

Item Group	Item	Description	Where to Find?	How to Get?	Other Info
Flowers	Moon Flower	Sprites love this flower for its taste, which is why it's now nearly extinct.	N/A	Complete the Moonshine quest by obtaining two <i>Soul Crystal</i> items, and talk to her afterwards. This is her reward.	
	Blood Flower	This rare flower is said to keep its owner safe from any danger.	N/A	Complete the Double Armageddon quest by obtaining three <i>Red Protective Orb</i> items, and talk to Hubert afterwards. This is his reward.	
	Eternal Fire	According to the tradition, the Eternal Fire can neither be traded nor given as a gift. The only way to obtain this rare flower is to find one.	N/A	Talk to Re at Mi's house, at screen (11,6).	
	Vlaethe Aonaranach	A lonely flower, pointy and dangerous. Pixies plant one for each one who teleports away and does not find its way back.	Screen (23,7)	N/A	
	Tinkertop	Rumor has it that before the Great War, one night a year when the moon was right, all the tinkertops played a beautiful song to the moon flowers.	Screen (7,12)	N/A	
	Deep Cornucopia	From a distance it looks like a flat disc, all exposed and easy to understand. Look closer and you can see it has depth. Some people keep their secrets within them.	Screen (0,1)	Complete the item challenge.	
	Wayfarer	An unassuming beauty and in good times a common flower. It grows and follows where happy people travel.	Screen (10,7)	N/A	
	End Flower	As the story goes, one day Juni found the last wild snowdrop. She took it home, planted it by her window and named it the End Flower. Later that day Juni died.	Screen (34,29)	N/A, unless you want to enter the secret passageway two screens to the right.	
Glyphs	The Hook (J)	A glyph used in the human written language. This one symbolizes a fishing hook.	N/A	Complete the Juni's Umbrella quest by obtaining <i>Juni's Umbrella</i> , and talk to the Hat Man. This is his reward.	
	Twin Mountains (M)	A glyph used in the human written language. This one symbolizes two symmetrical mountain tops.	Screen (30,22)	Begin and complete the Pat The Fairy quest by talking to Wi-Fi (once Cilia has developed enough). This is her reward.	
	Arrow (←)	By reasons unknown, arrow glyphs are often arranged in such a way that four of them point away from each other.	N/A	Complete the first Malie quest by obtaining <i>The Bolt of Awakinsomawan</i> , and talk to her afterwards. This is her reward.	
	The Full Moon (O)	A glyph used in the human written language. This one symbolizes the full moon.	Screen (1,3)	Talk to Mo about their interest in glyphs.	
	The Rod (I)	A glyph used in the human written language. This one symbolizes a rod.	Screen (28,26)	Complete the item challenge at screens (29-30,24).	
	The Scream (Ö)	A rare glyph used in the human written language. This one symbolizes screaming.	Screen (37,23)	Go to the open area to the left, and use the green/blue/yellow orbs to propel up to it.	
	Vertical Glasses (8)	A glyph used in the human written language. This one symbolizes a pair of glasses.	Screen (47,21)	Complete the item challenge.	
	The Half-Moon (C)	A glyph used in the human written language. This one symbolizes the half moon.	Screen (37,1)	Complete the item challenge at screen (36,2).	
Stones	Aditi	Myriadists believe this stone increases fertility.	N/A	Complete the lone's Museum quest by obtaining three <i>Skull</i> items, and talk to her afterwards. This is her reward.	
	Kaushiki	Myriadists believe this stone brings victory to its owner.	N/A	Beginning the Chico's Miracle quest has Chico give you this as a pre-reward.	
	Vidya	Myriadists believe this stone makes its owner learn better.	Screen (33,2)	Begin the Knytt Warrior quest by talking to the Warrior at screen (31,2). Once you talk to Kaia, this is her reward.	
	Ishwari	Myriadists believe this stone increases one's strength.	At Do's house, screen (6,5)	Once an earthquake opens the area, talk to Do.	
	Diti	Myriadists believe this stone has a connection to the earth. Its effects are unknown.	At Do's house, screen (6,5)	Once an earthquake opens the area, talk to Do.	
	Bluestone	The Myriadists have been unable to link this unusual stone to a goddess. For the time being it's simply called Bluestone.	Screen (4,27)	Begin and complete the Bluestone quest by first finding Niles. This is his reward.	
	Manasa	Myriadists believe this stone has a connection to snakes. Whether this is a good or bad stone is still subject to discussion.	Screen (42,8)	Complete the item challenge at screen (41,8).	
