamu → Ae → Ruku | Revives dead party member (need to talk with reviver in Mamus Villiage) |
| Item 8 | かりう | Yamu → Ruku → Ae | Sets illness status to the person who use it |
| Item 4 | くらっと | Kie → Yamu → Ae | Cures illness of one person |
| Item 2 | ふれっと | Mai → Ae → Ruku | Melts the metal and damages robot-type enemies |
| Item 3 | とれる | Yoshi → Ui → Ruku | Put some enemy types to sleep |

Other Items

| Name | Where to get | Effect |
|---------------|---|---|
| Bomb | Buy for 100 gold at Deus Village shop | Probably increases attack power, elaboration needed |
| Oxygene Pipe* | Need to find it by yourself, quest item | Required for access to the last part of game |

- incorrectly displayed as empty string in current translated version

EPSs

Minami

| Estimated Name | Type | Level Aquired | PP (base) | Effect |
|-------------------|-------|---------------|-----------|---|
| Phyctic Ball | Break | 1 | 10 | Attacks an enemy |
| Phyctic Hurricane | Break | 2 | 35 | Attacks an enemy |
| Fire Arrow | Break | 4 | 50 | Attacks an enemy (works well against monsters) |
| Teleport | Jump | 6 | 15 | One person escapes from battle |
| Phyctic Fire | Break | 8 | 80 | Attacks an enemy (works well against psychics/robots) |
| Bad Teleport | Jump | 10 | 25 | Chance to remove an enemy from battle (no EXP/gold) |
| Phyctic Shaker | Break | 12 | 110 | Attacks an enemy |
| Phyctic Final | Break | 16 | 150 | Attacks an enemy |

Shiba

| Estimated Name | Type | Level Aquired | PP (base) | Effect |
|----------------|--------|---------------|-----------|---|
| Teleport | Jump | 1 | 15 | One person escapes from battle |
| Bad Teleport | Jump | 2 | 25 | Chance to remove an enemy from battle (no EXP/gold) |
| Bad Air | Jump | 4 | 40 | Chance to set faint status to enemy |
| Shield | Shield | 6 | 20 | Defense power up for several turns |
| Bad Hit | Jump | 8 | 70 | Chance to set illness status to enemy |
| Bad Shield | Shield | 10 | 50 | Defense power up during battle |
| Education | Jump | 12 | 100 | Cure illness (one person) |
| Shake teleport | Jump | 16 | 110 | In-battle version of JUMP menu ability |

Misa

| Estimated Name | Type | Level Aquired | PP (base) | Effect |
|----------------|------|---------------|-----------|--------|
|----------------|------|---------------|-----------|--------|

| | | | | |
|--------------------|-----------|----|-----|--|
| Shield | Shield | 1 | 20 | Defense power up for several turns |
| Last Week | Shield | 2 | 50 | Defense power up during battle |
| Bad Shield | Shield | 4 | 60 | Paralyze enemy for several turns, caster can't act too |
| Telepathy | Telepathy | 6 | 30 | Find enemy weaknesses |
| Cat Shield | Shield | 8 | 80 | Paralyze enemy for several turns, caster can act |
| Def Mind | Telepathy | 10 | 40 | Restores HP |
| Last Moment Shield | Shield | 12 | 100 | Turns off enemy attacks (spells?) for several turns |
| Mirror Shield | Shield | 16 | 130 | Reflects enemy attacks against it [GOOD] |

Aine

| Estimated Name | Type | Level Aquired | PP (base) | Effect |
|-------------------|-----------|---------------|-----------|--------------------------------------|
| Telepathy | Telepathy | 1 | 30 | Find enemy weaknesses |
| Def Mind | Telepathy | 2 | 40 | Restores HP |
| Off Mind | Telepathy | 4 | 50 | Raise the power of one ally |
| Phychic Ball | Break | 6 | 10 | Attacks an enemy |
| Micro Kill | Telepathy | 8 | 60 | Reduce the attack power of one enemy |
| Phychic Hurricane | Break | 10 | 35 | Attacks an enemy |
| Bad Telepathy | Telepathy | 12 | 80 | Make an enemy your ally [GOOD] |
| Bad Wave | Telepathy | 16 | 100 | Chance of enemy's immediate death |

