

# Cave Story

V2. Still no wind fortress edition

Notes:

-Instead of staying here for 10 years non-negotiably, you instead are only required to stay until the completion of the Good ending of the original game, that is the decisive defeat of the Doctor and destruction of the island Core. You do not need to get the Best Ending to win unless you take the "Running Hell" drawback, otherwise it is assumed that Curly's and Booster's death will play out, as Quote will not be able to find the tow rope and will acquire the Booster 0.8 without any outside help. After a win condition is reached, you may stay within this world as long as you wish, up to a maximum of 10 years.

-It is assumed that you arrive shortly after the commencement of the main story of the game, unless you have taken the From Somewhere, a Transmission perk. Wherever you end up, Quote has managed to reach the Sand Zone, and is moving to fight Curly at least a half hour after you've arrived.

-Red Flowers only work on those who have taken the Mimiga Background, or those with Mimiga Biology.

Special Thanks to: Red, Quicksilver, OneArmedAnon, and all the helpful anons, IRC or Thread

Welcome to the World of Cave Story! You will arrive in, where else, a cave deep within a mysterious floating Island. This island has a history of being the seat of power for tyrants, and just recently a team of researchers who came to investigate its mysteries had produced a new one. The Doctor. Though this place is bright and colorful, it is filled with dangerous traps and monsters, not to mention that the Doctor's machinations will result in a bid for world domination, using the cute and innocent populace as a batch of living weapons. You'll need agility, speed and reflexes to make your way through the caves. Your stay here will only be a short while, so what you choose to do will be critical for the outcomes of the people here, and perhaps even the island itself. To this end, you receive

+1000 cp

Roll 1d8 for starting location, or pay 100 cp to choose. You begin as the gender from your last adventure, or 50 cp to change this.

#### Starting Location

-1 (Start Point): Well. Good a place to begin as any. There are spikes and enemies, but luckily there's not a lot of tough enemies in the beginning caves. Mimiga Village is easily reachable, just be mindful of the door.

-2(Mimiga Village): A peaceful, gentle place...but a quiet one none the less. Arthur's house (containing a teleporter to the Egg Corridor, Grasstown, and the Sand Zone) is unlocked, and the already small population of the village has been lessened due to the machinations of the Doctor. King is the leader of the Village, and while he is aggressive he will listen to any reasonable people he encounters. The path to the Graveyard and various other Mimiga locations (Reservoir and Yamashita Farm) are easily reachable.

-3(Egg Corridor): An old scientific facility where a number of Sky Dragon eggs are kept, overrun by laser-spewing bugs and elephants. Not only that, at the very bottom of the area there is a creature known as Basil, with the ability to kill anything in a single hit! Don't touch the floor. A number of the sky dragon eggs appear to be infertile, and even attempting to hatch the ones that were requires passwords. Might be good omelettes though.

-4(Grasstown): A wild and overgrown place. It appears to have a dark secret, as a series of bomb-making robots are stored here, as well as many blood-stained spike pits and an execution chamber. Be very careful here! Many of the spikes here can kill you instantly, and there are a number of enemies that will swarm and attack you at once early in the stages. Fans and spikes abound. The natives are a thick-browed little mimiga called Santa and a purple female mimiga known as Chaco, who is very inviting to strangers and travelers.

-5(Sand Zone): Oh! You're here. That's good, maybe you'll be able to catch up to Quote. The Sand Zone is large and filled with many enemies, including giant Cazador-speed Parrots, Giant skeleton heads that throw bones, and creatures that resemble sawblade Sun statues. A witch named Jenka lives here, who knows much more than she lets on. This is also the home of Curly Brace and the mimiga children she watches over. In the very depths of the Sand Zone, the seeds where the wretched Red Flower lies in a warehouse.

-6 Labyrinth: A magical maze created to contain the Gaudi race, a number of mimiga-eating cockroach creatures that fire acid. Some are more intelligent, but many are violent and hungry. The labyrinth is filled with spike traps and crushing stones to prevent your exit, as well as a number of magical seals otherwise. A creature known as Monster X works to defend the path to a place in the Labyrinth. It contains the core of the island, the creature that keeps it afloat and functioning.

