



OUTTA MY FACE!!!
YOU'RE BLOCKING MY VIEW SHUT UP!!!

STOP TALKING. JUST GO THE HELL AWAY!!!

ALL THE WORLD NEEDS IS ME.

CHAPTER 1, DAY 1:

REAPERS' GAME

I GOT MY VALUES... SO YOU CAN KEEP YOURS, ALL RIGHT?

I DON'T GET PEOPLE NEVER HAVE NEVER WILL.

Mission Checklist

Mission: Reach 104. You have 60 minutes. Fail, and face erasure.

- 1. Escape from the attacking Dixiefrogs.
- 2. Defeat several Dixiefrogs with Pyrokinesis.
- 3. Return to scramble crossing.
- 4. Go to the 104 Building.
- 5. Defeat several more Dixiefrogs with Shiki.
- 6. Defeat a Mosh Grizzly.

Pins To Collect

Pin	No.	Name	Brand	How To Get
	266	Pyrokinesis	Unbranded	Given by Shiki

Noise Fought

	No.	Name	HP	ATK	PP	EXP	Pos. Def.	Neg. Def.	Easy Drop	Normal Drop	Hard Drop	Ultimate Drop
	1	Dixiefrog	200	100	1	15	100%	100%	100 Yen (15.00%)	100 Yen (30.00%)	500 Yen (7.50%)	1,000 Yen (10.00%)
	15	Mosh Grizzly	600	100	3	35	100%	100%	100 Yen (9.00%)	500 Yen (18.00%)	1,000 Yen (9.00%)	5,000 Yen (12.00%)

Enemies do not drop rewards after they are defeated in this first day.

Areas Visited



1 SCRAMBLE CROSSING

SHOPS

None

2 STATUE OF HACHIKO

SHOPS

None

3 104 BUILDING

SHOPS

None

The World Ends with You begins with Neku Sakuraba lying face down in the middle of a busy intersection in Tokyo's Shibuya district. The teeming crowds of passers-by are either ignoring him, or they don't seem to see him.

Neku gets to his feet and notices a strange pin in the palm of his hand. When you take control of Neku, touch this Player Pin in the lower-right corner of the screen to use its scanning ability. Touch the word balloons above the heads of the scanned passers-by to read their thoughts. Read as many or as few as you want, then touch the Player Pin again to continue.



Neku gets a text message on his phone: "Reach 104. You have 60 minutes. Fail, and face erasure.

—The Reapers" Assuming that it's spam, Neku tries to delete it, but the message remains. He suddenly feels a pain in his hand. A timer appears on his palm and begins counting down from 60:00. Neku has no time to make sense of any of this, because a horde of monstrous frogs appears and attacks him!

Escape From the Dixiefrogs

A movement tutorial appears on-screen, explaining how to move Neku around during battle. After reading it, press **SELECT** to begin the battle.

Because Neku has not yet acquired any offensive abilities, you need to have him avoid the attacking Dixiefrogs and run from the battle. As soon as the fight begins, touch Neku with the stylus and drag it away from the Dixiefrogs to send Neku dashing away.

Once you've put a bit of distance between Neku and the Dixiefrogs, press **START** to pause the game, then touch "Gotta bounce!" from the menu that appears. This causes Neku to safely escape from the battle.

Escaping from the battle adds (S) Dash and (B) Escaping from Battle to Neku's item inventory.



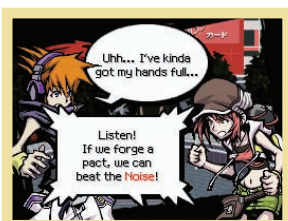
DON'T PANIC

At this point in the game, enemies cannot injure Neku. Even if the Dixiefrogs hit him, there's no danger of a Game Over.

Take Down the Noise

The opening credits roll, followed by a cinematic. Two shadowy characters discuss going back to work after a long break. They agree to compete against each other to see who can “bag the most Players” during the day’s mission.

Neku flees to the Statue of Hachiko area of Shibuya, but the Dixiefrogs follow him. They attack several other people in the area, making them vanish.



As Neku watches in horror, a girl runs up to him and tells him to forge a pact with her so they can defeat the attacking Noise. Neku is reluctant, but she tells him that if he doesn't, they'll be erased just like everyone else. Neku finally agrees, and the girl gives him a pin to use against the Noise.

