

This FAQ was produced using the PAL version of Tomba, which for some reason was called Tombi!. The only difference between the two versions that I can see is the way that the event list is ordered - however, in this guide I have put the events in alphabetical order rather than how they appear in the game, so no difference should be noticeable.

Contents

This FAQ is in two sections. The first is a game walkthrough which describes a method of completing every part of the game from start to finish. The second, which should be used for more specific problems, describes where to find every event and how to complete them all, along with the rewards given for completing each event.

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I. Game Walkthrough

The game is based around finding and clearing Events to make progress. Although most events are found before they are cleared, there are some events that you can clear without having found them first. If you do this, then the game still counts the event as both found and cleared, but you get AP for both finding and clearing events, so the way to get maximum AP is to find all events before you clear them. However, the difference is minimal, so in this walkthrough there are a couple of events that are "found and cleared" at the same time, to make progress through the game quicker.

There are also a couple of events that seem impossible to find before they are cleared!

- A. The 100 Year Old Wise Man

[FMV: Entering the Village]

The game begins with Tombi falling in to the appropriately-named Village of All Beginnings after having had his grandfather's bracelet stolen. Once he's landed, a man in a hat (he doesn't appear to have a name) will tell Tombi to go and see the 100 Year Old Wise Man.

Event found: The 100 Year Old Wise Man

Run forward a little and you'll see a monkey jump up in to the tree. After dealing with the nearby pigs by jumping on them and throwing them, you'll have to get up there.

To do this, grab on to the nearby branch by jumping near it, and hold down Left to start swinging. Once Tombi is swinging fully around, press and hold the direction in which you want to leap off, then press X. In this case, swing off Up-Left to hit another branch on the tree. Using the same technique, swing Up to reach the top. Talk to the monkey by pressing Square.

Event found: A Hungry Monkey

We'll find some food for him a bit later. For now, go down from the tree and in to the purple patch of grass near the branch you first swung from. Hit this using your Blackjack (press O) and a frog will appear. Jump on it to collect it.

Event found: Take Me Home

The frog will run away if you're hurt while carrying it, so be careful from here on. If it runs away, just leave the area and come back.

The next event is rather difficult to get - you have to lure a pig so that it's underneath the nearby Peach Flower plant. When you jump on to the plant it will spread gas over the area below it, and if a pig is caught in this it will shrink. Once you've done it, jump on to the shrunken pig to collect it.

Event found: Peach Flower Gas

Now keep going right, defeating any enemies you find, until the man appears again. Picking up fruit will increase your vitality, and gems will give you a large amount of AP.

Here, you'll have to jump in to the background - to do this, find a point where Tombi looks in to the background when you hold Up. While you're holding Up, press X to get him to leap on to the wall, then climb to the top of it. The purple bubbles can be destroyed with your weapon. Once you're up on to the building, try and head right.

Event found: Clear the Fog

However, you're now blocked by the thick fog. Like the game suggests, we need to find something windy to blow away the fog.

Head back to the left, getting rid of the bird. Now smash open the blue and white egg it was guarding by jumping on it like an enemy. Inside is a chick - pick this up in the same way, as we'll need it later on. Keep on going left until you reach the mailbox with the pig snout, and jump in to it to get the Furious Tornado.

Now that we have something windy we can get rid of the fog. Go all the way right again and climb the building, then get to the place where the fog appears. Enter your inventory using Triangle, and select the Furious Tornado to clear the fog away.

[FMV: The Fog Clears]

Event cleared: Clear the Fog

Now you can get across the river - it's quite a tricky leap, though, so instead jump in to the foreground on to the red part of the roof, then go right and jump to the plant, then the other bank.

You're now in the Forest of All Beginnings. Keep on going to the right, avoiding the biting plants that look suspiciously Mario-like. When you come to a point where you're going down a steep hill, collect the gem and then open the egg to get the second of the four chicks. Once that's done, jump on to the wall above and climb up.

Jump over the next biting plant and walk towards the building, keeping at ground level. You'll see a pair of eyes inside. Slowly walk in to the building and press Square to talk with the owner of them.

Event found: Who are you?

We'll find out who it is in a while. For now, Tombi continues to the Ol' Pond. Walk forwards and the frog will dive in, giving you a couple of extra lives along with the usual AP.

Event cleared: Take Me Home

Now press Up next to the box marked AP. A figure 100,000 will appear above it...

Event found: The AP Box

You need at least 100,000 AP to open this box. There are other similar ones throughout the game. For now, go right again and Tombi will jump on to the turtle. Unfortunately you can't get across because of the man guarding the other side.

Event found: I Can't Swim...

You can't get past this part for a while yet, but at least you get some bananas. It should be obvious who to give these to - the monkey that you met earlier. Go back to the Forest and go left across the river. The biting plants will have actually started biting by now - they can be stunned temporarily by hitting them with your weapon.

Once over the river, get to the monkey's tree and swing on the branches up to the top. Go in to your inventory and use the bananas to

give them to him.

Event cleared: A Hungry Monkey

The monkey, whose name is Charles, will teach you how to run (hold down Square) before he jumps off. Using this ability makes Tombi a lot faster and able to jump further.

Now get back to the building that leads to the Ol' Pond. (You'll be able to jump across the river easily now that you can take a running start.) Get to the egg on top of it, open it and take the chick.

There's a choice of routes now. Either you can carry on to the right by using the swinging branches, or you can foreground-jump and just jump across the spiky leaves on the stone platforms. There's a 1-up to be found on this route, but the other gives you more fruit. Either way, you'll eventually find yourself at the top of a climbing net.

From here, keep background jumping and climbing until you can't any further, then get rid of the bird (stunning it first with your weapon will help) and crack open the fourth egg to get the chick inside.

Climb the rocks to the left and you'll come across a hut. Enter it to meet the 100 Year Old Wise Man.

He'll tell you about the Kokka birds and ask you to collect the chicks.

Event found: Inside the Kokka Eggs

Fortunately we've saved some time and have already got them.

Event cleared: Inside the Kokka Eggs

It's also revealed here that Tombi keeps his inventory in his stomach. I'm not sure how, but like the 100 Year Old Wise Man says, it's best not to ask.

[FMV: The Seven Evil Pigs]

He's lost his 100 Year Old Bell, so in place of that he gives you a key to open the 100 Year Old Chests. These are the wooden chests that you'll have seen around the Village and Forest on the way here. He'll also advise you to go and meet the Dwarf Elder about the Pig Bags.

Event found: Dwarf Elder

You're now given a route in the form of a rope up to the next area of the game, but don't take it yet - we still need to open those chests. Take the door back out.

The first of the chests is right in front of you. Jump on it to pull it open, and collect the Charity Wings inside. When used, these items will transport you to an area of your choice, but you have to have already been there first.

Go down the rocks, retracing your steps. On the way, as you reach the

climbing net, you'll meet the man who was hiding before. Talk to him.

Event cleared: Who are you?

Event found: Hide and Go Seek

After introducing himself as Yan he'll bounce off. You won't meet him again for a while. For now, jump left on to the swinging branch.

Now your swinging skills will be tested - you have to head up-left, and swing from branch to branch until you find the chest in mid-air. Collect the gems along the way for some AP. It may take a few tries, but the reward is worth it - it's a Vitality Max +1, which increases your maximum health capacity by 1 point. It doesn't sound like much, but this is a very welcome bonus.

After collecting that you should land near the second building. Continue left, cross the river and get to the building on the left hand side, then jump from its roof to the nearby tree to get the last chest that we have to open for now.

Inside this is a very useful item - the 100 Year Old Bell. When used, it will transport you back to the 100 Year Old Wise Man. This is not only a shortcut, but he can heal you from now on as well, so it's helpful when you're about to die and miles from a save point.

For now, go in to your inventory and use it. You'll arrive at back at the hut, so climb the rope and enter the second stage of the game.

B. The Dwarf Forest

You start this section on a dangerous-looking rope. Go to the right in to the Forest of 100 Flowers and you'll meet a startled-looking dwarf, who will speak in a language that you don't understand. You'll have to learn the language.

Event found: Beginner's Dwarf Language

While going through this forest, you'll notice some butterflies with leaves for wings being kicked up from the ground as you pass by. When you see one, jump on to it (hold Square and run a bit before jumping to get higher) to collect it.

Event found: Leaf Butterflies

It's not really necessary to do this until later on in the game, but getting as many of them as you can just now makes your life a lot easier - later on the forest will be infested with pigs and spores. The amount that you can get from here at the moment is capped at 25, and the best place for catching them is the long hill near the start.

While making your way through the forest, you can learn the language of dwarves by jumping on their heads. Don't ask me why, I haven't a clue.

After climbing up a very steep hill, you'll come to a hut. It's locked just now, but will open a little later. For now, climb over the roof.

Now you have to jump between the cactus-like plants. You can't land on top of them because of the spikes, but if you cling on to the sides of them then press Right to swivel around, you can grab on to them and make progress that way. Eventually you'll come to a boarded-up tunnel, next to which is a large red arrow. Follow it to arrive in the Dwarf Village.

Just pass through to the right here, as you can't understand them yet. At the Elder's hut, jump on the walking dwarf to finally learn their language.

Event cleared: Beginner's Dwarf Language

Now you learn that you have to save the dwarves from the forest before you can go and see the Elder.

Event found: Save the Dwarves

Now go back in to the village and talk to everyone you can. You'll get some hints on rescuing the lost dwarves, and one of them wearing a green hat wants you to rescue a lost child.

Event found: A Lost Child

Continue back to the forest. It's now covered in spores and the pigs have moved in as well. For now, hold Up to enter the tunnel that was blocked before to find the Watch Tower.

There are a number of rotating platforms here - standing on one side of them will make them tilt. At the moment, keep as low as you can, climbing over the wooden structure and down the other side, then open the chest next to the spikes to find the Jumping Pants. If you equip these Tombi will become faster.

Now get back on top of the wooden platform and jump up the tilting platforms. Jump in to the dwarf inside the spore to free him. There's another one a little to the right - use the swinging branch to get across to him.

Further to the right, there's another wooden platform. Once here, climb up the tilting platforms to the right until you reach the L-shaped one, then jump on to the rock to the left. Continue along this passage until you reach the lost child, then talk to him twice to pick him up.

Go back to the L-shaped platform and jump right on to the other rocks. Follow the passage up then go left to find the watch tower. Get to the top either by using the ladder or climbing the side. It's quite an awkward jump, but you can then get on to the roof of the tower by jumping out of it and quickly turning around. Pick up the telescope.

Event found: Look and See?!

Now go down to the inside of the watch tower and use the telescope on

the pole in the middle.

[FMV: Evil Pig Island]

Event cleared: Look and See?!

That's the Evil Pig island - we'll be coming back to that a lot later on.

Walk left from the tower and run in to the boulder at the edge to push it down. A mirror will fall from a large spore. Jump off the edge and go left all the way that you can, ignoring the pickups for now, and you'll land on top of the entrance. Pick up the crystal ball here.

Event found: Lost and Found

While you're here, go to the right and pick up the mirror that fell earlier.

Event found: A Magic Mirror?

Now leave the area the same way you came, back to the Forest. You can't go anywhere else while you still have the child, so return him to the dwarf in the green hat in the village.

Event cleared: A Lost Child

Go back out to the Forest of 1000 Flowers. We're now going to cross the cactus area, which has been made a lot easier as spores have now grown on them. However, some dwarves are hidden underneath the spores - one is under the second spore down on the tall cactus near the right hand side, and the other is under a spore further to the left. Take all the spores off as you go and you'll easily find them.

There's a 100 year old chest floating in mid-air next to an unusually tall cactus - to get this, hold down Square while on the spore on top of it, then jump across to it. Inside is a new weapon, the Wood Boomerang, which you should equip.

You'll now be back at the hut which you passed earlier. It's now unlocked, so walk in to it from the left to get to Wobbly Wharf.

Walk forwards and a dog will pass by. Ignore it for now, and continue over the slightly structurally unsound wharf, watching out for the rolling barrel. Just after you've passed it, jump up to rescue the trapped dwarf.

Keep on going and you'll find a 100 year old chest with some fruit inside. Further on there's a Bucket on top of a swinging beam. Get this, then jump across to the stone platform. You can't get past the dwarf here yet, so jump back on to the wharf, collecting the crystal ball along the way, and get back to the forest.

There's now another dwarf here, who tells you that the dog is trapped up in the spores. To get to him, move to the left and grab on to a spore, then time your jump so that you grab the topmost spore on the right. Jump up from here and collect the dog.

Now continue jumping between the spores in this way to the left. When a couple of them snap upwards when you let go, they will free the last two dwarves. The first is above a spore with a gem over it, and the second is above the spore over the long hill. That should be all the dwarves rescued now.

Keep going left and grab the leftmost spore, then let go and it will knock down a 100 year old chest with two Charity Wings inside.

Go and see the 100 Year Old Wise Man if you need healing, then make your way to the right along this area. It's a lot harder than before, as the pigs have arrived and set up a campfire. To get another event, slightly suicidally jump in to the flames.