-7 Waterway: A series of pipes, pathways and tunnels filled with water. Gaudi live here as well, and there are numerous spikes and jets in the Waterway that will lead to your demise. Be mindful of drowning! Also, a vicious cybernetic shark known as Ironhead considers this his playground, and will assault you if he finds you. The waterway will eventually drop you off at the Reservoir in Mimiga village, if you follow it till its end.

-8: Free Choice

## Backgrounds

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Mr./Ms. Traveler(0): You have arrived onto the island with little more than whatever you have on you and the freshest memories of arrival in mind. You have the bad misfortune to wake up deep in the caverns with little to no idea where the hell you are, but you also don't have any baggage from your previous life before you woke up there.

+No obligations, nobody knows your strengths or weaknesses

-No real pull or connection to anyone on the island

Mimiga(50): A native of the island, your race is peaceful and works to live in harmony with the world around you. Recently, you and your kin are being victimized by a researcher from the surface known as the Doctor, due to your race's connection with the Red Flower. The red flower was known to be poison to your race, but recently you've learned an even darker secret about it...

+You're able to navigate the island without running into too much trouble

+You're really good at cultivating and nurturing

+You can become a super-strong, super-tough monster able to toss heavy blocks and breathe lasers, if you imbibe the Red Flower.

-If you eat the red flower, you lose your mind, no questions asked. It's frankly impossible to return to normal after eating the flower.

-You're small, weak, and have no real way of defending yourself if you're being attacked

-The Doctor wants you for his experiments

Researcher(100): You're a scientist and person of progress who arrived from the surface alongside the man who would become the Doctor, Fuyuhiko Date. You have a good handle on many of the sciences and how to best use technology. You aren't exactly the best fighter, but you are superb with identifying, creating and using technology of all kinds.

+Intelligent, skilled

+Well-Respected and omnidisciplined

- The Doctor wants you to assist him or die
- Not combat oriented

Robot (100cp, 300cp if Armed Scout Robot is taken): You're a robot sent from the surface in the pursuit of the Island's most dangerous treasure, the Demon Crown. Its true capabilities are lost in myth, but it's known that whomever possessed the crown could take over the world. Dozens of robots like you were sent into the island, however many of your siblings are dead or trapped in the labyrinthine depths. Not only that, but the actions taken during the initial rush onto the island mean the locals see your kind as a bunch of murders and monsters. However, you're capable and combat ready, which is important in this monster-filled island.

Armed scout robots are similar to the scout robots, but were sent to end the conflict on the island through the destruction of the Demon Crown, rather than its acquisition. Armed Scout Robots are incredibly lifelike, able to eat and sleep, so they are able to pass as humans to the untrained eye. They also have much more humanoid personalities, minds, voices and reactions in general.

- +Durable machine body
- +Combat Skills come easy to you
- Hated by Mimiga Population (Disabled with Armed Scout Robot)
- Repairs hard to come by on Island

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Free for all

Moonsong: Now the Cave Story soundtrack follows you wherever you go! Every song from the soundtrack is available to you and you can play whatever feels appropriate. As a bonus, you also get a constantly updated list of remixed tracks based on Cave Story music wherever you go. Ever wanted to hear Moon Doctor while traversing space? You can.

Moonjump: It seems like gravity has less of an effect on you here. You glide more than jump, and even a small hop sends you 5 feet into the air. Try not to bump your head too much navigating around the Island. You have to pay 100 cp to retain this ability after the story is over.

100

Built to Last (free Robot, Armed Scout Robot): Your frame is remarkably durable, though you aren't exactly invincible. Your body is resilient to excessive G-forces, and you are immune to any damage from falling or maneuvering around with your own force, i.e flying or jumping. This doesn't protect you from all collision damage, merely that which you exert on yourself.

