This is the commentary sheet by Bubzia done by following Ifutarou’s video: [【日本語/English】 Mirumo de Pon! Dokidoki Memoreal Panic 38m 01s 28ms Subtitle commentary - YouTube](https://www.youtube.com/watch?v=5fWGgPIUCV8)

1. Beginning: long cutscene /talk sequence for around 5:30min. The game is a movie adventure game released only in Japan for GBA in 2005. In this story, a fairy named warumo dan abuses an item called memory beads to make people and fairies feel strange. So Mirumo and his friends go to help the affected people.
2. Anime from 2002, ended in 2006 with 172 episodes
3. A to check/talk , B to dash cancel, move with dpad, switch map with L/R, menu with start
4. Story: world of fairies and humans bargain sale from kumomo, Warmo Dan evil guys,
5. They call to complain that they ordered a different item than received
6. Again a wrong product = memory beads, warmo dan plots something
7. Yashichi comes and acts as an experiment, they use the memory beads to make him hazy/ feel bad
8. They want to use it to defeat mirumo, yashichis friends go to mirumo to ask for help
9. They go together to the shop, and explains the item memory beads, absorbs memories and instills emotion
10. There is a rescue method, fairy bangle! Mirumo receives it and they heal yashichi. We get his memory beads and thats the goal in the game, to talk to different characters and check their memories
11. From now on we will use it. We are told that something is wrong with peta and bike, we first go to bike. First blindfolded movement of the run
12. We talk to bike. Heal, next is peter. movement , you need to normalize on the walls etc. There is actually multiple routes in this game and a big part of the run is the routing of an optimal route.
13. We are told that warmo dan went to the human world. So we follow them. We first talk to kaede. We get a little snack
14. Warmodan was seen at azumis room on the way back from shopping, so we go there!
15. At the same time, warmodan at azumis, but azumi is not home apparently. Hanzo and Sasuke,( two little characters want to stop them), but the warmo dan uses the memory beads on them before they can escape
16. Both get very sad and angry because of the memory bads and start rampaging. Now we go to azumis room and find hanzo, of course we help him out here. Another big part of this run is skipping cutscenes in a fast way as soon as they start.
17. Next up we have to rescue Sasuke. Azumi enters the room and is upset about yashichi because he was apparently supposed to clean her room.
18. That develops into our first minigame. There are multiple ones in this run and make for most of the challenge. Either clean all the board or get 20 points, but blindfolded you cannot see where you cleaned already so its kind of random, you try to just can the room as much as possible to reach the points and wait for the timer to run out. As a reward azumi tells us of the location of warmo dan = park.
19. We go there and find Sasuke + warmo dan. Yashichi accidently tells them how he got reverted back with the fairy bagel.
20. Next minigame! Align the pictures (slot machine) For blindfolded, we try to estimate the speed of the wheels and press always according to a setup that depends on the first press. We again need to get 20 points which equals 2 hits.
21. Warumo dan escapes to the school because they lost and we can finally heal sasuke
22. We head back to kaede to report and head to the next destination, we can now go to the school zone. Here another route change occurs, there are 4 new characters : wakaba, tomon chie and the story changes dependent on who we walk to.
23. We select wakaba as he has short walking distance and is convenient for the blindfodled route.
24. As a part of wakabas route, we need to rescue pappi and her partner from the memory beads as well.we report once again,and Papi protects sumita (the human) from the attack of the warumodan and gets affected herself.
25. Warumo dan escapes once again. Papis is affected with emotions that she does not want to be disliked by murumo. She escapes to the park. That is how the human sumita came and asked for help. Minigame time: find papi
26. Correct answer gives 5 points, negative looses 5 seconds, we need 20. You need to select the right pipe like in mario party. Basically RNG so we just mash A and hope that we hit papi 4 times, then we want negative results to shorten the time spend in the game.
27. We rescue papi with the magic of the fairy bagel, we return to kaedes room to report but instantly murumo and papi get angry at each other. We learn that the warmo dan went to the library , so we unlock this new location and go there right away!
28. Yuuki was influenced by memory beads, he lost his dreams and hopes. Rirumo asked to help him, but mirumo said he is fine as he is , so he got punched out of the screen and many books fell into disarray. Next minigame!
29. Book catching! RNG time! We need to catch 5 books, but its random. If we fail we can get a candy item to skip the minigame (its kind of called a cheat item) but its very useful in blindfolded.
30. Kaede came to check on them and right as mirumo wanted to heal yuuki, panta (the ghost) came and scared mirumo. He fainted. He is bad with ghosts. He gest woken by a punch and finally is able to restore yuuki! He is back to normal and calm. This solved the case.
31. Suddenly Nandakawakannaino appears (slime) which translated mean something “idk what this is” They apparently only appear when the gaia tribe in the gaia forest in the fairy world is angry. So our group goes and checks it out!
32. Last branch route here. Gabin is influenced by memory beads. He apparently feels positive, but rirum asks mirumo to remove it. So we help to remove it with the fairy bagel.
33. We can now enter the cave in the gaia forest! Minigame! Avoid osbacles, jump with A,getting hit slows down, dont know timing since blindfolded, we just mash jump. The faster we get to the end, the faster the game is over.
34. We then head to Fia, she is angry because of the influence. Mirumo tries to heal but gets punched and hindered, so we first need to do this minigame. We need to put the sweet potatoes into the fire, 3 points for a hit and we need 20. Again, random because we cannot know where the flames are. Then we heal Fia! The slimes nandakawakkannaino disappeared because we helped the fairy world.
35. But as we leave the cave, dark clouds appear. Saria, mother of mirumo and murumo as wella s the queen is angry = cause. We walk through the village to where peter was. Flower arrangement changed because of storm. Lightning struck when mirumo wanted to protect rurumo. She wants to heal him with magic but she is not good and damaged him even more. Then warumo dan comes to steal the fairy bangle, but mirumo stands up.
36. Minigame! Dancing! If same input as opponent shows = 2 points. In blindfolded random, so just press all the 6 buttons. Easy to fail this game.
37. But after all they managed to steal the fairy bagel. They try to hit mirumo with the memory beads, but lightning strucks again and they run away. Now we need to go to the fairy castle to resolve the storm. All the way left.
38. And upon entering the second door in the castle, the character operations aka movement etc. are done for this run. Its basically GG! Now there will be 5 min of cutscene skips and dialogue mashing.
39. Both king and queen are influenced by memory beads so we heal them. They feel anxious.strom is gone again and fairy world is peaceful once again. The gatekeeper managed to catch the warumo dan and presents them to the king/queen.they finally get scolded
40. They confess to have used the last memory beads on kaede so they rush back and heal her. Usually there are always cutscene movies for each.
41. She cannot wake up because of the strong influence, so they bring Yuuki in order for her to wake up. But it didnt work, so they go to the kumono shop. And ask kumomo. Then the store manager mimomo comes back. He changes to an alternate persona uramimomo. They go back but she still sleeps, then mimomo came as human figure with a dark magic book.and they perform some kind of ritual and still nothing worked. Just when they were to about to give up, the king/queen appear to say that the entire fairy world is praying for her. The warmo group has become a good group the you group.
42. With the praying power of everyone mirumo tries again, and she finally wakes up! We did it! And thats it about the story of this game! A bit of an unconventional speedrun but really cool, try it out!

any% blindfolded is to play through the game without vision as fast as possible., yo

1. 