Event found: Something's Cookin'??

We need to put out this fire. Go back to the Watch Tower area and use the Bucket when you're in the area with the plants you can swing from. This will equip it and Tombi will put it on his back.

Now try and catch the drops of water falling from the ceiling in this bucket - you need to catch three to fill it. Once that's done, go out to the 100 Flower Forest and use the full bucket when you're next to the fire. Pick up the Baked Yam that's left behind.

Now go all the way back to the Dwarf Village on the right hand side of the area. The rescued dwarves will congratulate you. Once they have, talk to the woman standing near you and use the Baked Yam on her.

Event cleared: Something's Cookin'??

You'll get another Vitality Max +1 for that as well. Take the dog to the doctor - she's in the hut at the North side of the village.

Event found: A Man's Best Friend

You'll be told to get healing herbs for the dog, which is named Baron. These only grow on Phoenix Mountain.

Event found: Healing Herbs for Baron

Go back to the Elder's hut and talk to the dwarf in front.

Event cleared: Save the Dwarves

You can now see the Elder, so background-jump up to him and talk to him.

Event cleared: Dwarf Elder

Event found and cleared: The Evil Pig Bag

Event found: The 100 Flower Forest

Event found: To Phoenix Mountain...

Essentially, you need to find seven Evil Pig bags (one has just been given to you) in the areas that have been changed by the pigs, and then find the portals to seal them away. The portals are not in the same areas as the bags are. For now, we need to get to Phoenix Mountain.

Go out of the village and back to the Watch Tower. This time, when you reach the second wooden structure, go down the right hand side of it. When you reach ground level, jump on one of the enemies and throw it in to the base of the tower from the right hand side.

Event found: What is this?

We can't do anything here yet, so go to the right and take the door to Charity Square.

C. Mushrooms and Mountains

Charity Square is the first of several new areas that have opened up. Go along the stone platforms at the top and you'll find a rope leading up - climb it and talk to the dwarf here to find out he's collecting Leaf Butterflies. Use the ones in your inventory to add them to the cage - you should have 26 in total now if you took the advice earlier!

Yan of the Hidden Village will also be here if you've got the Hide And Go Seek event. Talk to him and he'll run off.

Now go back down and jump to the left to land on top of the fountain. Talk to the dwarves on both sides.

Event found: Red + Blue = ?

Event found: The Mysterious Mushroom

Now continue left until you're blocked by a dwarf, and talk to him as well.

Event found: Leaf Slider

You can't get any further, so turn around and go back, on ground level this time. When you walk towards the fountain you'll see it's broken.

Event found: The Broken Fountain

You can get another two Charity Wings from here. The door in the foreground leads to Wobbly Wharf, which we don't need to go to just now. Keep going to the right, talking to all the dwarves on the way, then exit this area the way you came in.

When you're back at the watch tower, climb up to the top again using the L-shaped platform. This time, head right and climb down the rope. Open the chest on the way for a couple of extra lives, then go right in to the door.

You're now in the Mushroom Forest. Talk to the dwarf here to get

another event.

Event found: The Greatest Smile!

Now go left and jump over the stone building, dropping down the other side. Background-jump so that you're near the place with the spiky wall, and go left until you see a sign. Read it.

Event found: Monster Hunt

Go left a bit and you'll see the jellyfish-like monsters coming to get you. To defeat them you have to throw one in to the other three times. However, if you jump on to one in the normal way, the other will try and get out of the way when you attempt to throw it.

To get around this, jump on to the side of one of the monsters and it will close its eye. With its eye closed it can't see to get out of the way, so jump on top of the other monster and throw it in to the first one. Repeat this process three times to get rid of them both.

Event cleared: Monster Hunt

Pick up the Rise and Shine Powder that they leave behind, and continue left. There's an AP box on the way which you won't be able to open, but at the end there's a chest with a gem inside - get this then foreground jump so that you're back in the Mushroom Forest section.

This is one of the most annoying sections of the game, as it's very easy to get hurt then fall off and die easily. In addition, eating any of the mushrooms will make Tombi laugh or cry. It seems that blue/yellow striped mushrooms will make him cry, the white/orange mushrooms vary, and white/purple mushrooms will make him laugh.

While he's laughing or crying, Tombi can't use his weapon - trying will make him stop still if he's laughing, or stumble forward if he's crying. These can also happen at random as well. It's less dangerous to be laughing, as you won't accidentally fall off because of stumbling forward.

Jump right to the first platform, deal with the flower once it opens, then jump up to the next one on the right. Keep going right, keeping as high as you can, but don't blindly jump off any platforms because it will probably kill you. Use a shoulder button and Up or Down to look around before you leap.

Eventually you'll come across a platform with three mushrooms in a row, a flower, a lup, and another couple of mushrooms, one of which looks slightly unusual. Get rid of the flower and take the lup, then take the plain mushroom. It will heal you of laughing or crying fits. Go around the forest and collect a couple of these, as we need one in reserve for later.

Now we need to show the actor the greatest smile - to do this, take the white and purple mushroom. Now carefully guide Tombi to the right until you reach the dwarf again. Talk to him twice.

Event cleared: The Greatest Smile!

Event found: The Greatest Pout?

Go back in to the Mushroom Forest. You don't have to go quite so far this time - just take the first blue/yellow mushroom that you see, taking any plain ones along the way, and go back to talk to the dwarf.

Event cleared: The Greatest Pout?

Now you can get to Phoenix Mountain, but there are still a couple of things we can do here first. Don't cure yourself of sadness yet. Go back in to the stone building to get to the Watch Tower, then climb the rope and drop down in to the opening further to the left. Make your way down here (passing the L-shaped platform landmark) and take the door to Charity Square at ground level.

Here, go all the way to the left and talk to the dwarf again, and he'll let you past.

Event cleared: Leaf Slider

You can heal yourself using a Healing Mushroom now.

Go left, ignoring the door for now, and pick up the third crystal ball. Strangely, although the description for the event says that you need to return them to their owner, the event is cleared here.

Event cleared: Lost and Found

Now go through the door to the Leaf Slider. After sliding down and getting some blue powder along the way, you'll emerge in Mushroom forest again.

This is quite a tricky section. Find an area where you can see two flowers - you're going to have to throw one in to the other, so pick your spot carefully. Once you've found a place where you think you can manage it (one good place is near the bottom next to a yellow chest) stand next to the lower flower and use the blue powder on it. It will turn blue.

Now, when both flowers are open, jump on the blue one and throw it in to the red one. If you've got it right, both mushrooms will fall off the screen and a starred mushroom will be left behind. Pick it up.

Event cleared: Red + Blue = ?

Tombi will have turned black and white. This lasts until you lose your next life, and makes him move a lot faster.

If you didn't make it, you can always go back to Charity Square and slide down the Leaf Slider again to get more powder. Once you've made it or after you get fed up of trying, go to the right of the area to get to Phoenix Mountain. The Dwarf Elder will be there.

Event found: A Stormy Pig Bag

Event cleared: To Phoenix Mountain...

When he's finished talking, climb the stairs to the right and two hats will walk past talking about the Phoenix.

Event found: The Master of the Skies

You'll start to notice the wind pushing you to the right here. It makes movement through the mountain difficult, but fortunately you don't have to run against the wind very often.

Make your way to the right, taking care of the large gap. The large plants here won't kill you, but sometimes swallow you and take you to other places. Also, spring platforms will sometimes pop out of the ground, so be careful. Eventually you'll find Charles again - run and jump up to him.

Event found: Charles' Pants

Now just keep going right until you reach the end of the area. There's a 100 year old chest with a lunchbox inside, and further up, a path to the next section.

In the second part of the mountain, jump up to the right, then over the plant. Go up-right again, then on to the platform with the gem. Talk to the digger here.

Event found: The Famous Digger

Go up-right again so that you're on the edge of a bed of four of the huge green plants. Jump to the platform left of here and go up the hill. Press Up in front of the smiling door.

Event found: Smile!

Now background-jump to the ladder and look at the plain door.

Event found: When the Wind Dies...

Now run and jump off to the right of this platform, going as far as you can, and climb up to take the Healing Herbs.

If you've still got the speed bonus from the starred mushroom, you can jump back across to the platform with the door. Otherwise you'll have to be swallowed by the plant. Either way, get back to the bed of plants and jump to the right over them.

There's a very difficult jumping section here. Leap across to the first platform to the right, then try and keep going left to run on the spot, jumping to avoid the shell that drifts across the screen. Now jump up and right, then up and right again, and finally back on to land. It may take a few tries to get past it.

For now, keep going past the Phoenix and jump to the right again. Talk to the guard at the right hand side of the area.

Event found: Precious Treasure Chest?

Now go in to the door next to him to find the Lava Caves.

Event found: The Fire Pig Bag

The hat here will give you Charles' Pants. You can't do anything in the lava caves until you put out the fires, so go out of them and foreground-jump down the ladder to the platform below the guard outside. Enter the cave.

Event found and cleared: Where did I come from?

Now you're back near the start of Phoenix Mountain. Go right until you meet Charles again and give him his pants back by using them on him.

Event cleared: Charles' Pants

Now that you have the Funky Parasol, getting past the second section of the mountain is easier. Go all the way right until you reach the second section, then go up to the plain door again. Equip the Funky Parasol and leap off to the right. You should be able to catch on to the ledge with the yellow chest. Go up and over the ledge if you can, then open the 100 year old chest at the bottom to get the Dashing Pants. (If you can't grab the ledge, you can always go by the normal route over the awkward jumping part, climb up the ladder next to the phoenix, then go left to get to the same place instead.)

The Dashing Pants give you another speed bonus. Now continue to the right. Don't jump down to the door with the large keyhole when you see it, but remember where it is as we'll come back to it later. Instead, talk to the hat next to the Phoenix and you'll be flown off...

[FMV: Flight of the Phoenix]

D. The 1,000 Year Old Wise Man

You'll land in Baccus Village.

Event found: The Mouse Pig Bag

Talk to the villagers - the important ones are the one guarding the bridge on the left side of the screen...

Event found: Road to Baccus Lake

...the villagers in the bar, which is the building next to the bridge on the west side of the village...

Event found: Death Fruit Juice

...and the one in the house on the right.

Event found: Some Cheese Please

So the villagers are actually mice under those hats. Go to the Town Hall - you can get to it by walking in to the leafy middle of the

village from the South side. Here, read the notice board.

Event found: Where's the Baby Mouse?

Go out of the town hall area and enter the bar, the building on the left of the village. Talk to the middle mouse at the bar and Tombi will realise he's found the lost mouse, so go back to the town hall and tell the red-hatted mouse there.

Event cleared: Where's the Baby Mouse?

Now read the notice board again.

Event found: A Drink for Grownups

Now go out of the town hall and talk to the mouse immediately on the right when you're back on the village screen.

Event found: The 1,000 Year Old Man?

Now talk to the villager guarding the bridge and he'll lead your way over it.

Event found: The Haunted Pig Bag

You're now at the haunted mansion, but on your first visit the mouse will guide you through it and not let you take any wrong turns. Destroy any eggs that you come across on the route, which takes you along one side of the mansion, up a set of background-jump steps, then around another side. En route, have a look at the sad-faced door.

Event found: Cry Baby

Shortly after seeing it, you'll get to the lake.

Event cleared: Road to Baccus Lake

First go off the top of the screen and take the pipe from the jetty, then go back down and go to the big pump on the right. Press Square around this area until you've got the message that the pump seems to be working. (So the Baccus Village wine is actually lake water!)

Now that you've fixed the pump, go back through the Haunted Mansion (you'll be guided in the same way as before) and go to the Town Hall.

Event cleared: A Drink for Grownups

Now talk to the mouse in the yellow hat next to the fountain to be told about the Fortune Teller. To find her, go to the house at the North side of the village. Talk to her.

Event found: The Red Fortune Teller

Now just talk to her twice more to get your fortune read. She'll tell you the following, which refer to the locations of the Evil Pig Portals:

Pink is somewhere really hot
Green is the mansion on the lake
Red is awaiting a miracle

Event cleared: The Red Fortune Teller

Go outside again and talk to the mouse on the left of the fortune teller's house.

Event found: Can't Stop Crying

To cure him, use a Healing Mushroom when next to him.

Event cleared: Can't Stop Crying

Talk to him again to be told about baby pigs. Give him the one you found earlier.

Event cleared: Peach Flower Gas

Now talk to the mouse next to the bridge again and a chest will be put next to the town hall. We can't open it yet, though, so go to the haunted mansion again - the route isn't blocked this time and you'll be able to move about freely. Again, destroy any eggs that you come to.

First, go to the left and enter the second door you come to. Get rid of the pig here and talk to the mouse, then pick up the Small Key that he leaves behind.

Background-jump up to the wooden platform and start heading right. Go through the small door to get the Large Key Panel 2 and find a pool that heals you if you stay in it. Exit this room and enter the large door nearby.

The 1,000 Year Old Wise Man is here - talk to him from the other side of the flames.

Event cleared: The 1,000 Year Old Man?

Event found: Break the Magic Egg!