Spot the Bot (free Researcher): Years of study and experimentation have given you a natural eye for the handiwork of fellow scientists. You can immediately tell if any given object or person is mechanical or electronic in nature from a glance, and discern the general use and origin of said object. Even if the object was a super-advanced crystal ball, you could at least tell that it's meant to be a power source rather than a weapon. You could also discern an Armed Scout Robot from a human easily with this.

Yamashita Dreams (free Mimiga): Mimigas live in tune with nature, their main foodstuffs being fish and plants. With this, you have a natural knack with planting, growing and harvesting all kinds of mundane fruits and veggies. It's much more difficult to grow supernatural plants with this talent, but it's possible. You also are rather skilled with a fishing rod, always catching the largest possible fish from a river or lake, though if you go beyond that you're merely limited by the biggest fish in the region of the ocean you're in.

Huzzah! (Discount Mr./Ms. Traveler): You know how to make a grand entrance. You can bellow a loud shout and smash through the walls or ceilings of any building, with no harm done to yourself. Or the building, for that matter. Any hole you make in the building will be immediately fixed upon your exit. Yes, you become Balrog. Or the Kool-Aid man.

Aren't you forgetting something? : Your attention to fine details that others would miss is honed, and your ability to know when something is going to be vital later on is enhanced as well. Maybe picking up a bit of rotted rope in a dark, dank room doesn't seem important now but...It could be invaluable later.

Can you operate that? : You can push any vehicle past its physical limits, able to break its top speed and turn on a dime easily... However, you will almost invariably destroy the vehicle once you're done with it. Limits are limits for a reason.

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200

Fingers of the North Star(discounted Researcher): You have a natural talent with machinery, and this extends to firearms creation. You can disassemble, analyze, and reassemble any projectile weapon you come across, and you have the ability to create unique, one of a kind guns that utilizes odd and esoteric technology. You also gain a free 'stamp' you can apply to any weapon you create, to show it's your work. Upgrading existing weapons is a breeze as well.

Run and Gun(discounted Robot and Armed Scout Robot): The rush of a high-speed gunfight isn't enough to break your focus. You can aim any projectile weapon with no loss to your accuracy, no matter how fast you're running, or how wildly you're kareening through the air.

Gentle Scent(discounted Mimiga): Your experience with the Island's various creatures means you've learned how to conceal your scent from hungry beasts, and they consider you less of a threat to their territory. Wild animals have a harder time detecting you, and if they do, they are less likely to be immediately hostile. As a bonus, you have a nice, soft and floral scent.

Puppyhat(free Armed Scout Robot, Discount Traveler): Your head is surprisingly comfortable! People or creatures friendly to you will be able to rest on your head without any ill effects to either of you, despite the size difference.

Spelunker(discount Traveler): You have a natural gift for going from point A to be point B in a cave system, able to mentally map out caverns as you traverse them. You also are able to sense for hidden caves and tunnels in cavernous areas, and then access them safely with a shovel or pick-axe.

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400

Soldier From the Surface (discounted Robot and Armed Scout Robots): It's something etched into your brain, but your hands feel like they were made to pull a trigger. You can reflexively pick up

and use any projectile weapon to its greatest effectiveness with a natural ease, despite it being something that was only invented an hour ago. You also have excellent reflexes and are able to quickdraw and immediately fire weapons up to the size of a shoulder-mounted rocket launcher.

Advanced Transportation (discounted Researcher): You've turned your brilliance to the field of transportation, and have looked beyond the mere fossil fuels and engines. You gain a mastery of two technologies: The Boosters and the Teleporters. Teleporters require a network connection between two or more static "platforms", when you step onto an active teleporter you may arrive at any active platform connected to the network. Boosters are jetpacks that emit directional kinetic energy to send you flying, however the jetpacks can only emit so much force before you need to let the batteries recharge. Early on, you can only create boosters that give "pulses" of that force to propel you upwards or keep you longer in the air, but with time you will be able to stay in the air longer and even change directions mid-air. At your height, the Booster will be able to stay airborne almost indefinitely, and move in all 3 dimensions easily.