When the battle begins, drag the stylus across an empty part of the screen to activate the Pyrokinesis pin's “psych” and create a path of flames to harm the attacking Dixiefrog. Remember to keep a distance from the Dixiefrogs in order to avoid their leaping attacks.

The Pyrokinesis pin is not available immediately at the start of the battle—it has to “boot” first, which takes 1.5 seconds. As Neku uses the pin, its energy gauge depletes. When it is out of energy, he must wait 5.0 seconds for it to “reboot” before he can use it again.



PIN POWER

Quickly move the stylus back and forth directly underneath the Dixiefrog to create a continuous wall of flame that constantly deals damage to the Noise.

After defeating the first Dixiefrog, a second round (or “reduction”) of battle begins, pitting Neku against a pair of Dixiefrogs. Use the same technique to take down both of them with the Pyrokinesis pin's psych. Draw the line of flames across both Dixiefrogs whenever possible to damage both of them.

Defeating the Dixiefrogs adds Pyrokinesis to your pin inventory and (B) Bottom-screen Combat, (B) Boot/Reboot, and (B) CONTROLS/Drag to Neku's item inventory.



After the battle, the girl introduces herself as Shiki Misaki and tells Neku how impressed she is at his ability to use pin psychs. Those psychs will serve them well in the week-long “Reapers' Game” that they're now a part of.



Neku has no idea what Shiki is talking about. In fact, he's surprised to find himself in Shibuya at all. He decides to return to the intersection where he started the game and see if he can figure out what's going on.

When you resume control of Neku, touch and hold the scramble crossing jump marker to return to that area. Shiki follows him angrily, trying to explain that they are both “Players” in the Reapers' Game. If they don't work together to complete each day's mission, they'll be erased just like the people who were attacked by the Noise earlier. They only have 20 minutes to complete the day's mission, which is to get to the 104 area of Shibuya.

Defeat the Noise in 104

The path to 104 is at the top of scramble crossing, but when they try to go there, Neku and Shiki find that an invisible barrier blocks their path. Neku notices a mysterious man in a red hoodie who seems to be watching them. The man confirms that Neku and Shiki have formed a pact and the barrier evaporates.

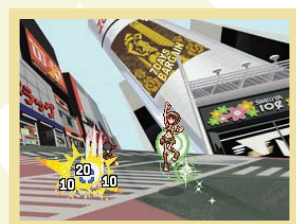


Use the newly available jump point to reach the 104 Building, which triggers another Noise battle against a Dixiefrog. In this fight, you learn to control Shiki in battle. A tutorial screen appears, explaining how to use Shiki's attacks.

Start by pressing ← or → if you're right-handed or Y or A if you're left-handed to have Shiki attack enemies in that direction.



As long as you're following a combo string of button presses, Shiki inflicts damage with each button you press. If you enter all of the button presses correctly, the last press will cause Shiki to inflict additional combo damage to the enemy.



HANDS OFF

It's tricky to get the hang of controlling Shiki and Neku during battle. But don't worry—if you're having a difficult time pulling off Shiki's combos, then just focus on controlling Neku, and Shiki will attack on her own. An auto-controlled Shiki isn't nearly as effective as she is when a skilled player is controlling her, but she'll hold her own pretty well until you get up to speed.



Defeating the Dixiefrog adds (B) Top-screen Combat to Neku's item inventory.

Another tutorial screen appears, explaining the Stride-Cross Battle System. Neku and his partner fight Noise on separate screens, but they share the same HP bar. By the same token, the Noise exist in both screens at once, but each one has a single source of HP. Defeating a Noise on either screen erases it from both screens.

Chicks: If I were taller, girls would think I was so hot.... But I stopped growing years ago. Maybe I'll get an afro instead!



When Neku or Shiki executes a combo, they pass a green light puck to their partner. If their partner lands a combo, they pass the light puck back. Each pass of the light puck powers up the finishing blow of the character who holds the puck

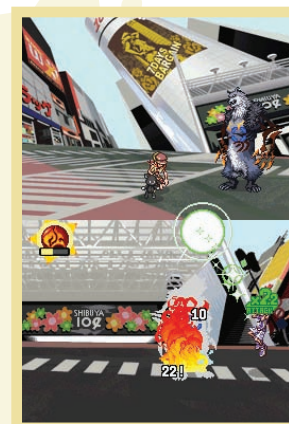


Press **SELECT** after reading the tutorial to face another pair of Dixiefrogs. This time, work on taking turns controlling each character and executing combos to pass the light puck back and forth. Don't worry if your technique isn't perfect—the characters still can't be damaged by the Noise, so you're not in danger of a Game Over.