Go to the left again and background-jump when you're on the leftmost wooden platform. Jump up to the grassy platform with a door to the right, and enter it. Take the Large Key Panel 3, then go out of the room and make your way right. Break the three eggs here and slide down to the right, then in to the foreground.

Now climb back up to the platform to the right. Stand on the stone section to the left of the sign and press Up to spin the angle of the level round so that you're heading in to what was the background before.

Go right and in to the first door you come across. Take the Large Key Panel 1 and exit the room.

Now jump up to the right, then in to the background to get to the egg.

Foreground-jump back down, then continue right and press Up when you reach the wooden section to spin the screen again.

Jump up and destroy the two eggs, then enter the door. Talk with the mouse.

Event found: Painting of a Big Key?

Go up the grassy slope to the right, and at the top with the smiling door, slide in to the foreground. Go left a little and slide down again, then to the right. Background-jump on to the wooden section and break the egg, then look at the door with the big keyhole.

Event found: A Large Key Hole!

To get out of this area, foreground-jump back down again and go through the passage on the right - the one without the wooden door.

You'll see another section of key hanging in the air. To get it, start up the moving platform then equip the Funky Parasol. Jump off the platform as it passes over the key section, then hold Right until you get back on to the platform you started at. Then unequip the parasol and go out then in again to reset the position of the platform. This time, take it up to the other side.

It's also possible, but a little risky, to fall off the platform and quickly turn around to cling on to it, getting the key part while hanging on to the side.

You're now back near the top of the other side of the mansion. Go left and background-jump up to the egg, then go right. After destroying the next egg, go up and over the chimney of the mansion to find another.

Now foreground-jump from where the egg was and go left as far as you can to the wooden platform. Spin the screen by pressing Up here, then walk a little left and background-jump when you can. Spin the screen again, then continue to the left and break the two eggs. Go back to the right and look at the wooden door to the right of the smiling door.

Event found and cleared: A Small Key Hole!

In this room, jump on the two pigs then the egg. The spell is now broken.

To get back to the 1,000 Year Old Wise Man, go down to the right, spin the screen, go right again, spin the screen again, foreground-jump down and go right to find his door. Go inside, then talk to him again.

Event cleared: Break the Magic Egg!

He will give you a 1,000 year old key so that you can now open all the blue chests.

Event found: Red Hidden Powers

The red gem is down the chimney of the mansion, but you won't have

enough experience to get it yet.

Go out of the room and all the way left, then background-jump and go in the wooden door above and to the right, then open the chest to get your next weapon, the Stone Boomerang. Now we need to open the happy and sad doors.

E. The First Evil Pig

Go back to the Mushroom Forest. There's a quick way back now - go all the way to the left after leaving the 1,000 Year Old Man's room, then foreground jump and go to the left so you're behind the light stone stairs. Press Up here to spin the screen, then climb the stairs to the right and you'll find yourself back behind the Mushroom Forest.

First, go left until you see the AP box. You should have enough AP to open it by now, so press Up next to it to get it open. (If you still don't have enough, go and throw some flowers about until you do.)

Event cleared: The AP Box

Pick up the Ordinary Mushroom that emerges from it.

Event found and cleared: A Safe Mushroom?

From here, go right until you reach the spiky wall, then foreground-jump. Now go to the left in to the forest. Jump on the first Fruit of Death, near the beginning (they look like white pumpkins with faces).

The first blue chest you come to has a lup inside. Now go to the platform directly above it and jump on the Fruit of Death here as well. Jump up and to the right, and open the chest on the platform. Take the Mysterious Mushroom.

Event cleared: The Mysterious Mushroom

The Mysterious Mushroom allows you to switch between being happy and sad without having to come back to the forest.

To find another useful item, go left and keep as high as you can. You'll see the rest of the Fruits of Death on the way, so jump on all of them. However, this doesn't clear the event yet.

Eventually you'll come to a blue chest on a platform that's too high to jump to - to raise the platforms around it, take the orange mushroom to make the plants laugh. Open the chest to find the 1,000 year old bell, which will transport you to the 1,000 Year Old Wise Man when used.

Now that you can both induce and cure laughing or crying, we can go back and open the happy and sad doors. The first one is in Phoenix Mountain - go there by going all the way to the right, then go through the first section of the mountain. At the second section, get to the bed of large plants, then jump up-left and continue left until you find the door.

Use the Mysterious Mushroom and press O to check that Tombi is laughing. Then face the door and press O again to open it.

Event cleared: Smile!

Yan of the Hidden Village will be hiding inside, and you'll also get a set of Charity Wings. Yan will run off again, so for now, cure your laughter by using the Ordinary Mushroom and go all the way to the right of this area. Enter the Lava Caves using the cave next to the guard, and open the chest there.

Event cleared: The Fire Pig Bag

Event found: Lava Caves

Now leave the caves and talk to the guard outside. As you have the 1,000 year old key, he'll now let you open the chest.

Event cleared: Precious Treasure Chest?

Inside the chest is the Grapple, which you'll need to get through the Lava Caves. You can't do anything until the fire is out, though, so enter the nearby door to be transported back to the start of the mountain. Now go down the stairs and left in to Baccus Village.

Go to the Town Hall area and a chest will have appeared. Open it and take the Orange Pig Bag inside.

Event cleared: The Mouse Pig Bag

Event found: Baccus Village

Go back to the bar on the left and talk with the mice there.

Event cleared: Death Fruit Juice

From that, you'll get not only a Charity Wings item but also another Vitality Max +1. Talk to them again.

Event found: The Phoenix's Favorite

Go west to the Haunted Mansion, and all the way left along the side, following the same route that you took to the lake. Background-jump twice, then go to the wooden section and spin the screen and go left. Foreground-jump, go left again and you'll find the sad door. To get through it, use the Mysterious Mushroom twice, then hold Up and press O.

Event cleared: Cry Baby

Get all the fruit and cheese inside, then go out again by foreground-jumping. Now climb back up the wooden section and press Up to spin the screen, then climb the slope to the left to reach the smiling door. Use the Mysterious Mushroom again to make Tombi laugh, then face the door and press O to open it.

The first of the portals is here! Cure your laughter by using the Ordinary Mushroom, then jump in to the portal to face the boss.

-----THE GREEN EVIL PIG-----
All the Evil Pigs are fought in essentially the same way - you have to jump on them, then throw them in to the Pig Bag which will be rotating somewhere on the screen. However, the setting for each one is different.

The speciality of this pig is to send meteors down towards you. The chunks of rock that he sends up aren't harmful, but the meteors certainly are. Try to stay near the top of the screen and wait until he appears there, then jump on him before he has the chance to throw a rock. Jump again and throw him in to the pig bag in the centre as you pass by - if your timing is right he'll be sealed away.

Event cleared: Lava Caves

[FMV: Clearing the Lava Caves]

Now that the portal is gone, pick up the key section and get out of the room. Slide down the slope to the left and drop off, then go through the door to be back in the room with the painting of the key. Here, use all five key panels to complete the key.

Event cleared: Painting of a Big Key?

Now that you have the Big Key, go up the slope again to the smiling door, then slide down in to the foreground. Make your way around to the door with the big keyhole and go in to it.

Event cleared: A Large Key Hole!

You haven't done much swinging in a while, but this room will correct that... swing your way up to the top right corner and open the blue chest. It has the Pink Pig Bag inside.

Event cleared: The Haunted Pig Bag

Event found: The Haunted Mansion

F. The Second Evil Pig

We can now get through the Lava Caves, but before going there it's worth clearing up some more events and getting the red gem that we left earlier.

To get experience, use the 100 year old bell to get back to the 100 Year Old Wise Man, then exit his hut using the door. Go along the rock platforms and look at the spinning AP icon, then keep going down. Make your way to the nearby building and go in to it to get to the Ol' Pond and open this AP box as well.

Now, to get the red experience you need, just perform laps of the area

jumping on as many enemies as possible. You'll get more experience from jumping on each one individually rather than throwing them in to each other.

When you've got to level 10 in your red experience bar, go back to the 100 Year Old Wise Man's hut and go up the rope. Go through the Forest of 100 Flowers, jumping on more pigs there to maximise the amount of red experience you have, and go to the Dwarf Village.

First of all, go to the doctor in the North hut. Open the chest to get a Charity Wings item, and use the healing herbs.

Event cleared: Healing Herbs for Baron

Now you have to find fruit from the Tree of Knowledge as well.

Event found: Delicious Knowledge Fruit

Go off the right hand side of the village to the Elder's hut. Jump up the ladder, then left over the hut and in to the hole behind it.

Event found: Where'd the Lights Go?

Go left off this screen to get out of the hole, then go in to the main village and talk to the dwarf next to the fire. He'll give you his torch. Go back down the hole and use it.

Event cleared: Where'd the Lights Go?

Now go back to the surface again and talk to the woman who has appeared.

Event found: Stop the Fight!

Immediately go back down the hole and take the Broken Vase, then go back to the village. Talk to the two dwarves fighting at the entrance.

Event cleared: Stop the Fight!

Now Tombi will walk out of the village.

Event found: The Great Escape

Go right back in and to the hut, and jump down the hole again. The thief will have returned.

Event found: Treasures of the Mansion?

Event cleared: The Great Escape

We're finished with the Dwarf Village again for now. Go out of the hole and use the 1,000 Year Old Bell to return to the Haunted Mansion, then get to the chimney, drop down and collect the red gem.

Event cleared: Red Hidden Powers

Climb out of the chimney. Now we need to get to the Lava Caves. You

can either do this by going over the whole Phoenix Mountain again, or - much easier - using a Charity Wings to get there (select Phoenix Mountain/Lava Caves).

Whichever route you take, we need to get the Red Pig Bag so that we can break the spell on the mountain later on. The bag is in the door with the big keyhole just over halfway through the second section of the mountain. To get to it, either drop down to the platform below the leftmost platform in the awkward jumping section then enter the cave, or get to the Phoenix's Nest and then go left and foreground-jump down to it.

Event cleared: A Stormy Pig Bag

Event found: Phoenix Mountain

Now go back to the Lava Caves. These caves are even more difficult to get through than the Mushroom Forest as it's even easier to fall off the bottom of the screen and die. First of all, equip the Grapple.

Jump and fire the grapple at the nearby plant. While swinging on the grapple, the left and right directions will get Tombi to swing, and up and down will make him extend or reduce the length of the rope. Hoist yourself up on to the plant by holding Up then pressing X, then jump across to the one on the right, hitting it with your grapple so that you don't fall.

The second portal will be slightly to your left - jump up to it to enter.

-----THE PINK EVIL PIG-----
This pig sends down lightning strikes which electrify the platforms of the same colour that they hit. They can be difficult to avoid, but this fight is very easy if you wait at the top of the screen and jump on him when he appears. Wait for the bag to be facing the right way, then jump up and throw him in.

Event cleared: The Haunted Mansion

[FMV: Clearing the Mansion]

So the haunted mansion is now unhaunted. Jump off the platform to the plant, then across to the next one with the Bunk Flower on it. Jump and cling on to the pod hanging from the ceiling, then the wobbling platform. Don't stay on this long as it will fall - make your way over to the plants on the right, then to the solid platform to collect the second Bunk Flower.

The third flower is to the top-left of here - look up if you can't see it, then jump and grapple to it. Nearby you'll see a thief, so talk to him.

Event found: The Troubled Thief

It's difficult to see how to get down from here. Go on to the plant then leap right and grab the pod, then drop to the nearby platform.

Grapple up to the plant on the right then grapple directly above you to hit another. It's safest to ignore the blue chest, as it only has two Charity Wings items in it. Grapple directly above again and take the bag - What the Thief Lost.

Now we have to get it back to him. Drop down twice, then jump left and grapple on to the pod. Swing across to the plant and give the bag to the thief.

Event cleared: The Troubled Thief

Now jump right to the pod again, and get to the nearby plant where you can see the blue chest. Jump right so that you're directly below that chest and drop down as straight as you can, and with any luck you'll land on a platform at the bottom of the screen.

Jump across the plants to the right and get the fourth Bunk Flower. The blue chest next to it contains a lup, but is difficult to get open without dying - open it, then grapple up and left to hit the plant just after you touch the contents.

Keep going right until you reach a 100 year old chest in midair to the right. It has a Vitality Max +1 inside which is well worth getting, but the risk is the same as before. Jump on to it, open it, then fire the grapple at the plant after you get the item but before you fall too far. If you get it, your vitality will be at the maximum of 8.

Once you're back at the plant, grapple up to the next one. The jump here is quite difficult to get right - go to the right side of the plant and grapple on to the edge of the platform above. The area you can hit is quite small - it's about where the red crack is at the lowest. Let out the rope so that you're swinging as far as you can, then let go at the peak of your swing to fly across to the last Bunk Flower.

Event cleared: The Phoenix's Favorite

You're still going to need to land from the jump - try and get to the grey chest. Now grapple on to the platform above in the same way as before, and jump up on to it. Go to the right to escape these caves.

Now you're near the Phoenix's Nest. Go right and climb to the top of the area by jumping awkwardly up the platforms, then use the Bunk Flowers when you're next to the Phoenix.