Sniff, Scurry, Flinch (discounted Mimiga): You can't help being skittish, it was just how you were born. Now that the Doctor and even more dangerous entities are rampant on the island, your survival senses are kicked into overdrive. As long as you're acting in complete self-preservation, your speed, stealth and sensory abilities are increased to just beyond your absolute peak until the danger is passed. These abilities cannot be used to do anything but avoid a known threat or detect possible threats.

King's Brew (discount Mimiga): The allure of power, especially for a weak species like the Mimiga, can be ever so tempting. A few mimiga have discovered a way to tap into this latent power without many of the side-effects, by cooking the Red Flower petals in a certain way. You learn how to cook the petals in this fashion, and are able to imbibe them to increase your combat power. If you do this, your speed and physical might will increase noticeably, making you a capable fighter if you weren't already one. However, your endurance will not be affected at all.

Ironhead's Blessing (discount Traveler): You are amazing at swimming! You can hold your breath for at least a few hours, and barrel through the water like a torpedo. In fact, you gain an aquatic corkscrew attack that lets you slam into something with the force of a train wreck, without harming yourself in the process.

Keeper of the Garden(discounted Mimiga): Though it was forbidden to cultivate the red Flower, the skills to do so are in your reach. You have a thorough knowledge of how to grow the Red Flower in almost any soil, and you are able to discern the perfect conditions for growing any other supernatural fruits or vegetables you encounter. The conditions themselves may be overly specific or difficult to set up, but you certainly have knowledge of them.

From Somewhere, a Transmission... (Armed Scout Robot only): You awaken in a small cave in the depths of the Island. If you purchase this, you take the place of Quote in the game's plot. If you're a female, the game becomes Curly Story, and you take Curly's place in the plot instead. This means that if you take "Back-To-Back", you can take Curly Brace or Quote as your



Companion from that perk. This also means that you are able to follow the plot exactly as depicted in Cave Story(barring any changes you make).

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600

Jenka's Home Cooking(discount Traveler): You have learned an extremely helpful recipe during your stay here from a nice old woman, in return for looking after her dogs for a while. You know how to grow the herbs required to brew a life pot and the knowledge to brew the pot itself. This Pot could restore someone on death's door back to their prime of life. This Pot has the odd effect of working as a repair paste on humanoid robots as well, either a solvent or an adhesive as needed.

Flesh and Metal (discounted Researcher): You've reached the pinnacle of robotics. You have a complete knowledge on how to develop, build, and program robotic soldiers similar to the ones that populate the Island. You can, with effort, also create Armed Scout Robots with or without sapience. If you create a non-sapient ASR, they are very lifelike robots but are robots none-the-less. Sapient Armed Scout Robots benefit from the perks "Built to Last" and "Run and Gun". They don't follow your orders perfectly, but they are loyal regardless and will follow you as Companions if you want them to.

The Power of the Red Flower (discounted Mimiga): Though Mimigas are on the whole a meek and peaceful race, they have a deep rage within them that the Red Flower can unlock. In your frenzied form, you gain an absurd amount of strength, the ability to leap great heights, ridiculous endurance and the ability to fire a storm of energy pellets from your mouth. Normally, you lose your mind and stay in this bloodthirsty state forever after eating the Flower. However, with this perk, you are immune to the flower's sanity-destroying effects and can return to a normal state at any time during the transformation. The potency of the Red Flower's effect is also increased noticeably, being more effective in combat then Frenzied Toroko and Igor combined, with both of their ability sets open to you.

I'll be Back (Discounted Robot, no discount for Armed Scout Robot): You were programmed to fight, and you will to the bitter end. Your body gains a natural endurance in battle, and your mind is reinforced with a generous store of willpower and the ability to ignore pain during a battle. As long as you have an ounce of fighting spirit left within you, and as long as your body isn't completely destroyed, you can move and attack with no hindrance due to your wounds or your pain. The only issue you would run into would be if you have any limbs to actually attack with by the point you die, and even then...That's what teeth are for.