Defeating the pair of Dixiefrogs adds (B) Dual-screen Combat and (B) Follow That Puck! to Neku's item inventory.



Next up is yet another reduction of combat against a Mosh Grizzly. The Mosh Grizzly is slow, but it uses a powerful swiping attack that knocks Neku and Shiki back if they don't keep their distance from it. Take advantage of the Mosh Grizzly's large HP pool (and the fact that you still can't be defeated in combat) to practice Shiki's combos and pass the light puck some more.



Defeating the Mosh Grizzly adds (B) So I Beat the Enemy... to your item inventory and also adds 500 Yen and Scarletite to Neku's pin inventory.



After Neku and Shiki take down the Mosh Grizzly, they finally have a moment to catch their breath. They've survived the first day of the Reapers' Game...but what if the missions get harder from here on out?



HEY! WHAT, NOW YOU'RE IGNORING ME?
IF WE DON'T WORK TOGETHER, WE'LL FAIL THE MISSION!

CHAPTER 1, DAY 2:

DON'T KILL ME

Mission Checklist

Mission: Set the cursed sculpture free. You have 60 minutes. Fail, and face erasure.

1. Attempt to exit the Station Underpass via the left side.
2. Scan the man in the red hoodie twice.
3. Touch each of the three Noise symbols around the man and defeat the Noise in battle.
4. Proceed to the West Exit Bus Terminal.
5. Attempt to exit the West Exit Bus Terminal through the top of the area.
6. Scan the Moyai statue and touch the yellow Noise symbols near it.
7. Defeat the Noise in battle.
8. Proceed to the Statue of Hachiko area.
9. Scan and examine the Hachiko statue.
10. Return to the West Exit Bus Terminal.
11. Scan the thought of the man near the Moyai statue.
12. Return to the Statue of Hachiko and examine the statue again.
13. Polish the statue.
14. Defeat three Garage Wolves.
15. Defeat a Metal Corehog and two more Garage Wolves.

Pins To Collect

Pin	No.	Name	Brand	How To Get
	001	Ice Blow	D+B	Defeat Metal Corehog and two Garage Wolves
	251	500 Yen	Unbranded	West Exit Bus Terminal and Statue of Hachiko, defeat Pig Noise
	255	Scarletite	Unbranded	Defeat Metal Corehog and two Garage Wolves
	267	Shockwave	Unbranded	Already in inventory
	268	Cure Drink	Unbranded	Given by Beat and Rhyme
	269	Force Rounds	Unbranded	Already in inventory
	270	Psychokinesis	Unbranded	Already in inventory
	271	Thunderbolt	Unbranded	Already in inventory

Noise Fought

Noise	No.	Name	HP	ATK	PP	EXP	Pos. Def.	Neg. Def.	Easy Drop	Normal Drop	Hard Drop	Ultimate Drop
	1	Dixiefrog	200	100	1	15	100%	100%	100 Yen (15.00%)	100 Yen (30.00%)	500 Yen (7.50%)	1,000 Yen (10.00%)
	12	Garage Wolf	350	100	1	20	100%	100%	100 Yen (15.00%)	500 Yen (15.00%)	1,000 Yen (3.00%)	5,000 Yen (5.00%)
	37	Metal Corehog	600	100	5	0	100%	100%	500 Yen (10.00%)	500 Yen (20.00%)	5,000 Yen (10.00%)	10,000 Yen (10.00%)
	67	Pig Samba	3000	100	13	0	100%	100%	Orichalcum (100.00%)	Orichalcum (100.00%)	Orichalcum (100.00%)	Orichalcum (100.00%)

Areas Visited



2 **STATUE OF HACHIKO**
SHOPS
None

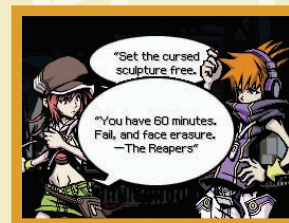
4 **WEST EXIT BUS TERMINAL**
SHOPS
None

5 **STATION UNDERPASS**
SHOPS
None



Neku and Shiki begin the second day in the Station Underpass. They don't know how they got there, nor do they have any recollection of what happened to them after the end of the first mission.