Event cleared: The Master of the Skies

[FMV: The Real Flight of the Phoenix]

G. Masakari Jungle and the Third Evil Pig

Event found: The Jungle Pig Bag

Run around at the start of this area and collect Leaf Butterflies in

the same way as you did at the Forest of 100 Flowers ages ago. They appear a lot less often than there, but you only need four of them this time.

Now equip the Jewel of Fire - it helps a lot here, as you can't jump on the Masakari normally. Press O while it's equipped to activate it, and make your way to the right. Be careful when clinging on to the vines, as you'll quickly slide down them.

The 100 year old chest has a Funga Drum inside, which will be used in an event later on. Keep going right until you reach a cage, and background-jump on to it. Go left and talk to the man there.

Event found: Find Charles!

If you go to the left you'll find Yan again, but don't talk to him yet. Instead, go right and jump on to the cage again.

There's a tricky jumping section here. Jump up and grab on to the first big seed, then swing around to the right. Jump to the next one and it will start sliding down the vine. Jump up to grab the next one as it's about to pass under it. Repeat this until you get to the other side - be careful not to let yourself be carried into the cage, otherwise it will close and you'll lose a life instantly!

Climb to the top of the cage and foreground-jump. Use the Jewel of Fire to get past the Masakari here and go right through the drums until you see Charles. Stand on the bridge and he'll come and rescue you.

Event found: A Refreshing Drink

He'll also give you the Miner's Hat. Go left past the cage and up the ladder, and pick up the bananas. Keep going left, jumping between the seeds, until you reach the other cage again. Background-jump on to it, go left again and use the hat on the man you met earlier.

Event cleared: Find Charles!

Now hold Up to enter the Village of Civilisation, and go right to the Clock Tower. Hold Up again to enter it, then climb to the top and talk to the man again twice. Give him the bananas you found earlier to get the banana juice.

Exit the village and go right, repeating the seed-sliding section. Foreground-jump off the cage, go right a bit more and use the banana juice on Charles.

Event cleared: A Refreshing Drink

Now jump in to the water and he'll teach you how to swim.

Event cleared: I Can't Swim...

Before trying out your new ability, unequip the Jewel of Fire! If you have it equipped when you go in to the water, it will hurt you and you'll fall down the waterfall.

Swim up the river and climb out the other ladder to get to Old Tree Hill. Go up the hill to the tree and take the strawberry-like Knowledge Fruit, then jump on to the parrot while he's flying low and he'll talk to you.

Event found: The Pump Rocks

This event is one of the ones that takes the longest time to pass. You can make a start just now by jumping on the four pump rocks around Old Tree Hill - just stand on them until they're in the ground, then let them go.

Now jump back in to the river and swim back, jumping on to the left ladder. Make your way back to the Village of Civilisation and talk to the man in the clock tower twice, then he'll open up the rest of the Village for you.

Event found: We Need Power...

First of all, go back to the Y-crossing in the middle of the village and go to the Iron Castle by pressing Up. Once inside, talk to the man next to the large rusty door.

Event found: Break the Rusty Door!

The room on the left has a large gem in it and the one on the right has a lot of fruit. Take all these items and go out of the Iron Castle, then head to the Lumberjack Factory to the left of the Y-crossing. Talk to the man in the helmet.

Event found: I Need a Bomb

Talk to him again to find out that there's a bomb in the highest tree in the jungle. Now talk to the man with black hair.

Event found: I Need a Tear Bottle

Leave the Lumberjack Factory and go out of the Village of Civilisation, then climb the tree to the left to get the bomb.

Event cleared: I Need a Bomb

The Orange Evil Pig portal will also be here. Leave it for a minute and take the time to get the items in the chests to the right of the tree - leap off the side and get the Vitality Max +1 from the blue chest (putting your maximum vitality up to the limit of 8 if you didn't get the one in the Lava Caves) and get the Large Lunch Box from the 100 year old chest as well. Now climb the tree back to the portal and jump in to it!

-----THE ORANGE EVIL PIG-----

This boss throws down rocks from the ceiling which are difficult to avoid, so try and jump on him as soon as possible when he appears. Throwing him in to his bag is quite easy, though, as it slides up and down the right side of the screen and doesn't change the direction it's facing at all.

Stay near the bottom of the area to have the best chance against this pig - it's even possible to skip all the conversation at the start, then jump on him and throw him in to the bag immediately if you get the timing right.

Event cleared: Baccus Village

[FMV: Clearing Baccus Village]

Now the Baccus Villagers have turned back in to humans. Go back in to the Village of Civilisation, in to the Iron Castle, and use the bomb when standing in front of the door.

Event cleared: Break the Rusty Door!

Tombi will now go in to the Machine Room.

Event cleared: We Need Power...

Now two villagers will arrive and talk to you about the 10,000 Year Old Wise Man.

Event found: The 10,000 Year Old Man

One of them will also tell you about a raft left at the Lumberjack Factory.

Event found: Let's Ride the Raft!

We can now leave the jungle after doing a few more things. Go back to the Y-crossing and talk to the man there.

Event found: The Cute Witch

Now go to the Lumberjack Factory and talk to the man next to the vehicle.

Event found: Food for Fuel?

We need to get wine to get the GoGoCar working. Now talk to the identical man in the helmet next to the hut.

Event found: What's Under the Forest?

With all those events found, take the raft and exit the Village of Civilisation. Go through the jungle back to Old Tree Hill (don't forget to unequip the Jewel of Fire before swimming) and foreground-jump on to the jetty. Use the raft to get out of the jungle.

Event cleared: Let's Ride the Raft!

H. Getting Baron

We now have the fruit that Baron needed, and completing all the Baron-related events now will make the rest of the game a lot easier.

You'll find yourself back at the Mansion, which has changed a lot since you were last there. Make your way up to the chimney and talk to the thief again.

Event found: What the Thief Forgot

Give him the bag that you found earlier.

Event cleared: What the Thief Forgot

Now go to the door that had the small keyhole - it's the wooden door next to the chimney on the North side of the mansion. Talk to the piratey-looking thief here.

Event found: The Boss's Treasure

Now just open the chest next to him.

Event cleared: The Boss's Treasure

Now exit the room and go back to the Dwarf Village. Use a Charity Wings to make things faster. Go to the doctor and use the Knowledge Fruit.

Event cleared: Delicious Knowledge Fruit

Event cleared: A Man's Best Friend

Event found: Baron's Strength

Go to the Mushroom Forest. There will now be a dwarf running around on the top level, next to where you emerge if you take the Leaf Slider. Talk to him.

Event found: Tears from a Flower

Go in to the background of the forest and stand on the three Pump Rocks, then go off the left hand side of the forest and you'll find a beach. Talk to the boatman and he'll ferry you across one way to another beach.

Event found: Familiar Looking Mansion

Take the seaweed then go through the right hand door. Go up the stairs then open the two chests that you have the keys for.

Event cleared: Treasures of the Mansion?

Now exit the mansion using the door on the left of this room and you'll be back at the Village of All Beginnings.

Event cleared: Familiar Looking Mansion

While you're here, take the time to stand on all the pump rocks. There

are four in the Village (two in the background, two in the foreground) and three in the background in the Forest. Once you've jumped on all seven, go to the building on the left side of the river and enter the door to meet Mizuno.

Event cleared: The Cute Witch

Event found: Let's Make Candy!

Talk to her again.

Event found: What the Witch Lost...

You should already have the three crystal balls and mirror, so talk to her another time.

Event cleared: What the Witch Lost...

Go out of her house and come back in again, then talk to her and she'll give you the Magic Mirror.

Event cleared: A Magic Mirror?

Now she'll combine your Blackjack and Grapple.

Event found and cleared: Power Up for Tools?!

The Grapplejack is a great weapon, as it has a long range and can grab on to things as well as cause damage, so there's no more switching between weapons needed.

That's us finished with the village for now, so go up through the 100 Year Old Wise Man's hut to the Forest of 100 Flowers. Make your way through, jumping on the two pump rocks (one next to the hut, the other in the cactus patch) on the way, and go back to the doctor in the Dwarf Village. Give her the seaweed.

Event cleared: Seaweed for Your Health

Now Baron will join you.

Event cleared: Baron's Strength

When you use Baron you can instantly get to any location that you've visited previously - he's like a Charity Wings that never runs out. This makes getting around the game a lot faster.

While we're at the Dwarf Village, go down the hole next to the Elder's Hut again and talk to the captured thief. He'll run off, but when you leave the village you'll meet him again. He'll challenge you to a race.

Event found: Ready, Set, Go!

Tombi will walk through to the Watch Tower automatically. When the race starts, just climb up to the Watch Tower and climb the ladder to win the race. The thief is very slow and takes a long route, so you

should be able to beat him easily.

Event cleared: Ready, Set, Go!

He'll give you the Silver Powder for winning.

Go back to the bottom of the area and stand on the pump rock between the two wooden structures, then go to the right hand side of the rightmost one and take the lift down.

Event cleared: What is this?

I. The Underground Maze and Trick Village

Event cleared: What's Under the Forest?

You're now in a set of underground caves. Go left and talk to the blue digger.

Event found: Dig Like a Mole

Go North and get the Cheese from the chest, then talk to the nearby digger.

Event found: The Blue Fortune Teller

Now go all the way South and open the blue chest to get the Needlelegator Teeth. Go West and in to the sheltered area, and talk to the digger to find out about the doors.

Event found: The Thief's Door

Talk to him again to be told about a wire in Trick Village. It's time to go there now - use Baron to get to the Village of All Beginnings/Ol' Pond, then swim across and open the door to get there.

Event found: The Underwater Pig Bag

Go along the surface, being careful of the sharp trees, until you find a hut, and drop down the chimney. It's here that you'll meet the 10,000 Year Old Man.

Event cleared: The 10,000 Year Old Man

Event found: The 10 Math Beads

Leave the hut and continue to the right. Open the blue chest to get the Seashell Necklace.

Event found: The Mermaid's Necklace

The cave to the right will take you to the river in the Masakari Jungle. Get back on to dry land and use Baron to get to the South Side of the Mansion.

Here, enter the top-leftmost wooden door and talk to the Mermaid inside.

Event cleared: The Mermaid's Necklace

Event found: What's Underwater?

To clear this new event, just walk in to the water.

Event cleared: What's Underwater?

Event found: Mighty Fish Food

Exit this room and use Baron to get back to the Ol' Pond. Stand at the edge and use the Mighty Fish Food, then dive underwater and touch the Mighty Fish.

Event cleared: Mighty Fish Food

Now we need to get the Math Beads. Go right in to Trick Village, then dive underwater and swim down to the bottom. (It's safer, though slower, to use X to swim down, as this will make Tombi attack any fish in the way as well.) Once at the bottom, swim right and you'll see a tunnel in to the stone area - go through it, collecting Math Bead 1.

Go to the far side of the rotating platform above you, then nudge it upwards and go right to get Math Bead 7. Swim left again and open the chest for a Charity Wings (though we no longer need them).

Now we need to go in from the other side. Go out of the building and swim up to the top again, then go right and dive down the chimney next to the 10,000 Year Old Man's hut. At the first rotating platform on the left, rotate it round and swim left until you find Math Bead 2.

Return to near the rotating platform that you went through, and swim down. Go left again and you'll find Math Bead 10, then go right and around to pick up Math Bead 8. You're now right below the chimney again.

Go right from here, nudging the platform, and you'll see bead 9. Go around to get it, then go up and right, pushing the platforms out of the way, to get bead 5. If you go down from here, you'll soon get to bead 6 as well.

Go up a little from that spot, then left and down. Head for the shells on the wall to the lower right and you'll pick up Math Bead 3. The tunnel leads to the jungle again, so don't go in. Instead, head left and you'll see Math Bead 4. Pick it up, touching the blue gem as well.

Event found: Blue Hidden Powers

Open the chest to get a Large Lunch Box. Now get out of the building by swimming up a little then left along the long corridor. When you're out, swim to the surface and visit the 10,000 Year Old Wise Man again in his hut to the right of the sunken building.

Event cleared: The 10 Math Beads

Event found: Source of Evil Magic

He'll also give you his 10,000 year old key and Thief's Wire. This wire is what we need to get past the doors in the Underground Maze.

Talk to him again after he's finished, and he'll tell you about his fish.

Event found: The 5 Golden Items

Now exit the hut and dive down the chimney of the sunken building again. Now that we can open the chests inside we can get the Pig Bag for this area - go right as far as you can, then down, and open the chest there.

Event cleared: The Underwater Pig Bag

Event found: Trick Village

There's another 10,000 year old chest just to the left of the chimney, but it has a Vitality Max +1 inside and we're already at our maximum.

Another 10,000 year old chest is at the Ol' Pond to the left of Trick Village. It has the 10,000 year old bell inside, though having Baron makes it a bit obsolete.

Get it if you want (it doesn't seem to count for anything) then use Baron and go back to the Underground Maze (it's in the Dwarf Forest section). Open the nearby chest to get some cheese, then go South and open another to get Cold Medicine.