Back-To-Back (Free Armed Scout Robot): You didn't come to this place alone. You gain a robotic Companion of the opposite sex (or preferred sex), who benefits from the Armed Scout Robot

background and 400 cp to spend. This Companion is loyal to you and has a personality compatible with yours, as a comrade or as anything else. They are unable to purchase Back-To-Back or From Somewhere, A Transmission.

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800

Misery's Might (600 for Traveler): Your unexpected entrance has given you a taste of the mystic power latent in the island. Perhaps you even have a connection to the master of the island, the Demon Crown's creator...In any case, you possess all the powers of the Demon Crown's witch, Misery. These include, but are not necessarily limited to:

- Trapping creatures in durable bubbles
- Teleportation
- Floating
- Black Lightning strikes and Ball Lightning
- Summoning swarms of bats

## Gear

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Sky Dragon Egg(400, discounted researcher): A large egg that can be hatched with the right technological knowhow. Comes with an incubator and the password to hatch the Sky Dragon. Sky Dragons are large enough to carry at least 2-3 adult males on their backs, and have the capabilities of flight and breathing fireballs. They're cute as well, so! Never a bad purchase.

Booster 0.8(100, discounted Researcher): A jetpack, a backpack-sized device that releases a jet of pure kinetic force directly downwards. It only has a few seconds of thrust in it, but it's powerful enough to launch you almost 20 feet within those few seconds. The battery regenerates after a second of stillness.

Booster 2.0(200, Requires Booster 0.8, discounted Researcher): The Booster's upgrade, It has a stronger and longer-lasting battery. It also has directional flight, and you can toggle the thrust. Thus, flying in an L shape is completely possible with these features!

Map System (100, Discounted Traveler): A radar/map. You can see even hidden passageways using it. Navigation is easier, as well. It can tell you which direction a certain area is relative to you.

A sweet Scarf and Hat Combo(50): What it says on the tin.

Energy Weapons System(200, discounted Robot and Researcher) : A strange canister that can be easily attached to any projectile weapon you own! You start off with about 6, and you also have the blueprints to produce more. While you strike someone with an EWS-enhanced weapon, upon their death or defeat they produce energy in the form of Power Crystals, which are then absorbed by the EWS' canister. As the canister is filled with energy, the weapon can "level up" and gain abilities and uses it hasn't before, sometimes changing the nature of it's projectiles. Every weapon maxes out to level 3. A weapon can't become a One-Hit kill weapon for name-level entities by leveling up, unless it would've already OHK'd them. It's up to your imagination how this effects weapons from outside this setting, but the above rule applies.

A baby bat nest(100): A small nest, inside are a few baby bats. They'll imprint on you, and try to follow your orders to the best of their abilities! As they grow, they'll be able to fight and take more hits, hardier then the normal bat. The nest can only support about 15 bats reliably.

A Red Flower garden Plot(300, discounted mimiga): A 10 by 10 plot of dirt that is added onto your Warehouse, and a few packets of the Red Flower's seeds. To the side of the plot are the necessary supplies to water and care for the flowers. The Red flowers will grow and bloom within 6 hours of planting, and then produce a harmless red fruit that resembles a pomegranate. The fruits are packed full of seeds for the next generation!

Sweet hot-pink Superbike(100): A motorcycle-like vehicle that seems to work off a principle similar to the Booster! It goes about 30, 50 MPH...Most of the time. It also seems prone to crashing. It looks cool, though.

Whimsical Star(Free, cannot be purchased without Polar Star): Not so much a weapon as an accessory. A trio of stars that orbit and lightly hurt any enemies caught in your melee range.

Tow Rope(100): A rope that you can use to attach any companion to your back, as long as you both have the same general size. Tying a kaiju to your back would be difficult as someone 3 feet tall. It makes it easy to take unconscious people around!

Air Tank(200, discounted Traveler): A little device you carry in your pocket. The device will create a bubble around you upon contact with water, allowing you to breathe and stay dry...after the first initial wetness, of course.