But they have bigger things to worry about: the day's mission appears on their phones, telling them to "set the cursed sculpture free." With only 60 minutes to complete the mission, they have their work cut out for them. Shiki believes that the statue referred to is the Statue of Hachiko, which you came across earlier in Day 1.



Escape the Station Underpass

There is another mysterious man in a red hoodie in the Station Underpass. You can examine him by approaching him and touching the thought bubble above his head, but you can't interact with him at this time.

Run to the leftmost edge of the Station Underpass to discover an invisible, impenetrable wall. Shiki says that if you can't get past this wall, you can't complete the mission because it blocks the way to the Statue of Hachiko.



Neku notices the man in the red hoodie and remembers that he saw someone who resembled him near the wall that blocked their path yesterday. He wonders if scanning the man would have any effect.

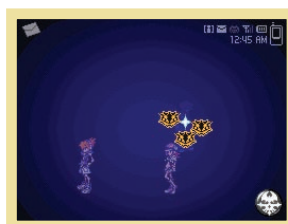


Encountering the wall adds (B) Scanning to Neku's item inventory.

Touch the Player Pin to project a scanning field and discover that Neku can't scan the man. The man approaches Neku and Shiki and tells them to scan and erase all the Noise in the area. At Shiki's urging, Neku looks in his pocket and discovers that he has several other pins. Shiki encourages Neku to use them in the upcoming battles.



Talking to Shiki about the pins adds (B) Enemy Encounters to your item inventory.



Scan the area again with the Player Pin to see three yellow Noise symbols around the man in the red hoodie. Touch any of the symbols to warp to the combat zone for that particular Noise.

ON YOUR OWN

During the next few Noise fights, Neku fights alone, so don't count on having Shiki around to bail him out!

Regardless of which Noise symbol you touch, your first fight is against two Dixiefrogs. Select the Noise on the left and you will be equipped with two new pins: **Force Rounds** and **Thunderbolt**. Both pins use the **touch** psych gesture, which is a quick tap of the screen with the stylus.

KEEP YOUR DISTANCE

Neither pin requires Neku to be near the Dixiefrogs to use them, so keep him away from the enemies during battle. He still can't be injured or suffer a Game Over, but it's good practice!

Tap a Dixiefrog to use Thunderbolt and strike it with lightning. The faster you tap the enemy, the faster you hit it with multiple strikes. If you touch the other Dixiefrog while the lightning is flashing, you execute a combo. After five strikes, Thunderbolt needs 4 seconds to reboot.





Tap an empty part of the screen just past a Dixiefrog to hit it with Force Rounds. Force Rounds has a limited range, but it inflicts damage on contact, and it's easy to rack up multiple hits if you tap quickly. After 12 bullets, Force Rounds requires 5.5 seconds to reboot.

HOT 'EM AGAIN

Once you start earning end-of-combat rewards, Force Rounds is a great way to quickly rack up strings of consecutive hits. If you can land 10 continuous shots, you're guaranteed a "consecutive hits" special bonus in the Results Screen.



Defeating the Dixiefrogs adds Thunderbolt and Force Rounds to your pin inventory and (B) CONTROLS/Touch to your item inventory.



After the battle, scan the area again and touch the middle Noise symbol to begin another battle against two Dixiefrogs. This time, you are equipped with Pyrokinesis, which you're already familiar with, and Psychokinesis.

Psychokinesis uses the **slash** psych gesture. Draw a quick stroke across an obstacle in the battlefield to send the obstacle flying in that direction. If you're having trouble using the pin, make sure you're lifting the stylus off the screen at the end of the slash. Any enemies hit by the obstacle will suffer damage. After using Psychokinesis six times, it requires 3 seconds to reboot.



Defeating the second pair of Dixiefrogs adds Psychokinesis to your pin inventory and (B) Use Obstacles to Neku's item inventory.

Scan the area again and touch the remaining Noise symbol to start a third battle against a third pair of Dixiefrogs. This time, you're equipped with a single pin, **Shockwave**, which uses the **slash** psych gesture.

To use Shockwave against the Dixiefrogs, draw a short, quick line across them to slash them with the Shockwave blade, making sure to lift the stylus off the screen as soon as you finish the slash. Keep slashing to execute a finishing strike that knocks back the enemy.