	Kaushiki	Myriadists believe this stone grants prosperity to its owner.	Screen (35,1)	Complete the item challenge.	Called " Lakshmi " in the game files.
Artifacts	Hard disk	Though it can be used as a mirror, the hard disk is believed to serve more purposes. The Internet is trying to figure out what.	N/A	Complete the The Hard Disk quest by obtaining two <i>Red Gemstone</i> items, and talk to Kruder. This is his reward.	Called " Harddisk " in the game files.
	Battery	This is used to power human artifacts.	N/A	Beginning the Family and Debt quest has Elena give you this as a pre-reward.	
	Poke	Used to scare off dangerous animals. A poke will make a scary sound when powered by a battery, and the animals can be poked with its stick	N/A	Complete the Lauritz quest by obtaining the <i>Stick</i> , and talk to him. This is his reward.	
	Clicky Tube	Human miners used this to measure the distance to the surface. The device would click more rapidly the closer to the surface the miner was.	At Do's house, screen (6,5)	Once an earthquake opens the area, talk to Do.	
	Compass	The compass is a navigation artifact which always points to the north.	At Do's house, screen (6,5)	Once an earthquake opens the area, talk to Do.	
	Ear Warmers	Human ear warmers can be connected to batteries to generate heat.	Screen (45,4)	Transform and bounce onto the pipe's side to the screen directly left of that one, then cross the opposing slants to reach the item.	
	Rectangle Launcher	This artifact can launch two rectangular objects a short distance. It's still debated which object this artifact was designed to launch, and more importantly, why.	Screen (41,25)	Complete the item challenge.	
	Vegetable Cutter	The rotary blade from an artifact most likely designed to cut vegetables.	Screen (38,0)	N/A	
	Invisible Artifact	N/A	N/A	Begin and complete the Tova's Friend quest at screen (25,13). This is her reward.	Can only be obtained if you have an empty artifact spot in your inventory.
	Red Dimension Crystal*	Shattering this crystal will enable one to enter another dimension.	At the Temple of Time.	Talk to Loke at the start of Chapter 3.	9 of these are obtained. These items are part of the "Dimension" category in the game files. Called " Red Crystal " in the game files.
Crystals (labeled as "Dimension" in the game files)	Yellow Dimension Crystal	" "	N/A	Trade with Shazi at screen (26,15).	Called " Yellow Crystal " in the game files.

	Silver Dimension Crystal	" "	Various	Various	Called "Silver Crystal" in the game files.
	Green Dimension Crystal	" "	N/A	Trade with Lu at screen (13,7).	Called "Green Crystal" in the game files.
Money	Silver Coin	Many sprites rely on human money to do business. This is not without problems as there is no general agreement about the exact values of the various coins.	Various	Various	If an item's "sparkle" gives off doesn't display an item, it's a coin.
	Bronze Coin	" "	Various	Various	(See above)
	Holed Coin	" "	Various	Various	(See above) Called "Hole Coin" in the game files.
Fairies	Dora	A sun fairy.	Obtained before Chapter 3.	Obtained before Chapter 3.	
	Cilia	A moon fairy.	Obtained before Chapter 3.	Obtained before Chapter 3.	
	Spiro	A time fairy.	Screen (17,27)	N/A	Dora is swapped out during this period.
	Niles	A smoke fairy.	Screen (4,28)	N/A	Dora is swapped out during this period.
Pixies	Wiulu*	A cactus pixie.	N/A	Complete the green/white orb challenge starting at screen (44,28).	
	Julu*	A crystal pixie.	N/A	Complete the blue orb challenge starting at screen (38,29).	
	Weeo*	An umbrella pixie.	N/A	Complete the NEED URBS orb challenge starting at screen (5,2).	
	Wuou*	A water pixie.	N/A	Complete the blue orb challenge starting at screen (16,22).	
	Niu*	A shrub pixie.	N/A	Complete the white orb challenge starting at screen (31,26).	
	Rou*	A wind (sky) pixie.	N/A	Complete the blue/green orb challenge at screen (1,23).	
	Luiui*	A flower pixie.	N/A	Complete the red orb challenge starting at screen (42,3).	
	Zioi*	An ice pixie.	N/A	Complete the yellow/red/blue orb challenge starting at screen (13,13).	
Quest Items (labeled as "Misc" in the game files)	Golden Bird	A decorative bird made of gold.	Screen (12,20)	Begin the Johann quest at screen (12,21).	