Go to the door near where you landed and use the Thief's Wire on it.

Event cleared: The Thief's Door

Go through the door and to the Northeast, and enter the sheltered area. Talk to the blue digger twice and he'll mention another wire.

Event found: Unbreakable Wire

Now talk to the fortune teller here twice.

Event found: The Blue Fortune Teller

He gives you the following locations for the doors:

Blue is the beachside door

Orange is the deep jungle

Yellow is the guard of time

And the remaining blue is here in the underground maze.

Continue Northeast and open the three chests to get a Lunch Box, Cheese and a Kokka Claw. Talk to the nearby blue digger and go down the tunnel to the northwest. Talk to the digger here then go west and enter the tunnel, then open the chest to get more cheese and go West.

This is the Strange Small Room. Visiting it puts it on the list of locations that Baron can go to, but we can't do anything here yet - just go out again and down the tunnel, then through the wooden doors to the Southwest.

There are a number of chests here - open them all to get a Lunchbox, Biting Plant Flower, Charity Wings and Cheese.

Now exit the underground caves by going West to the door and you'll emerge back at the Forest of All Beginnings. If you want, make your way around to the background to open the chest (it has a Lunchbox), then take Baron to Charity Square.

J. Two More Evil Pigs

Take the big gem from the chest above you then head left over the stone platforms. The Red Pig Door is on the left side of the top of the fountain - jump in to it once you see it.

-----THE RED EVIL PIG-----

This boss is one of the harder pigs to defeat. His tornadoes can throw you about but they don't harm you - however, if you're blown in to the spikes on the floor then they will. The best idea is to stay on the middle platform and just try and stay there, landing on it after every tornado he throws at you. When he appears close to you, jump on him and then throw him in to the fast-rotating bag in the centre.

Event cleared: Phoenix Mountain

[FMV: The Wind Dies]

With that done, continue to the left and grapple on to the chest at the very left hand side. Open it to get a gem that vastly increases your AP.

Go right and climb the rope to get to the cage with the Leaf Butterflies. Use the four that you have, and watch what happens.

Event cleared: Leaf Butterflies

You'll have got the Golden Leaf Butterfly from that. Talk to the person wandering nearby.

Event found: I'm So Hungry

This is an easy one to clear - just use a lunchbox.

Event cleared: I'm So Hungry

Now go South. If you read the sign in the middle of the houses you'll find that you've found the Hidden Village. Go in to the left hut and talk to the man there. He'll give you Yan's lunch box.

Event found: Take Out

Explore the rest of the village then go down the ladder to the Lava Caves. (Remember where this section is - it's the only way to get back in to the Hidden Village now.) Drop down and hit the pump rock, then find the place where the thief was before. That is, drop down two plants then make your way left, taking care not to fall, until you get there. Take the bag - What The Thief Forgot.

Now use Baron to get yourself back to the start of the Stormy Mountain (which isn't so stormy any more).

Make your way to the right through the first section, pressing down the four pump rocks on the way. When you reach the plants over the bed of biting plants, stop and look up to see a high platform. Jump up to this and press the pump rock there. Continue left and talk to the Masakari.

Event found: What's a Funga?

Use the Funga Drum on him.

Event cleared: What's a Funga?

Now go in to the cave that we was standing in front of to get the Molasses.

There's more swinging now - go up and to the right, and swing using the logs. Go up and then left to get two extra lives from a chest, then get to the top log and swing right to get another two. After you've got them, go right to the second section of the mountain.

We need to build up blue experience, and here is a good place to do it. Knock the shells off the turtle-armadillo creatures with the Grapplejack, then jump on them to get experience. Move around and they'll keep coming back, easily allowing you to get to level 10 experience.

While you're at it, talk to the blue digger on the left. He'll have finished his tunnel by now, and you can walk in to it to get even more cheese.

Event cleared: The Famous Digger

You can also now enter the door at the top of the mountain. This gives you a Large Lunch Box.

Event cleared: When the Wind Dies...

Now use Baron to get to the Phoenix's Nest, also at Phoenix Mountain. Climb to the top and go right past the nest, and you'll find a green gem.

Event found: Green Hidden Powers

Now go left and in to the Lava Caves. Press down the Pump Rock.

Event cleared: The Pump Rocks

(If the event isn't cleared here, you must have missed a couple along the way - check with the list in the Event List section of the guide.)

We still have a couple more errands to run. Take Baron to Baccus Village and go to the house on the right hand side. You should have 15 Cheese by now, so talk to the collector here to give them to him.

Event cleared: Some Cheese Please

You'll get the Golden Fruit for your trouble. After that, go to the town hall area and talk to the villager on the right of the top level. He'll give you Wine.

Now to get the fifth Evil Pig. Take Baron to the Village of Civilisation and go right to the clock tower. The portal is in the bell.

-----THE YELLOW EVIL PIG-----

This is an unusual boss in that it takes place underwater. The whirlpool in the middle sucks you in and makes movement awkward, so stay near the top where it's clear. Every time he appears, the pig will throw three shells and then pause to laugh - it's either here or when he first appears that you should grab him by swimming above him and pressing X.

Rather than being able to throw the pig left or right, you can throw him in four directions - hold down a direction as you throw him. Even though you've got this advantage, it still isn't easy to throw him in as the bag is rotating quickly around the whirlpool in the middle. To get the best chance of hitting it, throw him at the whirlpool when the bag is a quarter of a turn away from being where you want it to be.

Event cleared: Trick Village

[FMV: The Water Clears]

Go back to the Y-crossing then left in to the Lumberjack Factory. Give the wine that you got earlier to the man next to the GoGoCar to make it run.

Event cleared: Food for Fuel?

Exit the village now and open the chest on the left to get the Flash Pants, the last speed upgrade. Climb to the top of the wooden tower to where we left Yan. Talk to him now and he'll give you some extra Cheeses for taking his lunch to him.

Event cleared: Take Out

Now take Baron to Old Tree Hill - it's nearby, but it's the safest way. Jump on the parrot to talk to him again.

Event found: Tree of Knowledge Knows

We already want to ask it something, so just talk to the parrot again.

Event cleared: Tree of Knowledge Knows

Go right and open the chest, and take the Navy Pig Bag inside.

Event cleared: The Jungle Pig Bag

Event found: The Deep Jungle Pig

Now go to the 1,000 Year Old Man's room in the Haunted Mansion. Let him heal you if you need it, then go out and go in to the room on the left. Talk to the blue digger here to get the Strong Wire.

Event cleared: Unbreakable Wire

Now exit the room, go to the right hand side of the area and spin the screen round so that you're on the East side of the mansion. Climb up to the topmost door and enter it.

Ignore the man here, as he seems to be totally useless - instead, equip the Jewel of Fire and attack the straw wall on the right. Talk to Yan, who'll be on the other side, and he'll run off yet again. Open the chests to get two Cheeses and a lunchbox.

We can now pick up the Jewel of Water from Trick Village, so go there now - go down the chimney and get to the bottom to take the blue gem.

Event cleared: Blue Hidden Powers

K. The Million Year Old Wish

Now take Baron to the Underground Maze. Go through the door and northwest, following the passage until you see a closed door. Go through it and southeast, then talk to the blue digger.

Event found: Underground Treasure

Now go North and follow the corridor, entering the sheltered area, to finally meet the Million Year Old Man.

Event cleared: Source of Evil Magic

He'll give you the Million Year Old Key. There's no task to be done for it this time.

Event found: Million Year Old Wish

No doubt you've already noticed the Portal in the top left corner, so jump in to it now.

-----THE BLUE EVIL PIG-----

This one is dead easy. The pig bag is rotating in the middle of the area without moving, so it's simple to throw him in if you stay around the middle.

His attacks can be a bit of a problem if he ever gets the chance to use them - the large rolling wheels and the fast spheres he fires are difficult to avoid - but if you're quick enough he won't even have the chance to use them.

Event cleared: The 100 Flower Forest

[FMV: The 100 Flower Forest Returns]

There's still one Evil Pig to get rid of. Take Baron to the Mushroom Forest and go in to the background.

The area now has two Yellow Bonsugee in it. Defeat them in the same way that you dealt with the others during the Monster Hunt event - jump on to the side of one to close its eye, then jump to the other and throw it in to the first. Repeat this three times and they'll fall off the screen, leaving behind the Tear Jar.

Event cleared: I Need a Tear Bottle

Now we need to use this on the yellow flower. Go left and jump in to the foreground when you can. Get up to the platform where the dwarf is running around - the yellow flower is directly below the right edge of this platform. Carefully make your way down and get rid of the red flower, then use the Tear Jar to equip it. To open the flower, use the Rise and Shine Powder.

Now run around underneath the crying yellow flower to collect its tears until you clear the event.

Event cleared: Tears from a Flower

Now that you've got that, go left out of the forest and take the boat over to the island below the mansion again. You'll notice that things are different this time - the door that was blocked before is open and vice versa. Take the left door and go down the stairs, then jump in to the portal.

-----THE NAVY EVIL PIG-----

This pig throws gas bombs that affect a wide area when they burst, so make sure you're nowhere near them! If you stay around the two platforms either side of the Evil Pig Bag then you'll have a clear shot at it but she doesn't seem to appear around this area very often. In fact, this is one of the most difficult bosses as the pig bag moves very awkwardly.

Remember that you can switch sides while you've got her by jumping up and going to the other side of the bag before throwing. When she appears near the bag, make sure you don't miss the chance!

Event cleared: The Deep Jungle Pig

[FMV: Clearing the Jungle]

The Million Year Old Man will now meet Tombi in the Strange Small Room

that we visited earlier.

Event found and cleared: The 8th Pig Bag?

Event cleared: Million Year Old Wish

L. Clearing Up

Event found: The Real Evil Pig

Event found: Seven Friends

You need to find seven friends to stand on the pedestals to get the door open again. However, completing this event leads to the end of the game, and a lot of events remain incomplete - this section will be on clearing up these remaining events. At any time, it's possible to skip to the next section and finish the game.

Go in to the Underground Maze and go to the North side. There's a Million Year Old chest here which you can now open for a vast amount of AP.

Event cleared: Underground Treasure

Now head South again to where you would appear if you'd taken Baron and landed in this area. You'll notice the tunnels are now finished, so head for the nearby chest that you couldn't get to before.

Event cleared: Dig Like A Mole

Get the Charity Wings from the chest, then go left and open the chest to get a Butamushi Thorn. Now take Baron to a place we haven't visited in ages - Wobbly Wharf.

Finally we get to see the purpose of that rolling barrel here. You have to tilt the wharf so that it rolls off the right hand side, and that's not an easy task.

The best way that I found was to jump over the first section then stand on the second section. As it rolls towards you, jump over it and land on the third section. Once that's tilted, leap over it to the first section again, then stand on the second section once the barrel has reached the peak of its roll. It may take many tries to get right - leave the area and come back to reset its position.

Once the barrel has fallen off the right hand side of the wharf, you'll get a new event.

Event found: Where the Barrel Rolls...

The event is easy to pass - just jump in to the water and dive down a little to find a Mario-style pipe.

Event cleared: Where the Barrel Rolls...

You can take the pipe to the Haunted Mansion, but there's no need. Instead, climb up the stone wall and get to Charity Square. You'll arrive at the fountain - use the Flower Tears here to revive it.

Event cleared: The Broken Fountain

[FMV: Growing the Flower Tower]

Event found: The Flower Tower

You can't get in to the tower yet as it needs a huge amount of AP. Instead, take the two lups from the Million year old chest in the treetops, and go in to the Watch Tower area.

This is the best place for finding green experience. Jump around throwing as many of the blue and green creatures as you can to get up to Level 10 experience, the same as you did for the other two before.

There are a couple of other items here as well. Use the swinging branch at the top of the left hand side of the plants to get to a chest with a large lunchbox inside, and pick up the seed here as well.

Event found: Flower Seeds

The Million Year Old Bell is at the top of this area, to the right of the Watch Tower itself.

Once you've got enough experience, go to the Phoenix's Nest in Phoenix Mountain and pick up the green gem.

Event cleared: Green Hidden Powers

Having all three jewels allows your vitality to go past its normal maximum of 8.

Now take Baron to Mushroom Forest and off the left hand side. Take the boat again and enter the treasure room of the mansion, opening the last two treasure chests. You'll get three lups and a gigantic amount of AP from gems.

You'll be back in the Village of All Beginnings. Go to Mizuno's hut and talk to her.

Event found: Take Two of These

Now use the cold medicine.

Event cleared: Take Two of These

You have all the ingredients to make the candy now - put in the cauldron, in order, the Biting Plant Flower, Silver Powder, Molasses, Kokka Claws, Butamushi Thorn and Needlegator Teeth.

Event found and cleared: Biting Plant Flower

Event cleared: Let's Make Candy!

You'll now have the Golden Candy.

If you take Baron back to Old Tree Hill now you can open the Million Year Old Chest there, which gives you a gigantic amount of AP (half a million). Take it and go to the Elder's Hut in the Dwarf Village, then use the seeds on the boy here.