TWO FROGS, ONE SLASH

If you can slash across multiple enemies with the same swipe, Neku will strike them all. Not only does this let you inflict damage on more than one enemy at a time, it also increases the amount of damage that Neku inflicts overall, which boosts your end-of-combat Damage rating.

You don't have to be anywhere near an enemy to slash it; if you're attacking a distant foe, Neku dashes in for the strike. That means you can use Shockwave to move Neku across the field of battle in an instant, which is helpful when you need to quickly move him away from a powerful foe.



Defeating the final pair of Dixiefrogs adds Shockwave to Neku's pin inventory and (B) CONTROLS/Slash to his item inventory.



After defeating all three pairs of Dixiefrogs, the man in the red hoodie says, "Objective met" and removes the invisible wall. Shiki compliments Neku on his mastery of the pins' psychs, but the surly youth blows her off.

Getting rid of the Station Underpass wall adds (B) Mail Icon to Neku's item inventory and 500 Yen to his pin inventory.



Use the newly available jump point to exit the Station Underpass and proceed to the West Exit Bus Terminal.

Free the Moyai

As Neku and Shiki enter the West Exit Bus Terminal, they encounter a couple of other players, Beat and Rhyme. Hot-headed Beat mistakes Neku and Shiki for Reapers because he can't scan them, but Rhyme reminds Beat that he couldn't scan her either when they first met.



Beat and Rhyme share a great deal of valuable information, including how to use the phone to access the in-game menus and pick out pins. They also talk about a pink-haired Reaper who ambushed them on Day 1. She kept them from reaching 104, but because Neku and Shiki completed the mission, Beat and Rhyme were not erased. Shiki, Beat, and Rhyme decide that they should all work together, but Neku is his usual surly self and refuses, angering Beat.



Wearing Pins

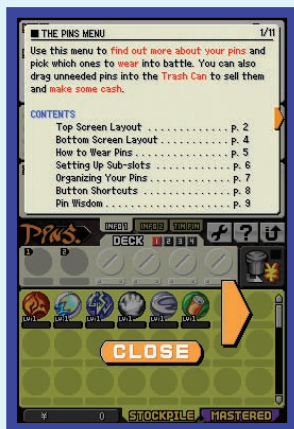
From this point on, you must pick out the pins that Neku will use in battle. If Neku isn't wearing any pins, he cannot attack his enemies.

Tap the phone icon in the upper-right corner of the screen to access the Phone Menu, then tap the Pins Menu panel to access the Pins Menu. (You can also access the Phone Menu by pressing **START**.) Tap a pin to view information about it on the top screen, and drag a pin to or from the pin deck at the top of the bottom screen to equip or unequip it.

Choose the pins that best suit your style. No matter how powerful a pin may be, it's no good if you can't activate its psych easily, or if its boot or reboot times prevent you from using it as often as it is needed.

Only the pins in your equipped pin deck will be available when you enter a battle, and only your equipped pins will earn PP that levels them up and sometimes evolves them.

When you first access the Pins Menu, a tutorial explains all of its different aspects. To see this tutorial again, touch the "?" icon in the upper-right corner of the Pins Menu. For more information on equipping pins, creating decks, and leveling up and evolving pins, see the training section of this guide.



Speaking to Beat and Rhyme adds Cure Drink to his pin inventory and (S) Phone Menu and (B) Wearing Pins to Neku's item inventory.



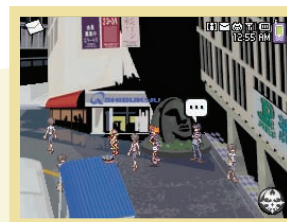
CURE DRINK

Beat and Rhyme have an extra **Cure Drink** pin that they give to Neku after their first meeting. Cure Drink can be used a limited number of times during each battle. Once it is used up, you can't use it again until the next battle. The number of uses depends on the pin's current level.

To use Cure Drink, touch the pin in the upper-left corner of the bottom screen. This instantly recovers 50 percent of Neku and Shiki's shared HP bar.

After the encounter with Beat and Rhyme, move up through the West Exit Bus Terminal. A man stands near a stone Moyai statue in the upper-right corner of the area. If you scan him, you can read the following thought: "Oh, poor Mr. Moyai.... You're feeling stuck between a rock and a hard place, I can tell. People put you up on a pedestal, birds poop on you.... What a life."

