Mushishi Walkthrough

Translated from http://tokisoto.blog119.fc2.com/blog-entry-490.html

This will be posted on Game FAQs to accompany the patch on release. I’m translating a lot of this blind, so it will need further review.

# Main Story

Tips: Some mushi will stop appearing as the game progresses, but they will reappear once the story has been completed.

An event involving afallen bird occurs at **Location 15**.

(The specific conditions to trigger this event is unknown, but it will occur as you continue to catch and identify mushi.)

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The next day, talk to the villagers at **Locations 10, 11 and 12**.  
  
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The next day, an event will occur at **Location 15.** Then, talk to the Village Chief at **Location 14**.  
  
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The next day, talk to the villager at **Locations 10**.  
  
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Go to sleep at your home. In the morning, an event where the player character writes a letter to Yakuno will automatically occur.  
  
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The next day, a reply will come from Yakuno.

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After two days have passed, Ginko will appear at **Location 15**. He asks for Mushi Tobacco.  
  
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Once you have made the Mushi Tobacco, give it to Ginko at **Location 15**. A light vein will appear. After walking for a while, the vein will disappear and an event will occur.  
  
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During the day, go to **Location 06**, and enter the cave [**Location 09**]. An event will occur.

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Conversation event at **Location 13**.

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Event in the field at **Location 08**.

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During the day, talk to the villagers who are gathered at **Location 12**.  
  
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During the day, go to **Location 18** and talk to Ginko. Choose “That mushi…”, “Is weak to…”, “Light…?”  
(Don’t worry if you make a mistake, as you can do it over.)  
  
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Credits Scene. After the credits, sleep, and the “Karibusa library” will appear on the Title Screen.

Once the story has been completed, more Mushi will become accessible. You can also take on sub events and side quests, or start a New Game+.

# Sub Events

Sub events are available after completing the main story.

Mushi Climbing the Waterfall

**Condition:** Complete the report for Mushi 083 and have received a letter back from Yakuno.

After catching Mushi 083, go to the waterfall [**Location 05**] in the evening, and you will find the mushi climbing the waterfall.

## One-night Bridge

**Condition:** Complete the report for Mushi 020 and have received a letter back from Yakuno.

On certain days, there will be four of Mushi 020 at the valley [**Location 23**]. If you return there at night, you will find the One-night Bridge [**Location 24**]. You can cross it to reach **Location 25**.

To get back, go to **Location 26**, then return to **25**. The bridge will have vanished, allowing you to return as normal.

Mountain Lord

**Condition:** Talk to the Village Chief at his house [**Location 14**],whowill tell you about the deer he saw in the mountain.

Sleep outside in the swamp [**Location 18**], and the Mountain Lord will appear.

## Echo Mushi

**Condition:** Complete the report for Mushi 099 and have received a letter back from Yakuno.

When Mushi 099 is present on the hill [**Location 02**], speak into the DS’s microphone, and you will hear an echo back.

## Harumagai

**Condition:** Complete the report for Mushi 022 and have received a letter back from Yakuno.

An event will occur when you get close to Mushi 022 on the mountain [**Location 21**]. Move to the left side of the screen to advance the event.

## Glowing Footprints

**Condition:** Complete the report for Mushi 100 and have received a letter back from Yakuno.

If you capture Mushi 100 again, your footprints will glow at night. To reverse the effect, take some Mushi Repellent.

## Kouda

**Condition:** Talk to the man in the house on the right of the village [**Location 12**] about the “Strange Rainbow”. If you return to sleep in your home afterwards, a rainbow may appear on the upper screen the next day.

If you see an inverted rainbow, head to the hill [**Location 01**] during the day, and you will see the base of the Kouda. (It disappears in the evening.)

## Light Vein

**Condition:** Sleep outside when your health is at 100.

The light vein may appear (occurs at random).

# Side Quests

## Yakuno Visits

**Condition:** Collect all 100 mushi and complete the Mushi Record.

Yakuno will come to visit you in front of your home [**Location 16**] at the end of the day. (You can skip the waiting by choosing to Sleep Outside, after which the scene will automatically play.)