Event cleared: Flower Seeds

Event found: Plant a Flower Garden

Go to Charity Square and enter the Flower Tower - you should have more than enough AP by now. Take the Sacred Fish from the top and leave.

Now get back to the Hidden Village. To do this, go to the Lava Caves and find the entrance near the top (it's where we found the bag that the thief lost ages ago). To get up to the village you'll need to grapple on to an unseen plant above the pump rock.

Yan will be there, on the North side. Talk to him to finally complete his event.

Event cleared: Hide and Go Seek

Strangely, the golden bowl that he gives you doesn't seem to show up in your inventory.

Now that that's all done, we can go to the Motocross Course. It's in the Village of All Beginnings, near the entrance to Mizuno's. Here, use the Fuel Bar on the deflated GoGoCar to start it up.

[FMV: Motocross Course]

The first time you go to here you'll be told about the Mermaid awarding the prizes.

Event found: Mermaid's Singing Rock

Complete the course and run to the right, then hold Up to get to the rock.

Event cleared: Mermaid's Singing Rock

By beating the times posted on the sign, you can get Bronze, Silver and Gold medals. Getting a Bronze medal also earns you a Vitality Max +1. It's quickest to retry for a medal by using Baron to get to the Village of All Beginnings and going back to the hut from there. If you go off the right hand side of the beach area, you'll emerge, strangely, in the Jungle.

Event found and cleared: I Want a Bronze Medal

Event found and cleared: I Want a Silver Medal!

Event found and cleared: I Want a Gold Medal

Getting the Gold Medal is one of the hardest things to do in the

entire game. Details on a strategy for getting it are given in the Event List section.

Once you've done that, go back to the Elder's Hut next to the Dwarf Village. A flower will have grown. (The event seems to be timed, so if it hasn't appeared, then go back and try for more medals!)

Event cleared: Plant a Flower Garden

Pick up the Gold Flower from the plant.

Now you have all five Golden Items, so take Baron to the 10,000 Year Old Man's Room in Trick Village and talk to him.

Event cleared: The 5 Golden Items

He'll give you the Psychic Fish, which seems to have the same effect as collecting the mushroom when a blue and red flower hit each other.

Now that's all 130 events in the game completed, even though some slots in the event list remain mysteriously blank...

M. Seven Friends

After all seven Evil Pigs are defeated, a few new people will appear around the game. You have to talk to all of these people to gather the seven friends, and I'll go through them in the order we visited them in originally. Once you've talked to each one you'll get a confirmation at the bottom of the screen.

The first friend is a dwarf in the Dwarf Village - he's wearing bright blue.

The second is in Baccus Village. He'll be standing on the right hand side, near the house with the collector inside.

The third (and probably the most difficult to find) is in the Haunted Mansion. Go to the North side of the mansion to the smiling door, then slide in to the foreground down the roof. Make your way around to the door with the large keyhole and go inside, then swing to the other side of the room to find him.

The other three are right next to each other - go to the Y-crossing in the Village of Civilisation. The fourth is the miner on the right here. The fifth is the man inside the Iron Castle, and the sixth is the man in the helmet on the lower layer of the Lumberjack Factory.

Now that you've found six friends, you just have to use Baron to go back to the Strange Small Room (under Dwarf Village). Baron will take the place of the seventh friend - the Million Year Old Man couldn't have made that surprise any more obvious.

Event cleared: Seven Friends

-----THE REAL EVIL PIG-----

The final boss isn't fought in that different a way from all the others - you have to jump on him and then throw him in to the Pig Bag, which this time is on the right hand side of the screen. The difficulty here, though, is that he can freeze you when you get too close to him.

To avoid being frozen, you have to jump on him as soon as he appears - try to time it so that he stops flashing just as you're about to land on him. Also, keep to the right hand side of the screen so that you can always see the bag that you're trying to throw him in to.

He often appears in very awkward places, but with any luck, eventually you'll be able to throw him in.

Event cleared: The Real Evil Pig

Now the evil pig island will collapse in an explosion of anime and Baron will fly you to safety.

[FMV: The End]

Event cleared: Grandpa's Bracelet

Now you'll be given some hints on how to clear the events you missed if you didn't get them all... so you can start again!

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II. Event List
=====

There are 130 events in the game. This section lists them all and shows what you need to do to both discover and clear each one. Many events just rely on other events being completed.

A Drink for Grownups

Finding reward: 500

Read the notice board in Baccus Village after clearing the Where's the Baby Mouse? event.

Clearing reward: 1000

Talk to the mouse guarding the bridge to get him to guide you to the pump on the lake, then fix it with the pipe from the screen above the pumps. Go back to the village and talk to the mouse in the town hall.

A Hungry Monkey

Finding reward: 1000

Village of All Beginnings, by talking to Charles at the top of the leftmost tree.

Clearing reward: 2000, Animal Dash

Give him the bananas from the man at the Ol' Pond.

A Large Key Hole!

Finding reward: 500

Look at the door with the large keyhole at either the Haunted Mansion or Phoenix Mountain.

Clearing reward: 2000

Open either one once you have the large key.

A Lost Child

Finding reward: 500

Dwarf Village, by talking to the dwarf in the green hat.

Clearing reward: 2000, Cheese

The child is near the top of the Watch Tower area. Collect him by talking to him twice and take him back to the Dwarf Village.

A Magic Mirror?

Finding reward: 1000

Watch Tower, by pushing down the boulder next to the watch tower and collecting the mirror that falls.

Clearing reward: 1000

Give the three crystal balls found in the Lost and Found event to Mizuno along with the dirty mirror, then leave and come back to get the Magic Mirror.

A Man's Best Friend

Finding reward: 2000

Find the dog by visiting Wobbly Wharf, then rescue it from the top of the Forest of 100 Flowers and deliver it back to the doctor at the North side of the Dwarf Village.

Clearing reward: 5000

Clear the Healing Herbs for Baron and Delicious Knowledge Fruit events.

A Refreshing Drink

Finding reward: 500

Be rescued by Charles when you stand on the collapsing bridge at the right hand side of the Masakari Jungle.

Clearing reward: 2000

Find the bananas to the left of Charles, then bring them to the Village of Civilisation and have them made in to juice by the man in the Clock Tower. Return to Charles and use the juice on him.

A Safe Mushroom?

Finding reward: 1000

Talk to the right-hand mouse in the town hall area of Baccus Village, after visiting the 1,000 Year Old Man.

Clearing reward: 1000

Get the Ordinary Mushroom from the AP box in the area behind the Mushroom Forest.

A Small Key Hole!

Finding reward: 500

Found when looking at the door with the small key hole in the Haunted Mansion (to the left of the panel with the slot).

Clearing reward: 2000

Look at the door when you have the small key, dropped by the Baccus Villager in the mansion.

A Stormy Pig Bag

Finding reward: None

Found when at Phoenix Mountain for the first time.

Clearing reward: 1000, Red Pig Bag

Get the Red Pig Bag from inside the door with the large keyhole in the second section of the mountain.

Baccus Village

Finding reward: None

Found after getting the Orange Pig Bag from the town hall in Baccus Village.

Clearing reward: 20000

Defeat the Orange Pig boss. The portal is on the left side of the background area in the Masakari Jungle.

Baron's Strength

Finding reward: 1000
Clear the A Man's Best Friend event.

Clearing reward: 5000
Clear the Seaweed for Your Health event.

Beginner's Dwarf Language

Finding reward: None
Forest of 100 Flowers, shortly after entering for the first time.

Clearing reward: 2000
For some reason, you have to jump on the heads of four dwarves (three during the Forest of 100 Flowers, and the last outside the Dwarf Elder's hut).

Biting Plant Flower

Reward: 2000
Put a Biting Plant Flower in Mizuno's cauldron.

Blue Hidden Powers

Finding reward: None
Find the blue gem at the bottom of the sunken building in Trick Village.

Clearing reward: 10000, Jewel of Water
Collect the Jewel of Water after getting a full blue experience bar.

Break the Magic Egg!

Finding reward: 500
Talk to the 1,000 Year Old Wise Man in the Haunted Mansion while he's trapped by magic fire.

Clearing reward: 2000
Talk to him again once all the eggs in the mansion are broken, including the one behind the door with the small key hole.

Break the Rusty Door!

Finding reward: 500
Talk to the man standing next to the large rusty door in the Iron Castle, in the Village of Civilisation.

Clearing reward: 1000

Get the bomb from the jungle by clearing the I Need a Bomb event, then use the bomb on the rusty door.

Can't Stop Crying

Finding reward: 1000

Talk to the mouse on the left of the fortune teller's house in Baccus Village, after fixing the pump.

Clearing reward: 2000

Use a Healing Mushroom when next to him. The Ordinary Mushroom doesn't work!

Charles' Pants

Finding reward: 1000

Found when talking to Charles after knocking him down at Phoenix Mountain.

Clearing reward: Funky Parasol

Get the pants from the Baccus Villager in the Lava Caves, then bring them back to him and use them on him.

Clear the Fog

Finding reward: 500

Village of All Beginnings, on top of the first building.

Clearing reward: 1000

Use the Furious Tornado, found in the nearby mailbox, to clear the fog away.

Cry Baby

Finding reward: 1000

Look at the sad-faced door in the Haunted Mansion.

Clearing reward: 1000

Look at the door and press O while crying because of mushrooms.

Death Fruit Juice

Finding reward: 1000

Talk to the mice in the bar in Baccus Village after completing the Monster Hunt event.

Clearing reward: 2000, Charity Wings, Vitality Max +1

Jump on all five Fruits of Death in the Mushroom Forest (they look like white pumpkins with faces) and then talk to the mice in the bar again.

Delicious Knowledge Fruit

Finding reward: 1000

Clear the Healing Herbs for Baron event and you'll be asked to find fruit from the Tree of Knowledge as well.

Clearing reward: 1000

Get the Knowledge Fruit from the tree at Old Tree Hill, then come back and use it at the doctor's hut.

Dig Like a Mole

Finding reward: 500

Talk to any of the blue diggers that are still finishing tunnels in the underground maze.

Clearing reward: 1000

Walk in to one of the tunnels once they have finished - they will finish after all seven Evil Pigs are defeated.

Dwarf Elder

Finding reward: None

Found when talking to the 100 Year Old Wise Man, after collecting the chicks for him.

Clearing reward: 2000

Talk to the Elder. You can get to him after completing the Save the Dwarves event.

Familiar Looking Mansion

Finding reward: 1000

Get the boatman to ferry you across to the beach below the mansion - you'll find him off the left hand side of the Mushroom Forest.

Clearing reward: 500

Go through the right hand door on the beach and up through the mansion to get back to the Village of All Beginnings.

Find Charles!

Finding reward: 500

Talk to the man outside the entrance to the Village of Civilisation in the Masakari Jungle.

Clearing reward: 1000

Go to the right and talk to Charles to get the hat, then come back and use it on the man who lost it.

Flower Seeds

Finding reward: 5000

Take the Flower Seed from the nook above the plants in the Watch Tower area - get to it by using a swinging branch on the left hand side.

Clearing reward: 2000

Take the seeds back to the Dwarf Village and use them on the child outside the Elder's Hut.

Food for Fuel?

Finding reward: 1000

Talk to the man next to the vehicle in the Lumberjack Factory, after the We Need Power event is cleared.

Clearing reward: 2000, Fuel Bar

Give him wine from Baccus Village - talk one of the villagers next to the town hall to get it.

Grandpa's Bracelet

Finding reward: None

You have this event at the beginning of the game. Finding Grandpa's Bracelet is the main objective, but you'll have to clear a lot of other events first.

Clearing reward: None

Cleared once you've completed the game.

Green Hidden Powers

Finding reward: 1000

Find the green gem on the right hand side of the Phoenix's Nest.

Clearing reward: 10000, Jewel of Wind

Collect the Jewel of Wind after getting a full green experience bar.

Healing Herbs for Baron

Finding reward: 1000

Found right after getting A Man's Best Friend, by delivering the dog to the doctor in the Dwarf Village.

Clearing reward: 1000

Cleared by getting the healing herbs from the top-left of the second section of Phoenix Mountain and bringing them back to the doctor.

Hide and Go Seek

Finding reward: 1000

Forest of All Beginnings, when talking to Yan next to the climbing net.

Clearing reward: 10000, Golden Bowl

Find Yan in all the places he hides. These are:

Next to the Leaf Butterfly cage in Charity Square.

Behind the smiling door in the second section of Phoenix Mountain.

In the jungle, on top of the wooden structure next to the entrance to the Village of Civilisation.

Behind the straw wall in the Haunted Mansion (to break it, attack it using the Jewel of Fire).

At the North side of the Hidden Village.

I Can't Swim...

Finding reward: 500

Ol' Pond, after being thrown in the pond by the guard.

Clearing reward: 1000, Swim ability

Give banana juice to Charles at the Masakari Jungle and he'll teach you how to swim.

I'm So Hungry

Finding reward: 2000

Talk to the person of indeterminate gender wandering around the Hidden Village.

Clearing reward: 2000, 2 Cheese

Use a Lunchbox when nearby.