## Weapon Stats

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Note: All Weapons are discounted for those with the Robot and Armed Scout Robot Background. All weapons are assumed to be unique and one of a kind in the setting, as such acquiring them without a purchase would require depriving Quote of a future weapon, or attempting to convince him to hand the weapons over. All weapons begin at level 1 and require an EWS purchase in order to level them up.

Bubbler(300): A mysterious weapon that looks sort of like a squirt gun, found in a fireplace. Where the hell did this come from?

[Ammo count: 100 bubbles, regenerates expended bubbles at a fast rate.

Level 1: Fires a small, weak bubble that does damage upon impact.

Level 2: Fires a rapid-fire stream of bubbles that do many medium-impact explosions on contact with an enemy.

Level 3: As you hold down a trigger, small bubbles of white energy gather around you to form a barrier that blocks projectiles and harms enemies. Once 50 bubbles have created a barrier, the excess bubbles gathered begin bursting and firing outwards. Releasing the trigger will burst all of the bubbles in your barrier, unleashing a swarm of lightning bolts in the direction you are facing.]

Fireball (200): A device seemingly crafted by a Mimiga named Santa, it is well suited to assaulting ground targets due to staying low to the ground and bouncing towards it's target.

[Ammo: Nil, infinite

Level 1-3: A gravity-influenced projectile that grows stronger and brighter as it levels up, eventually becoming white-hot and large projectiles. Firing rate is quicker with each level. ]

Rocket Launcher (300): A powerful shoulder-mounted weapon, this rocket launcher is rather fearsome simply on its own. This is the strongest example of its kind, the equivalent of a super missile launcher. With further upgrades, this could be a bringer of death and destruction.

[Ammo: 20/20 default, and +50 cp for another 5 missiles. Can be upgraded several times.

Level 1: A single missile with a powerful blast is fired.

Level 2: A thick missile is launched, with an AOE blast radius that packs an absurd amount of potency.

Level 3: A trio of thick missiles is unleashed, each one with the properties of a level 2 missile.]

Polar Star(100, can only be purchased once): A strange and incomplete gun. A weapon created by a Hermit Gunsmith. This pistol is easily used, lacking in power at first but once upgraded can become a weapon of Legend.

[Ammo: Nil, infinite

Level 1: A thin beam of power is fired, like a laser pistol.

Level 2: A twin pair of beams are fired.

Level 3: A thick burst of power fires, with a fast firing rate. ]

Machine Gun(200, or free if you trade Polar Star purchase for this):

A weapon with a high firing rate, this can be found in the possession of one Curly Brace if Quote doesn't acquire it first. She's willing to take a Polar Star in exchange, but there's not a lot of those to go around. At its strongest, you can use this as an impromptu jetpack.

[ 100/100, Replenishes automatically at the same rate as a Bubbler.

Level 1: It fires a storm of pellets, at a quick rate.

Level 2: Fast, Beam-like projectiles that hit harder and faster. The replenishment rate increases.

Level 3: Large projectiles are fired, the sheer force of the weapon can be used as a method of propulsion!]

Snake(200): A mysterious weapon crafted by the roach-like Gaudi in the labyrinth, its projectiles can phase through walls and attack someone on the other side! It also can shoot pretty quickly once it's leveled up.

[Ammo: Nil, Infinite

Level 1: Fires a short range 'square-shaped' projectile that can pass through walls.

Level 2: Fires a red fireball that moves in an S pattern, retains ability to pass through walls. Longer range.

Level 3: White-hot fireballs, maximum damage and range, still phases through walls.]

Arthur's Blade (300): A blade said to be owned by a fabulous warrior, the previous champion of Mimiga Village. Arthur's restless ghost is said to reside in it, awaiting the day it can find a worthy hero and help defend the Island it called home, as well as the Mimiga it called family.

[ Ammo: 1, Blade returns to hand upon contact with enemy or obstacle.

Level 1: A short sword that works best when thrown.