He will give you a pair of **“**Fine Sandals”, which allow you to walk faster.

## Villager Requests

Villager requests may occur in any order. If the request involves curing an illness caused by mushi, two medicines will be required (one for the requester, and one for yourself).

### Village Chief’s Backpain

**Request:** Make medicine for the Chief’s back pain  
**Requester:** Village Chief at his house[**Location 14**]  
**Required medicine:** “Lumbago Medicine” - Green Root [**12**], Green Leaves [**02**]  
**Reward:** One of Taro/Daikon/Natto/Eggplant (chosen at random)

Mix the “Lumbago Medicine” and give it to the Village Chief. This is a reoccurring quest.

### Marble-like Stone

**Request:** Find a stone  
**Requester:** Girl at **Location 10**  
**Reward:** Yamamomo

Search the river [**06**], waterfall [**05**], pond [**04**], hill [**01**], field [**08**] and the Village Chief's House [**14**]. Show the stone you found to the girl, and if it is the right one you will receive a reward. (The location of the stone is random.)

### Food Delivery

**Request:** Deliver a bento  
**Requester:** Women in the house to the left in the village [**Location 12**]  
**Reward:** Soybeans

Talk to the requester’s husband at the pond [**Location 04**] on the same day. If you go too late in the day, the husband will not accept the bento and you will not receive the reward.

### Always Hungry

**Request:** Find the cause of the requester’s hunger  
**Requester:** Man in the house to the right in the village [**Location 12**] **Required medicine:** “抗空腹異常の飲薬” - Yellow Root [**07**], Yellow Bark [**13**], Yellow Seeds [**03**]  
**Reward:** Cucumbers

Visit the swamp [**Location 18**] during the day and capture Mushi 091. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “抗空腹異常の飲薬”and give it to the man.

### Panda’s Favorite

**Request:** Gather bamboo shoots  
**Requester:** Woman in the house in the center in the village [**Location 12**]  
**Reward:** When you visit the house at night, you will be treated to dinner

Visit the bamboo grove [**Location 27**] on the same day, gather the bamboo shoots, and return to the woman. If you go back at night, you will be treated to hot pot.