After scanning him, walk up next to him and touch the thought balloon that appears over his head. Neku eavesdrops on the man talking to the statue, asking it what's wrong. Shiki tells Neku to leave the man alone.



Upon trying to leave the West Exit Bus Terminal through the top of the area, you find another invisible wall blocking the path. Another man in red stands nearby and tells Neku to "lift the statue's curse." Neku accuses the man of being a Reaper, but the man just tells him to "play the Game."

GAME ON

From this point on, Neku and his partner can lose HP in battle if they are damaged by enemies. If their HP gauge reaches zero, it's Game Over.

Use the Save Menu on Neku's phone to save your progress at any point. This lets you resume your progress from that point after you quit or suffer a Game Over.



Return to the Moyai and scan it to find two yellow (“negative”) Noise symbols hovering around it, as well as several red (“chump”) Noise symbols floating around the entire area. Touch the yellow Noise symbols to warp to the Noise’s combat zones. The larger of the two negative Noise symbols is the more challenging fight, but you have to fight and defeat the Noise in both combat zones to proceed.



POWER UP

At this point, you start earning end-of-battle rewards from combat. If you want to make your battles against the Moyai’s negative Noise a little easier, fight a few chump Noise foes first to earn PP for your pins and EXP for Neku. Also, the chump Noise battles are virtually identical to the negative Noise battles, which makes them excellent for practice.

Getting rid of both negative Noise symbols erases the wall at the top of the West Exit Bus Terminal, but it doesn’t complete the mission. Use the newly created jump point to the Statue of Hachiko to proceed.



Defeating the negative Noise and activating the jump point to Statue of Hachiko adds 500 Yen to his pin inventory and (S) Extra Slot to Neku’s item inventory.

EXTRA SLOT

Getting the **(S) Extra Slot** sticker gives Neku an additional pin slot, allowing him to wear a third pin into battle. As soon as you get it, equip a third pin to maximize Neku’s attack power and increase the number of pins that benefit from end-of-battle PP rewards!

Space cadet: Seems like it’d be real hard to get with the girl who wrote that blog I read yesterday... I mean, what the hell is “princess training?”

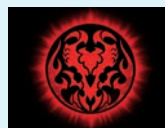


Mentality: Whew, I’m beat. I want to sit down and have some tea—but nah, that’s a waste. Better I save the money than drink it away!



Noise Symbols

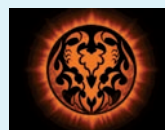
Any time you scan with the Player Pin in an area, you will usually see Noise symbols. Touching a Noise symbol always warps you to the combat zone for that Noise, but the size and color of the Noise symbol provides an idea of what to expect from the battle.



Red Noise symbols indicate “chump Noise,” or optional battles that you can choose to initiate for the sake of earning EXP, PP, and pins in battle. They tend to congregate in shadowy areas. There are

three sizes of chump Noise symbols; the larger the symbol, the tougher the enemies in its combat zone.

If you defeat every chump Noise in an area, they will repopulate it if you leave the area and return to it. A reception indicator in the upper-right corner of the bottom screen measures the level of chump Noise in an area. The fewer bars in the indicator, the more chump Noise there are.



Yellow Noise symbols are “negative Noise,” which are tied to a specific person or object and fill it with negative energy. Defeating negative Noise dispels this negative energy and usually advances the

story. Like chump Noise, negative Noise symbols come in several sizes. The bigger the symbol, the greater the challenge.



Green Noise symbols are known as “Pig Noise,” and they always lead to a fight against one or more Pig Noise. Pig Noise generally do not fight back, but instead try to escape from combat as quickly as

possible. If you defeat them before they escape, you will usually receive a reward.

Only one Pig Noise symbol appears in each area, but not all areas have a Pig Noise symbol in them. Pig Noise symbols can be tricky to find; try scanning while standing in every nook and cranny of an area. If an area has an undefeated Pig Noise, the pig indicator in the upper-right corner of the bottom screen will be lit. Unlike chump Noise, once an area’s Pig Noise has been defeated, its symbol does not return if you re-enter the area.

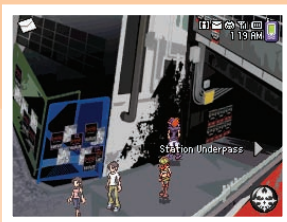




Pig Noise

West Exit Bus Terminal

To find the Pig Noise in the West Exit Bus Terminal, stand just to the left of the Station Underpass jump point in the lower-right corner of the area. Scan the area and look in the upper-right corner of the screen to see the green Pig Noise symbol. (You must be able to scan and see Noise symbols before you can do this.)