Level 2: A bastard sword that is stronger and heavier, but has a shorter range when thrown.

Level 3: The blade becomes possessed by the spirit of a mimiga hero, who will respond to a gesture in any direction and charge towards the direction. A wave of aerial slashes will follow in his wake. If the spirit collides into an enemy, it will stay in place and use the blade to slice at the enemy, as well as unleashing a series of strikes where it attacks everyone within a short distance of the targeted enemy.]

## Companion Options

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You can acquire or import a companion into the world of Cave Story alongside you, as a partner and ally! You can import 1 companion for 100 cp, or take 8 for 400 cp all at once. If you import 8 companions at once, they must all be of the same background. Imported and purchased companions have 400 cp to spend and must be of the Mimiga, Researcher, or Robot backgrounds.

Mr. Little(+200): Ooooh boy. You have been reduced to the height of about...3 inches, maybe. All those gaps and jumps in Grasstown have gotten crazier (imagine trying to leap the grand canyon, now.) No matter what form you shift into, or how many growth serums you down, it's going to stay this way till the end of the story. Try not to get squished.

Heavy Bullets (+200): You're grounded! Pretty much literally. Gravity just feels much heavier on you, almost twice as strong as it is normally, and all of your abilities that deal with jumping and flight fail you. You're stuck to either hoofing it, bridges, or vehicles. This doesn't affect you if you're using a vehicle, but they have a greater probability of crashing while you're on them.

A Black Wind Blows Through You!(+400): Welp. All of your weapons (purchased or otherwise) have been reduced to near-useless forms, save for those acquired during the course of the story itself. Have fun with that godlike blade when it turns into rubber. Not only that, you lose access to most of your magical or supernatural abilities, stolen away by the Black Wind! You're going to have to survive with only your natural talents, your wits and anything you can build or find on the Island proper.

Wartime Blues(+400): You've arrived in the right place, at the wrong time. Instead of shortly after Quote's entrance into the Sand Zone, you've instead landed smack-dab in the middle of the assault on the Island's master, the previous holder of the Demon Crown. There are robotic soldiers with Machineguns and Rocket Launchers, these weapons are equipped with Energy Weapon Systems. These robots will see you as a threat no matter what, and pursue you in the course of the story! Not only that, but the Master of the Crown's mimiga army is strong and present, ready to swarm you at a moment's notice. He also has access to Sky Dragon riders, and a manner of other magical and scientific creations. Your objective is clear: End the war, by destroying the Demon Crown.

Running Hell(+600): Your objective has been changed, and the stakes have been raised. Instead of the victory condition being the Good ending, to leave this place you have to achieve the Best ending. Curly must survive, Dr. Booster must survive, and Ballos must be defeated before the island falls completely. From the moment the Doctor and the Island core die for good, you are on a time limit to defeat Ballos. Not only that, but your warehouse is locked off and your companions must remain inside. It's only you, your powers, your skills, and the help of Quote and Curly. Hope you can do it one go. Good luck.



It is the End, my friends...No matter what happened or who was lost in the process, the Doctor was defeated, and the world can rest in peace. However, you have one final choice to make. Before that, however...You gain a new piece of equipment!

The Spur(can only be acquired if you are in possession of the Polar Star): A weapon created with great skill and possessing quite a bit of might, it possess the power of a level 3 Polar Star as a base projectile. Not only that, but you may hold down on the trigger to steadily increase the strength of the shot. At the zenith of its power, the Spur unleashes a solid column of destruction from its barrel, like a continuous stream of bullets.

GO HOME: You're weary of all this war and jumping. Your knees feel like HELL after all that hopping about...In any case, you take all of your gear and perks with you when you return home to earth. Try not to blow it up, we only have one of those.

STAY HERE: You've come to love the mimiga, the Island, and perhaps the robots here as well. Whatever the case, you feel comfortable and at home in this world, and you can stay here for the rest of your days, however long those may be.

CONTINUE: This world is not enough! You take every experience and perk you've gained here and carry it with you onto the next world, continuing your adventure.