MORE TBD

# Mushi Guide

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| --- | --- | --- | --- | --- |
| Number | Dwelling Place | Haunting Time | Map Number | Notes |
| 001 | Village | Day | 12 | After clearing the story – House to the right |
| 002 | Village | Evening | 14 | Village Chief's house |
| 003 | Other | Night~Day | 16 | Your House |
| 004 | Forest | Day | 16 | After clearing the story |
| 005 | Forest | Night~Day | 16 |  |
| 006 | Forest | Day~Evening | 15 |  |
| 007 | Forest | Night | 17 |  |
| 008 | Other | All Day | 16 | After clearing the story - Your house |
| 009 | Village | Day | 12 | House to the left |
| 010 | Village | Day | 12 | House to the left - overlaps with 009 |
| 011 | Village | Day | 12 | House to the left - overlaps with 009 |
| 012 | Forest | Night | 26 |  |
| 013 | Swamp | Day | 18 |  |
| 014 | Swamp | Day | 18 |  |
| 015 | Fields | Evening | 08 |  |
| 016 | Pond | Evening | 04 |  |
| 017 | Fields | Evening | 08 | After clearing the story |
| 018 | Pond | Evening | 04 |  |
| 019 | Fields | Evening | 08 |  |
| 020 | Valley | All Day | 23 | There is a related sub event |
| 021 | Mountain | Day | 21 |  |
| 022 | Mountain | Day | 21 | After clearing the story – There is a related sub event |
| 023 | Village | Day | 12 | House to the right |
| 024 | Village | Day | 12 |  |
| 025 | Village | Day | 14 |  |
| 026 | Village | Day | 12 | After clearing the story - House to the left |
| 027 | Village | Day | 14 | After clearing the story |
| 028 | Village | All Day | 14 | After clearing the story - Village Chief's house |
| 029 | Swamp | Night | 18 | After clearing the story |
| 030 | Forest | Night | 13 | After clearing the story |
| 031 | Other | Evening~Night | 19 |  |
| 032 | Forest | Day | 15 | After clearing the story |
| 033 | Other | Day~Evening | 03 |  |
| 034 | Other | Night | 11 |  |
| 035 | Other | Evening~Night | 10 |  |
| 036 | Village | Night | 14 | After clearing the story |
| 037 | Other | Night | 10 | After clearing the story |
| 038 | Other | Evening~Night | 11 | After clearing the story |
| 039 | Mountain | All Day | 22 |  |
| 040 | Mountain | Night | 22 | After clearing the story |
| 041 | Mountain | Evening~Night | 21 |  |
| 042 | Hill | Day | 01 |  |
| 043 | Other | Day | 20 | After clearing the story |
| 044 | Other | Day~Evening | 10 | After clearing the story |
| 045 | Waterfall | Night | 05 | After clearing the story |
| 046 | Other | Day~Evening | 11 | After clearing the story |
| 047 | Hill | Night | 01 | After clearing the story |
| 048 | Hill | Night | 01 |  |
| 049 | Hill | Night | 02 |  |
| 050 | Hill | Night | 02 |  |
| 051 | Forest | Evening~Night | 17 | After clearing the story |
| 052 | Bamboo Grove | Day | 27 | After clearing the story |
| 053 | Bamboo Grove | Night | 27 |  |
| 054 | Forest | Night | 26 | After clearing the story |
| 055 | Forest | Day | 26 |  |
| 056 | Valley | Day | 25 |  |
| 057 | Valley | Night | 25 |  |
| 058 | Other | Night | 03 | After clearing the story |
| 059 | Forest | Night | 15 |  |
| 060 | Valley | Night | 23 | After clearing the story |
| 061 | Other | Night | 20 |  |
| 062 | Other | Evening~Night | 20 | After clearing the story |
| 063 | Other | Evening~Night | 09 | After clearing the story |
| 064 | Forest | Day | 26 | After clearing the story |
| 065 | Other | Day~Evening | 09 | After clearing the story |
| 066 | Forest | Day | 13 | After clearing the story |
| 067 | Forest | Day~Evening | 13 |  |
| 068 | Other | Day | 19 | After clearing the story |
| 069 | Forest | Night~Day | 17 |  |
| 070 | Riverside | Day | 06 |  |
| 071 | Other | Day~Evening | 07 |  |
| 072 | Other | Night | 07 |  |
| 073 | Riverside | Night | 06 |  |
| 074 | Other | Night | 07 | After clearing the story |
| 075 | Mountain | Day | 22 | After clearing the story |
| 076 | Waterfall | Evening | 05 |  |
| 077 | Forest | Night | 15 | After clearing the story |
| 078 | Forest | Evening~Night | 16 | After clearing the story |
| 079 | Hill | Evening | 02 | After clearing the story |
| 080 | Riverside | Evening~Night | 06 | After clearing the story |
| 081 | Other | All Day | 09 | After Ginko appears |
| 082 | Valley | Evening~Night | 25 | After clearing the story |
| 083 | Waterfall | Day~Evening | 05 | There is a related sub event |
| 084 | Pond | Night~Day | 04 | After clearing the story |
| 085 | Forest | Evening | 26 | Side Quest |
| 086 | Pond | Day | 04 | Side Quest |
| 087 | Forest | Day | 17 | Side Quest |
| 088 | Riverside | Day | 06 | Side Quest |
| 089 | Hill | Day~Evening | 01 | Side Quest |
| 090 | Bamboo Grove | Night | 27 | Side Quest |
| 091 | Swamp | Day | 18 | Side Quest |
| 092 | Waterfall | Day | 05 | Side Quest |
| 093 | Other | Day | 20 | Side Quest |
| 094 | Valley | Day | 25 | Side Quest |
| 095 | Fields | Evening | 08 | Side Quest |
| 096 | Other | Day | 07 | Side Quest |
| 097 | Mountain | Night | 21 | After clearing the story |
| 098 | Village | Night | 14 | Side Quest |
| 099 | Hill | Evening~Night | 02 | After clearing the story – There is a related sub event |
| 100 | Valley | Night~Day | 23 | After clearing the story - There is a related sub event |