	Umbrella	A regular-looking umbrella.	Screen (25,22)	Begin the Juni's Umbrella quest by talking to Hat Man at screen (24,22).	
	?????	It's unclear what this object actually is.	Screens (41,26), (40,28), and (42,28)	Begin the Fiber Optic quest at screen (36,26).	Called "Who Knows What" in the game files.
	Treasure Map*	Though it only shows a tree and a sun, this map supposedly points to where Dr. Voltage's Legendary Spectral Diamond lies hidden.	Screen (20,20)	Begin the Spectral Diamond quest by talking to Paulus, and obtain the map.	
	The Bolt of Awakyinsomawan*	This legendary drum is said to summon wind spirits.	Screen (32,18)	Begin the first Malie quest at screen (36,18).	"Awakyinsomawan" is a pun for "awakening someone"
	Dr. Voltage's Legendary Spectral Diamond*	The most valuable object, period. Holding onto this is a good idea.	Screen (39,18)	Begin the Spectral Diamond quest, then talk to Leudbald and Jacob -- screens (26,26) and (29,20), respectively -- for their quests and the location in Redstone.	Called "Spectral Diamond" in the game files.
	Skull	A skull of some animal.	Screens (42,10), (47,9), and (45,16)	Begin the lonel's Museum quest at screen (45,15).	
	Ring	A beautiful ring.	Screen (40,9)	Begin the Chico's Miracle quest at screen (39,10).	
	Red Protective Orb	A glowing orb of unknown origin.	Screens (3,18), (5,16), and (3,20)	Begin the Double Armageddon quest by talking to Hubert at screen (1,16).	
	Blue Protective Orb	A glowing orb of unknown origin.	Screen (35,13)	Complete the item challenge.	
	Red Gemstone	A beautiful and highly valuable gemstone.	Screens (13,28) and (13,20)	Begin the The Hard Disk quest by talking to Kruder at screen (12,24).	
	Stick	A small part of a broken human artifact.	Screen (28,12)	Begin the Lauritz quest at screen (28,15).	Part of the "Junk" category in the game files.
	Poison	This is strong enough to kill a sprite.	Screen (18,18)	Use the yellow orb on screen (18,20) to travel up two screens on the left side, then cancel out of it, grab the green orb, and use your transformation to build momentum back down. Once you've bounced off the two slants on the initial screen, you should have enough time to transform back and activate the orb.	
	Diamond	A beautiful and highly valuable diamond.	Screen (14,14)	Begin the Family and Debt quest by talking to Elena (once Dora has developed enough).	
	Northern Horse God	This is a wooden sculpture of a god that was worshipped by humans in northern parts of the world.	Screen (33,19)	Begin the second Malie quest at screen (30,19).	
	Herr Igitt	Tails find this mushroom delicious and are the only creatures who can eat it without becoming nauseous.	Screens (30,3) and (32,8)	Begin the Herr Igitt quest by talking to Ji at screen (30,7).	
	Aoi's Egg	Aoi's most precious possession.	Screen (5,6)	Begin the Aoi's Egg quest at screen (5,7).	
	Basket	A basket that is missing a handle.	Screen (9,22)	Begin the The Basket quest by talking to Blerbiolah at screen (9,23).	
	Avocado	Humans ate them like snacks. Sprites eat them as meals. Fairies feed off them for a week.	Screen (38,10)	Begin the Avocado Transport quest by talking to Yoana and Xuan.	
	Blood Melon	This poisonous fruit is not actually a melon, and its only connection to blood is the red color.	Screens (17,1), (19,0), and (19,1)	Begin the Care Centre quest by talking to Jamila at screen (17,4).	
Corner Pieces	Corner Piece*	The top-left piece of a puzzle.	Screen (1,0) -- you must access it with screen (4,0)	First, jump onto the stalactite and grab the green orb. As you are activating that one, turn and grab a second orb while you're transformed. That way, when the first one runs out, you can continue going left instead of plummeting into the water.	Called "Top-Left Corner Piece" in the game files.
	Corner Piece*	The bottom-left piece of a puzzle	Screen (0,24) -- you must access it with screen (0,25)	Located on the right, in the divot underneath the corridor. To reach this, go down one screen and activate the yellow orb, but cancel out of it when you reach here. From there, just keep going down.	Called "Bottom-Left Corner Piece" in the game files.