I Need a Bomb

Finding reward: 500

Talk to the man in the helmet at the Lumberjack Factory in the Village of Civilisation after finding the Break the Rusty Door! event.

Clearing reward: 1000

Find the bomb up the tree in the Masakari Jungle. The tree is to the left of the village entrance.

I Need a Tear Bottle

Finding reward: 1000

Talk to the man with black hair at the Lumberjack Factory in the Village of Civilisation.

Clearing reward: 2000

Defeat the two Yellow Bonsugee in the Mushroom Forest once the forest has been returned to normal (the method is the same used for the Monster Hunt event), then pick up the Tear Jar that was left behind.

Inside the Kokka Eggs

Finding reward: 500

At the home of the 100 Year Old Wise Man, while talking to him for the first time.

Clearing reward: 1000

Bring the four chicks back to his home - they are scattered throughout the Village and Forest, and are easy to find.

I Want a Bronze Medal

Reward: 1000, Bronze Medal, Vitality Max +1
Beat the third best time at the Motocross Course.

I Want a Gold Medal

Finding reward: 1000

Get a silver medal in the Motocross Course.

Clearing reward: 5000, Gold Medal

Beat the best time. This is a very difficult task, but it is possible with perseverance.

Keep holding Right as the countdown ends, and jump at the peak of the hill to give yourself a bit of a boost. Jump the second sandpit, and jump from the small earth hill to the large one. Aim to touch the sign at the top just before 8 seconds have gone by.

Go down the lower route as it's a lot shorter than the higher one. Jump at the peak of the first hill, then jump down the second, avoiding the pig at the bottom. Jump just before you reach the sign, and again off the cliff at the end. You should reach here before 18 seconds have passed.

Jump again as soon as you can - don't worry about hitting the pig, but try not to let it slow you down too much. Jump between the last two hills and with a bit of luck you'll finish in time.

This is one of the hardest events in the game, and will take a lot of tries to complete - don't give up! When you eventually do it, the mermaid will reward you by saying you've beaten all of Tombi's development staff.

I Want a Silver Medal!

Finding reward: 1000
Get a bronze medal in the Motocross Course.

Clearing reward: 2000, Silver Medal
Beat the second best time.

Lava Caves

Finding reward: None
Pick up the Green Pig Bag at the start of the Lava Caves.

Clearing reward: 1000
Defeat the Green Pig boss. The portal is behind the smiling door in the Haunted Mansion.

Leaf Butterflies

Finding reward: 1000
After jumping on a leaf butterfly for the first time. They can be found in the Forest of 100 Flowers, by running along the ground to kick up leaves, and also in the Masakari Jungle.

Clearing reward: 10000
Gather 30 leaf butterflies and take them to the cage in Charity Square. One is already in the cage - you need 25 from the Forest of 100 Flowers and 4 from the Masakari Jungle.

Leaf Slider

Finding reward: 1000
Talk to the dwarf on the very left hand side of Charity Square.

Clearing reward: 1000
Talk to him again while crying because of mushrooms.

Let's Make Candy!

Finding reward: 1000

Talk to Mizuno in the Village of All Beginnings, once you've cleared the The Cute Witch event.

Clearing reward: 2000, Golden Candy

Collect a Biting Plant Flower, Silver Powder, Molasses, Kokka Claws, Butamushi Thorn and Needlegator Teeth, then put them all in to Mizuno's cauldron in order.

Let's Ride the Raft!

Finding reward: 1000

Found in the Iron Castle in the Village of Civilisation, right after repairing the machines in the We Need Power event.

Clearing reward: None!

Take the raft from the Lumberjack Factory and use it while standing on the jetty at Old Tree Hill.

Look and See?!

Finding reward: 1000

Pick up the telescope on top of the Watch Tower by jumping out the side of the tower and climbing up.

Clearing reward: 1000

Use the telescope on the pole in the middle of the watch tower.

Lost and Found

Finding reward: 1000

Pick up any of the three crystal balls.

Clearing reward: 2000

Collect all three of the crystal balls. The first is on top of the entrance to the Watch Tower area - you can get to it by jumping from the left edge next to the watch tower. The second is at Wobbly Wharf, near the swinging beam. The third is behind the dwarf guarding the Leaf Slider.

Mermaid's Singing Rock

Finding reward: 1000

Found the first time you enter the Motocross Course (you need a Fuel Bar).

Clearing reward: 2000

Get to the rock by getting through the course.

Mighty Fish Food

Finding reward: 1000

Get the Mighty Fish Food from underwater in the mermaid's room in the Haunted Mansion.

Clearing reward: 2000, Maximum red experience

Use the Mighty Fish Food when standing at the edge of the Ol' Pond, then dive in and touch the Mighty Fish that appears.

Million Year Old Wish

Finding reward: 500

Found when talking to the Million Year Old Man for the first time.

Clearing reward: 5000

Defeat all seven Evil Pigs.

Monster Hunt

Finding reward: 1000

Either at Mushroom Forest, by reading the sign next to the jellyfish-like monsters, or at Baccus Village by talking to one of the mice in the bar.

Clearing reward: 2000, Rise and Shine Powder

Throw the monsters in to each other three times. The easiest way to do this is to jump on to the side of one so that it has its eye closed, then leap to the other and quickly throw it in to the first one.

Painting of a Big Key?

Finding reward: 500

Haunted Mansion, by talking to the mouse in the room with the painting of a big key.

Clearing reward: 2000, Big Key

Gather the five key pieces from around the mansion (one is behind the smiling door) and insert them in to the painting by using them all.

Peach Flower Gas

Finding reward: 2000

Lure a pig underneath a Peach Flower plant in the Village of All Beginnings and jump on to the plant so that its gas hits the pig and

shrinks it. Jump on the shrunken pig to collect it.

Clearing reward: 1000, Kokka Claw

Give the baby pig to the man on the North side of Baccus Village, after curing him of crying by clearing the Can't Stop Crying event.

Phoenix Mountain

Finding reward: None

Found after getting the Red Pig Bag from the door with the large keyhole in the second section of Phoenix Mountain.

Clearing reward: 20000

Defeat the Red Pig boss. The portal is in Charity Square.

Plant a Flower Garden

Finding reward: 1000

Complete the Flower Seeds event.

Clearing reward: 5000, Gold Flower

Clear the The 100 Flower Forest event, and give the flower time to grow by leaving the area and performing some other tasks.

Power Up for Tools?!

Reward: 2000, Grapplejack

Clear the A Magic Mirror? event, then get Mizuno to combine your Grapple and Blackjack.

Precious Treasure Chest?

Finding reward: 500

Talk to the man guarding the treasure chest at the right hand side of the second section of Phoenix Mountain, just at the entrance to the Lava Caves.

Clearing reward: 1000, Grapple

Talk to him again while you have the 1,000 year old key, or open the chest that he's guarding.

Ready, Set, Go!

Finding reward: 1000

Talk to the captured thief in the hole next to the Dwarf Elder's hut, after you've completed the The Great Escape and Baron's Strength events.

Clearing reward: 2000, Silver Powder

Beat the thief to the top of the watch tower. Climb the ladder to finish the race.

Red + Blue = ?

Finding reward: 1000

Talk to the dwarf on the right hand side on top of Charity Fountain to be told about powder and red and blue flowers.

Clearing reward: 2000

Get the blue powder from the Leaf Slider, then use it on one of the flowers in the Mushroom Forest. Throw the resulting blue flower in to one of the red ones while they are both open, then take the mushroom left behind.

Red Hidden Powers

Finding reward: 1000

Talk to the 1,000 Year Old Wise Man in the Haunted Mansion after clearing the Break the Magic Egg! event.

Clearing reward: 10000, Jewel of Fire

Collect the Jewel of Fire from inside the chimney of the mansion after getting a full red experience bar.

Road to Baccus Lake

Finding reward: 500

Talk to the Baccus Villager guarding the bridge in Baccus Village, the first time that you land there.

Clearing reward: 1000

Under the villager's guidance, get to the lake. You can do this after clearing Where's The Baby Mouse? and reading the notice board again.

Save the Dwarves

Finding reward: 500

Dwarf Elder, by talking to the dwarf just after learning their language.

Clearing reward: 5000

Get the seven dwarves from the areas around the village. Two are near the Watch Tower, two under the spores on the cactus-like plants in the Forest of 100 Flowers, two to the left of these who can be freed by snapping the spores up, and the last in Wobbly Wharf. Talk to the dwarf in front of the Elder's hut to complete it.

Seaweed for Your Health

Finding reward: 1000

Found at the doctor in the Dwarf Village, after clearing the A Man's Best Friend event.

Clearing reward: 1000

Get to the beach below the mansion by taking the boat from the left hand side of the Mushroom Forest, then take the seaweed there back to the doctor.

Seven Friends

Finding reward: 500

Defeat all seven Evil Pigs. This event will be found when the door in the Strange Small Room closes.

Clearing reward: 10000

After getting this event, six new people appear around the game. You need to talk to them all and return to clear the event. They are...

Dwarf Village: The dwarf wearing bright blue.

Baccus Village: The man on the right, near the collector's house.

Haunted Mansion: The thief at the top of the room with the large keyhole. To get to it, go to the smiling door on the North side then slide down the roof.

Village of Civilisation: The man on the right at the Y-crossing, the helmeted man on the lower level of the Lumberjack Factory, and the man inside the Iron Castle.

Once you have all of these, return to the Strange Small Room and Baron will take the seventh pedestal, in one of the most obvious twists ever.

Smile!

Finding reward: 1000

Look at the smiling door, either at the Mansion or Phoenix Mountain.

Clearing reward:

Look at the door and press O while laughing because of mushrooms.

Some Cheese Please

Finding reward: 1000

Talk to the mouse in the house on the right hand side of Baccus Village.

Clearing reward: 10000, Golden Fruit

Find at least ten pieces of cheese and then come back to him - they are most easily found in the Underground Maze beneath the forest.

Something's Cookin'?

Finding reward: 2000

Jump in to the fire in the Forest of 100 Flowers, after the pigs arrive.

Clearing reward: 10000, Vitality Max +1

Get the Bucket from Wobbly Wharf and use it when in the Watch Tower area to equip it. Catch three drops of water that fall from the ceiling then go back to the fire and use the bucket of water on it. Take the Baked Yam that is left behind and give it to the woman in the Dwarf Village that says she has lost something in the Forest. I'm not sure why a Baked Yam would be that important...

Source of Evil Magic

Finding reward: None

Found after clearing the The 10 Math Beads event, while talking to the 10,000 Year Old Man.

Clearing reward: 1000

Meet the Million Year Old Man in the Underground Maze. You'll need the Unbreakable Wire.

Stop the Fight!

Finding reward: 2000

Clear the Where'd The Lights Go? event, then talk to the woman outside the Elder's Hut.

Clearing reward: 5000

Take the Broken Vase from the hole next to the Elder's Hut, then talk to the two dwarves fighting at the gate of the village.

Take Me Home

Finding reward: 1000

Village of All Beginnings, by clearing the patch of purple grass next to the first branch and collecting the frog.

Clearing reward: 2000, 2 x 1up

Take the frog to the Ol' Pond, through the building in the Forest of All Beginnings.

Take Out

Finding reward: 1000

Hidden Village, by talking to Yan's father in the left hut.

Clearing reward: 5000, 2 x Cheese

Talk to Yan while you have the lunchbox. He appears in a number of different places throughout the game, explained in the Hide and Go Seek event.

Take Two of These

Finding reward: 1000

Talk to Mizuno after completing the A Magic Mirror? event, and after the Evil Pigs have been defeated.

Clearing reward: 2000, Vitality Max +1

Use the Cold Medicine from the Underground Maze on her.

Tale of the Evil Pigs

Finding reward: ?

Clearing reward: ?

This event appears in the list once you've completed the Inside the Kokka Eggs event, but never seems to be found or cleared.

Tears from a Flower

Finding reward: 1000

Talk to the dwarf running around at the top of the Mushroom Forest, at around the stage in the game where you can get to Trick Village.

Clearing reward: 5000

Clear the Monster Hunt and I Need A Tear Bottle events, then find the yellow flower in Mushroom Forest and use the Rise and Shine powder on it. Equip the Tear Jar and run around underneath the flower to catch its tears.

The 5 Golden Items

Finding reward: 1000

Found when talking to the 10,000 Year Old Wise Man again after returning the 10 Math Beads to him.

Clearing reward: 10000

Collect the five golden items and return them to him. The five golden

items are collected by completing the events I Want a Gold Medal, Leaf Butterflies, Let's Make Candy, Plant a Flower Garden and Some Cheese Please.

The 10 Math Beads

Finding reward: 500
Found when talking to the 10,000 Year Old Wise Man for the first time.

Clearing reward: 2000
Collect the ten beads from the sunken building in Trick Village and bring them back to him.

The 100 Flower Forest

Finding reward: None
Found while talking to the Dwarf Elder.

Clearing reward: 20000
Defeat the Blue Evil Pig. You can only do this late in the game - the portal is in the Million Year Old Man's room in the Underground Maze.