Weapons

| Name | ATK | Shop | Price | Notes |
|------------|-----|----------------------------------|-------|---|
| Ray Gun | 3 | Mamus Village | 30 | useless at low levels, bare hands are better |
| Hyper Gun | 4 | Mamus Village | 80 | |
| Hell Brass | 5 | Mamus Village / Residential Area | 120 | |
| Lagrangian | 6 | Mamus Village / Residential Area | 300 | |
| Gyroscope | 9 | Residential Area | 420 | probably better than Plasma Gun, best in game |
| Plasma Gun | 7 | Residential Area | 500 | |

Armor

| Name | DEF | Shop | Price | Notes |
|-------------|-----|------------------|-------|---------------------|
| Avenger | 2 | Mamus Village | 20 | good for start |
| Paranoia | 4 | Mamus Village | 100 | |
| Desrator | 6 | Mamus Village | 200 | best until Arc City |
| Stabilizer | 8 | Residential Area | 300 | |
| Protector | 10 | Residential Area | 380 | |
| Last Battle | 12 | Residential Area | 520 | best in game |

Enemies

Overworld

| Name | Type | HP | ATK | DEF | EXP | Gold | Notes |
|------------|---------------|----|-----|-----|-----|------|--------------|
| Junk | Robot | 2 | 6 | 0 | 3 | 5 | |
| Flak | Robot | 3 | 8 | 0 | 5 | 6 | |
| Ramzi | Soldier | 6 | 11 | 1 | 7 | 10 | |
| Chaser | Soldier | 8 | 12 | 2 | 10 | 12 | |
| Crusher | Soldier | 10 | 12 | 2 | 12 | 14 | |
| Beelzebub | Monster | 5 | 11 | 1 | 6 | 8 | |
| Salamander | Monster | 4 | 10 | 0 | 5 | 7 | Can paralyze |
| Returner | Death Phychic | 12 | 12 | 2 | 14 | 18 | |

Arc City

| Name | Type | HP | ATK | DEF | EXP | Gold | Notes |
|------------|---------------|----|-----|-----|-----|------|--------------|
| Shooter | Robot | 20 | 22 | 8 | 20 | 22 | |
| Stalker | Robot | 22 | 24 | 8 | 25 | 28 | |
| Batallion | Soldier | 28 | 30 | 10 | 34 | 34 | Can paralyze |
| Eliminator | Soldier | 30 | 30 | 10 | 36 | 36 | |
| Nose Eye | Monster | 24 | 26 | 9 | 30 | 30 | |
| San Juan | Monster | 26 | 28 | 9 | 32 | 32 | Can paralyze |
| Messiah | Death Phychic | 32 | 32 | 11 | 40 | 38 | |
| Urigel | Death Phychic | 34 | 33 | 11 | 50 | 40 | |
| Cleopatra | Reptile | 36 | 34 | 12 | 60 | 42 | Can paralyze |

Space

| Name | Type | HP | ATK | DEF | EXP | Gold | Notes |
|-------------|---------------|----|-----|-----|------|------|--------------|
| Ranger | Robot | 50 | 50 | 14 | 100 | 0 | |
| Poison | Monster | 52 | 55 | 14 | 110 | 46 | Can paralyze |
| Yuridames | Monster | 54 | 60 | 15 | 200 | 0 | Can paralyze |
| Burst Brain | Monster | 56 | 65 | 15 | 300 | 50 | Can paralyze |
| Mokkushi | Monster | 58 | 70 | 16 | 400 | 0 | Can paralyze |
| White Cros | Reptile | 60 | 75 | 16 | 500 | 54 | |
| Dona | Death Phychic | 62 | 80 | 17 | 800 | 56 | |
| Sleeper | Death Phychic | 64 | 90 | 17 | 1000 | 58 | |

Version History

| Version | Date | Changes |
|---------|--------------|---|
| 1.0.1 | Feb 15, 2019 | <ul style="list-style-type: none">Logo updateContact info update |
| 1.0.0 | Jan 04, 2017 | |

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