	Corner Piece*	The top-right piece of a puzzle.	Screen (46,0) -- you must access it with screen (46,2)	First, transform into the ball and build momentum. Second, bounce down and grab the red orb -- as you bounce down on the next turn, angle your shot so that it hits the upper portion of the ramp. If aimed correctly, the bounce should aim you right at the walls above, where you need to transform back and climb as fast as you can. Lastly, jump immediately and activate the orb. You should be propelled high enough to grab the ledges above.	Called " Top-Right Corner Piece " in the game files.
	Corner Piece*	The bottom-right piece of a puzzle	Screen (47,28) -- you must access it with screen (46,2)	Continually do the following: transform, grab the red orb as you bounce up, then transform back and activate it at your highest height. Then transform again, gain momentum as the ball, and repeat. From there, go right.	Called " Bottom-Right Corner Piece " in the game files.
Triangle/Sphere	Moon Triangle*	The word "Feel" is inscribed into this triangle.	Screen (18,5)	Grab the yellow orb, then transform and complete some bounces to the right. You should have enough time to use your orb and travel up to the Triangle.	Part of the "Pyramid" category in the game files.
	Sun Triangle*	The word "See" is inscribed into this triangle.	Screen (16,6) -- you must access it with screen (16,7)	Go to the left and traverse the secret corridors to the Triangle's ledge.	Part of the "Pyramid" category in the game files.
	Night Sphere*	A perfect glass sphere that symbolizes the night.	N/A	Complete the two Malie quests. The barrier at (37,17) should then be automatically lowered. Go right, and complete Malie's story while obtaining the Sphere.	Part of the "Sphere" category in the game files.
	Day Sphere*	A perfect glass sphere that symbolizes the day.	Screen (39,27) -- you must access it with screen (39,28)	Grab the green orb on the screen below, and do the same thing with it as you did with the top-left Corner Piece (see above).	Part of the "Sphere" category in the game files.
Other/Key Items	Mapper	A rare working human artifact that automatically creates a map of an area.	Obtained before Chapter 3.	Obtained before Chapter 3.	Part of the "Useable" category in the game files.
	Enigma*	An unobtainable object. It's a little bit weird that you obtained this.	N/A	Once you have obtained both Triangles and Spheres , go to the secret Disorder map in (42,13) by grabbing two green orbs four screens below. You'll notice four rooms that break off from the main map; those are the rooms to place these items. In clockwise order... Day Sphere , Moon Triangle , Night Sphere , Sun Triangle . Use the Disorder portals closest to the rooms to safely reach them, though it may take some trial and error. Once you have placed all the items in their proper locations, return to (42,13).	Part of the "Misc" category and called " The Enigma " in the game files.
	Katie's Foot*	Whole grain bread, coconut milk, cinnamon, black olive tapenade, fresh goat cheese, roasted sesame oil, avocado. Instructions: marinate avocado pieces in coconut milk, cinnamon, and oil for 5 minutes. Spread tapenade and thin slices of cheese on one slice of bread, and the marinated avocado on the other. Join slices, then cut diagonally to make 2 triangles.	Screen (33,29)	First, obtain all four Corner Pieces . Next, stand on the leftmost column, and use the ball form to jump into the passage directly above it.	Part of the "Misc" category and called " Sandwich Recipe " in the game files.
	Wheel	Having this item will allow you to go deeper into Utopioca.	N/A	If you haven't entered Utopioca at any point before, you will be automatically booted out to Professor Flip-Flop's complex on screen (33,12). After beginning the Professor Flip-Flop quest, the Wheel is located one screen above her.	Part of the "Utopioca" category in the game files.
	Owl Mask	Having this item ensures that you can stay in Utopioca, and that your map will work.	Enter Utopioca twice more, at any point after obtaining the Wheel.	Re-entering Utopioca twice after obtaining the Wheel automatically transports you to screen (6,23), where the Yoga Monster is. Talking to them when transformed will get you the Owl Mask.	Part of the "Utopioca" category in the game files.
	Soul Crystal	Humans trapped souls in these to use as light sources or to give machines life. Smashing one sets the captured soul free.	Screens (8,11) and (4,16)	Begin the Moonshine quest at screen (2,12) (once Cilia has developed enough).	Part of the "Forbidden Artifact" category in the game files.
	Ray Gun*	This is a deadly human weapon and should be destroyed.	N/A	Complete the Fiber Optic quest by obtaining three ????? items, and talk to her. This is her reward.	Part of the "Forbidden Artifact" category in the game files.
	Fake Artifact	A fake human artifact constructed by Johann.	N/A	Complete the Johann quest by obtaining the <i>Golden Bird</i> , and talk to him. This is his "reward".	Part of the "Junk" category in the game files.