The 100 Year Old Wise Man

Finding reward: None
Village of All Beginnings, at the very start of the game.

Clearing reward: 1000
Meet him in his hut by getting through the Village and Forest of All Beginnings.

The 1,000 Year Old Man?

Finding reward: 500
Baccus Village, when talking to the mouse to the right of the entrance to the town hall area, after reading the note about the pump being broken on the notice board.

Clearing reward: 1000
Talk to the 1,000 Year Old Wise Man, in the room with the big door at the Haunted Mansion.

The 10,000 Year Old Man

Finding reward: 500
Found at the Iron Castle in the Village of Civilisation, right after turning on the machines by completing the We Need Power event.

Clearing reward: 1000
Drop through the chimney of his hut in Trick Village.

The 8th Pig Bag?

Reward: 500
Defeat all seven of the Evil Pigs and you'll be taken to the Strange Small Room, where you'll receive the Black Pig Bag.

The AP Box

Finding reward: 1000
Found when looking at an AP box for the first time in the game.

Clearing reward: 1000, plus any additional bonuses from inside the boxes
The event is cleared when you open your first AP box.

The Boss' Treasure

Finding reward: 1000
Found when talking to the thief boss at the Haunted Mansion after clearing What The Thief Forgot. The boss is in the wooden door near the chimney on the North side of the mansion.

Clearing reward: 5000, Boss' Jewel
Just open the chest that he leaves behind.

The Broken Fountain

Finding reward: 1000
Found when walking past Charity Fountain for the first time.

Clearing reward: 5000
Clear the Tears from a Flower event, then use the Flower Tears when next to the fountain.

The Blue Fortune Teller

Finding reward: 1000
Talk to the digger near the Northeast side of the underground maze.

Clearing reward: 1000
Talk to the Blue Fortune Teller in the sheltered area beyond the Thief's Door in the Underground Maze.

The Civilisation Machine

Finding reward: ?

Clearing reward: ?

This event appears in the list once you've completed the We Need Power... event, but never seems to be found or cleared.

The Cute Witch

Finding reward: 1000

Talk to the man at the Y-crossing in the Village of Civilisation after turning on the machines in the We Need Power event.

Clearing reward: 2000

Enter Mizuno's house and talk to her - it's the house to the left of the river in the Village of All Beginnings.

The Deep Jungle Pig

Finding reward: None

Found after getting the Navy Pig Bag from the chest at the right hand side of Old Tree Hill.

Clearing reward: 20000

Defeat the Navy Evil Pig. The portal is in the basement of the mansion which can be accessed using the boat at the left hand side of the Mushroom Forest.

The Evil Pig Bag

Reward: 500

Found and cleared while talking to the Dwarf Elder.

The Famous Digger

Finding reward: 1000

Talk to the blue digger in the second section of Phoenix Mountain.

Clearing reward: 2000, Cheese

Talk to him again when the wind has died down (the Phoenix Mountain event must be complete).

The Fire Pig Bag

Finding reward: None
Found when entering the Lava Caves for the first time.

Clearing reward: 2000, Green Pig Bag
Open the chest at the start of the caves to get the Green Pig Bag inside.

The Flower Tower

Finding reward: 1000
Clear the The Broken Fountain event.

Clearing reward: 10000, Sacred Fish
Enter the Flower Tower - you need at least a million AP points.

The Great Escape

Finding reward: 2000
Clear the Stop the Fight! event in the Dwarf Village, and you'll get this event when leaving.

Clearing reward: 2000
Just go back in to the village and down the hole, and the thief will be there!

The Greatest Pout?

Finding reward: 500
Talk to the dwarf guarding the way to Phoenix Mountain in the Mushroom Forest, after showing him the Greatest Smile.

Clearing reward: 1000
Collect a mushroom that makes you cry, then talk to him again.

The Greatest Smile!

Finding reward: 500
Talk to the dwarf guarding the way to Phoenix Mountain in the Mushroom Forest.

Clearing reward: 1000
Collect a mushroom that makes you laugh, then talk to him again.

The Haunted Mansion

Finding reward: None

Found after getting the Pink Pig Bag from the chest in the room with the big keyhole in the Haunted Mansion.

Clearing reward: 20000

Defeat the Pink Pig boss. The portal is at the top left of the Lava Caves.

The Haunted Pig Bag

Finding reward: None

Found when at the Haunted Mansion for the first time.

Clearing reward: 1000, Pink Pig Bag

Open the chest in the room with the big keyhole in the mansion, and take the Pink Pig Bag inside.

The Jungle Pig Bag

Finding reward: 500

Found when you arrive in the Masakari Jungle.

Clearing reward: 1000

Open the chest at the right hand side of Old Tree Hill and take the Navy Pig Bag.

The Master of the Skies

Finding reward: 500

Found while listening to the Baccus Villagers at Phoenix Mountain.

Clearing reward: 5000

Find five Bunk Flowers in the Lava Caves and use them on the Phoenix when at his nest on the other side of them.

The Mermaid's Necklace

Finding reward: 1000

Collect the Seashell Necklace from the blue chest at the right hand side of Trick Village.

Clearing reward: 1000

Talk to the Mermaid at the Haunted Mansion after getting her necklace. She's on the South side in the top leftmost wooden door.

The Mouse Pig Bag

Finding reward: None

Found when you fall in to Baccus Village.

Clearing reward: 1000, Orange Pig Bag

Open the chest at the Baccus Village town hall and take the Orange Pig Bag.

The Mysterious Mushroom

Finding reward: 1000

Talk to the dwarf on the left hand side on top of Charity Fountain to be told about the mushroom.

Clearing reward: 1000, Mysterious Mushroom

Open the 1,000 year old chest at the top right of the Mushroom Forest.

The Phoenix's Favorite

Finding reward: 1000

Talk to the Baccus Villagers in the bar after clearing the Death Fruit Juice event.

Clearing reward: 2000

Collect five Bunk Flowers from the Lava Caves.

The Pump Rocks

Finding reward: 1000

Talk to the parrot at Old Tree Hill by jumping on him.

Clearing reward: 10000

Jump on every Pump Rock in the game at least once. There are 22 in total, and the locations are as follows...

Old Tree Hill: 4 - Dead easy to find, all next to the Tree of Knowledge.

Village of All Beginnings: 4 - Again easy to see, there are two in the background and two in the foreground.

Forest of All Beginnings: 3 - In the background just to the right of the river.

Watch Tower: 1 - On the bottom level of the area, between the two wooden structures.

Mushroom Forest: 3 - In the area behind the forest.

Stormy Mountain: 5 - All of these are in the first section. Four are on the way up the mountain, the fifth is on a high platform near the right hand side.

Lava Caves: 2 - One on the way to the Hidden Village (stay close to the ceiling and grapple up to grab hold of plants) and one at the right hand side.

The Real Evil Pig

Finding reward: None
Found after defeating all seven Evil Pigs.

Clearing reward: 50000
Defeat the eighth Evil Pig after completing the Seven Friends event.

The Red Fortune Teller

Finding reward: 1000
Talk to the fortune teller in the North house in Baccus Village. She appears once you've fixed the pump and talked to the mouse next to the fountain.

Clearing reward: 1000
Talk to her twice more.

The Thief's Door

Finding reward: 500
Talk to the digger in the sheltered area in the underground maze, and he'll tell you about the nearby doors.

Clearing reward: 1000
Complete the The 10 Math Beads event by talking to the 10,000 Year Old Wise Man and he'll give you the Thief's Wire, with which you can open the door in the Underground Maze.

The Troubled Thief

Finding reward: 1000
Talk to the thief in the Lava Caves.

Clearing reward: 1000
Collect the bag from the top of the caves then return and use it on him.

The Underwater Pig Bag

Finding reward: None
Found when entering Trick Village for the first time.

Clearing reward: 1000, Yellow Pig Bag
Open the 10,000 year old chest at the right hand side of the sunken building in Trick Village, and take the bag from inside.

To Phoenix Mountain...

Finding reward: None
Given to you when talking with the Dwarf Elder for the first time.

Clearing reward: 1000
Cleared on arrival at Phoenix Mountain.

Treasures of the Mansion?

Finding reward: 1000
Talk to the thief in the hole in Dwarf Village after finding the The Great Escape event.

Clearing reward: 2000, and the treasure chests in the mansion
Get in to the mansion by crossing using the boat on the left of the Mushroom Forest, then entering the right hand door. Open any of the chests.

Tree of Knowledge Knows

Finding reward: 1000
Talk to the parrot next to the Tree of Knowledge after clearing The Pump Rocks.

Clearing reward: 1000
Talk to him again after you've talked about the 5 Golden Items with the 10,000 Year Old Man.

Trick Village

Finding reward: None
Found after getting the Yellow Pig Bag from the chest in the sunken building in Trick Village.

Clearing reward: 20000
Defeat the Yellow Pig boss. The portal is inside the bell in the clock tower in the Village of Civilisation.

Unbreakable Wire

Finding reward: 500
Talk to the blue digger in the sheltered area beyond the Thief's Door in the Underground Maze.

Clearing reward: 2000, Strong Wire
Talk to the blue digger in the Haunted Mansion. He's in the room with the healing fountain to the left of the 1,000 Year Old Man's room.

Underground Treasure

Finding reward: 1000

Talk to the blue digger in the middle of the underground maze - you can only get to him if you have the Unbreakable Wire.

Clearing reward: 302000

Open the Million Year Old chest at the North side of the Underground Maze. The unusual amount of AP from this event is because you get 2000 for completing the event and 300000 for opening the chest.

We Need Power...

Finding reward: 500

Talk to the man in the clock tower in the Village of Civilisation twice after you've been to Old Tree Hill.

Clearing reward: 2000

Get in to the machine room of the Iron Castle by clearing the Break the Rusty Door event and Tombi will turn on the machines.

What is this?

Finding reward: 2000

Throw one of the enemies in to the base of the right hand side of the second wooden structure in the Watch Tower, opposite the entrance to Charity Square. It will break open.

Clearing reward: 5000

Activate the lift by starting up the machines (complete the We Need Power... event) and return to this area.

What's a Funga?

Finding reward: 1000

Talk to the Masakari on the high platform in the first section of Stormy Mountain. It's easier to get there once the wind has gone, but not impossible to do it while it's windy.

Clearing reward: 2000, Molasses

Use the Funga Drum from the Masakari Jungle when next to him.

What's Under the Forest?

Finding reward: 500

Talk to the man in the helmet next to the hut at the Lumberjack Factory once the We Need Power event has been cleared.

Clearing reward: 2000

Enter the underground maze using the lift in the Watch Tower.

What's Underwater?

Finding reward: 500

Give the Mermaid her necklace at the Haunted Mansion, completing the The Mermaid's Necklace event.

Clearing reward: 2000, Dive ability, Mighty Fish Food

Walk in to the nearby water and Tombi will do this one himself.

What the Thief Forgot

Finding reward: 1000

Talk to the thief while he's hiding in the chimney of the Mansion. He'll be there after you've cleared The Troubled Thief.

Clearing reward: 2000, 2 x Cheese

Use the What the Thief Forgot item when next to him. The item can be found in his original location in the Lava Caves.

What the Witch Lost...

Finding reward: 1000

Talk to Mizuno after finding the Let's Make Candy! event.

Clearing reward: 2000

Clear the Lost and Found event and find the A Magic Mirror? event, then talk to her again.

When the Wind Dies...

Finding reward: 1000

Look at the plain door in the second stage of Phoenix Mountain (the one with a Danger sign next to it).

Clearing reward: 1000, Large Lunch Box

Go in to the door once the wind has gone - the Phoenix Mountain event must be complete.

Where Did I Come From?

Reward: 2000

Enter the cave below the guard in Phoenix Mountain to emerge back near the start of the area.

Where'd the Lights Go?

Finding reward: 1000

Jump in to the hole behind the Elder's Hut in Dwarf Village after first saving all the dwarves, then leaving the screen and returning.

Clearing reward: 1000

Talk to the dwarf tending the fire in the village and get his torch, then go back to the hole and use it.

Where's the Baby Mouse?

Finding reward: 500

Read the notice board in Baccus Village.

Clearing reward: 1000

Go to the bar on the left hand side of the village and talk to the middle mouse, then go back to the town hall and talk to the mouse there.

Where the Barrel Rolls...

Finding reward: 500

After the 100 Flower Forest has returned to normal, roll the barrel to the right hand side of Wobbly Wharf. The best way to do this is to jump over the first section then stand on the second section. As it rolls towards you, jump over it and land on the third section. Once that's tilted, leap over it to the first section again, then stand on the second section once the barrel has reached the peak of its roll. If you need to restart the barrel, leave and come back to Wobbly Wharf.

Clearing reward: 5000

Dive in to the water once the barrel's been sunk, and watch it plug up the whirlpool.

Who Are You?

Finding reward: 1000

Forest of All Beginnings, by talking with the shadowy figure in the building that leads to the Ol' Pond.

Clearing reward: 5000

After talking with the 100 Year Old Wise Man for the first time, go out of the hut via the door and climb down the rocks - he will be standing on top of the climbing net.