Touch the Pig Noise symbol to warp to its combat zone and face a Pig Samba. Attack the Pig Samba with everything you have, making sure to execute combos to pass the light puck back and forth and increase Neku and Shiki's damage multiplier.

The Pig Samba attempts to flee as soon as the battle begins, so use pins that have no boot time (i.e.: not Pyrokinesis). Also, the Pig Samba doesn't attack, so don't equip Cure Drink. Use that pin slot to wear a pin that inflicts damage quickly, like Shockwave, Force Rounds, or Thunderbolt.



Defeating the Pig Samba earns you a **500 Yen** pin.

Free Hachiko

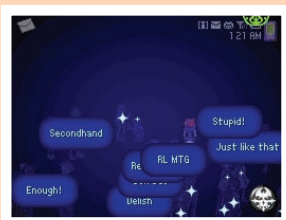
As you go from the West Exit Bus Terminal to the Statue of Hachiko, you will see a brief cinematic of a shadowy figure who says that Shiki "has just the ingredient I need."

There are no chump Noise symbols in the Statue of Hachiko area, so approach the statue in the middle of the area and scan. There's no Noise around it, but Shiki says that something's wrong with it. Touch the icon that appears over Hachiko to examine the statue further.



Statue of Hachiko

To find the Pig Noise symbol in the Statue of Hachiko area, stand just above and to the right of the Hachiko statue and scan. The Pig Noise symbol should appear in the upper-right corner of the screen.



This is essentially the same battle as the one against the Pig Samba in the West Exit Bus Terminal, so use the same strategies to defeat it and earn a **500 Yen** pin.



Enough!: I've only been in Shibuya for a week, and I've had it!...



Touching the icon brings up three choices:

- ✱ **Take a closer look:** *Neku and Shiki examine the Hachiko statue more closely and notice that there's a discolored patch on it.*
- ✱ **Hachi Fest?:** *Shiki describes the festival of Hachiko, where people touch Hachiko for good luck. If you touch the wrong place, though, you'll be cursed!*
- ✱ **Scout for more info:** *Choose this option after exploring the other two to exit.*

After examining the Hachiko statue, return to the West Exit Bus Terminal and scan the thought of the man standing near the Moyai statue ("Hachiko"). Doing so reveals the following information: "Hachiko seemed troubled, too. Were I only able to **polish away** the stains on his weary heart. Forgive me, Hachi..."

This is your clue to return to the Hachiko statue. Save your game, examine the statue, and choose "Polish Hachiko" from the menu that appears. Rub the entire statue with the stylus to erase all of the brown patches from it.



As soon as the statue is completely polished, three Garage Wolves leap from it and a battle begins. If you have been fighting chump Noise and leveling up Neku and his pins, you should have no trouble with this fight.

Try to keep the Garage Wolves grouped together so that you can hit them all with the same attacks. If a Garage Wolf runs off one side of the screen, don't chase it. Wait for it to run back.



Defeating the Garage Wolves adds (S) DEF Boost to Neku's item inventory.

After the battle, the timer disappears from Neku and Shiki's palms, indicating that the mission is complete. But the day is not over. The pink-haired Reaper who Beat and Rhyme spoke of appears and summons a Metal Corehog and two Garage Wolves to attack Neku and Shiki.

The Metal Corehog attacks by extending its quills horizontally. It also fires them up into the air and, when they come down, they can inflict damage and serve as obstacles that Neku needs to move around or destroy. Focus all of your attacks on the Metal Corehog's body, because once that Noise has been defeated, the battle is won—even if the Garage Wolves are still kicking.



Defeating the Noise adds (S) ATK Boost to Neku's item inventory and Ice Blow and Scarletite to his pin inventory.



After defeating the Metal Corehog, the Reaper threatens to summon more Noise. Neku decides he's had enough and prepares to attack the Reaper directly, which amuses her. The Reaper offers Neku a deal: she'll let him out of the Reapers' Game if he can complete her challenge. If not, she'll erase him. The headstrong Neku accepts the challenge before hearing all of the terms—and once he does, he realizes that maybe he should not have been quite so eager.

