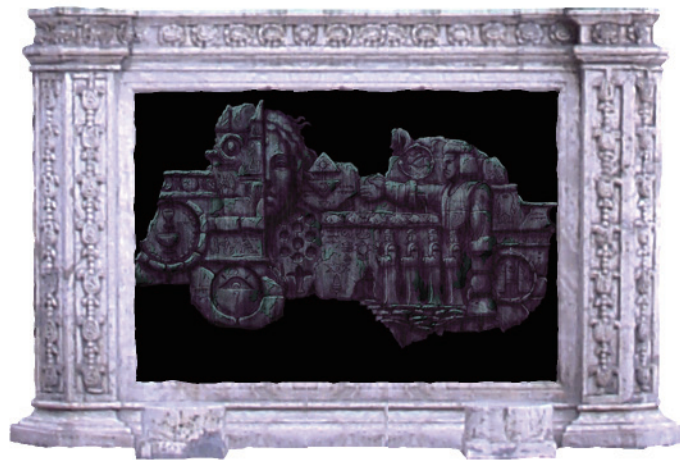
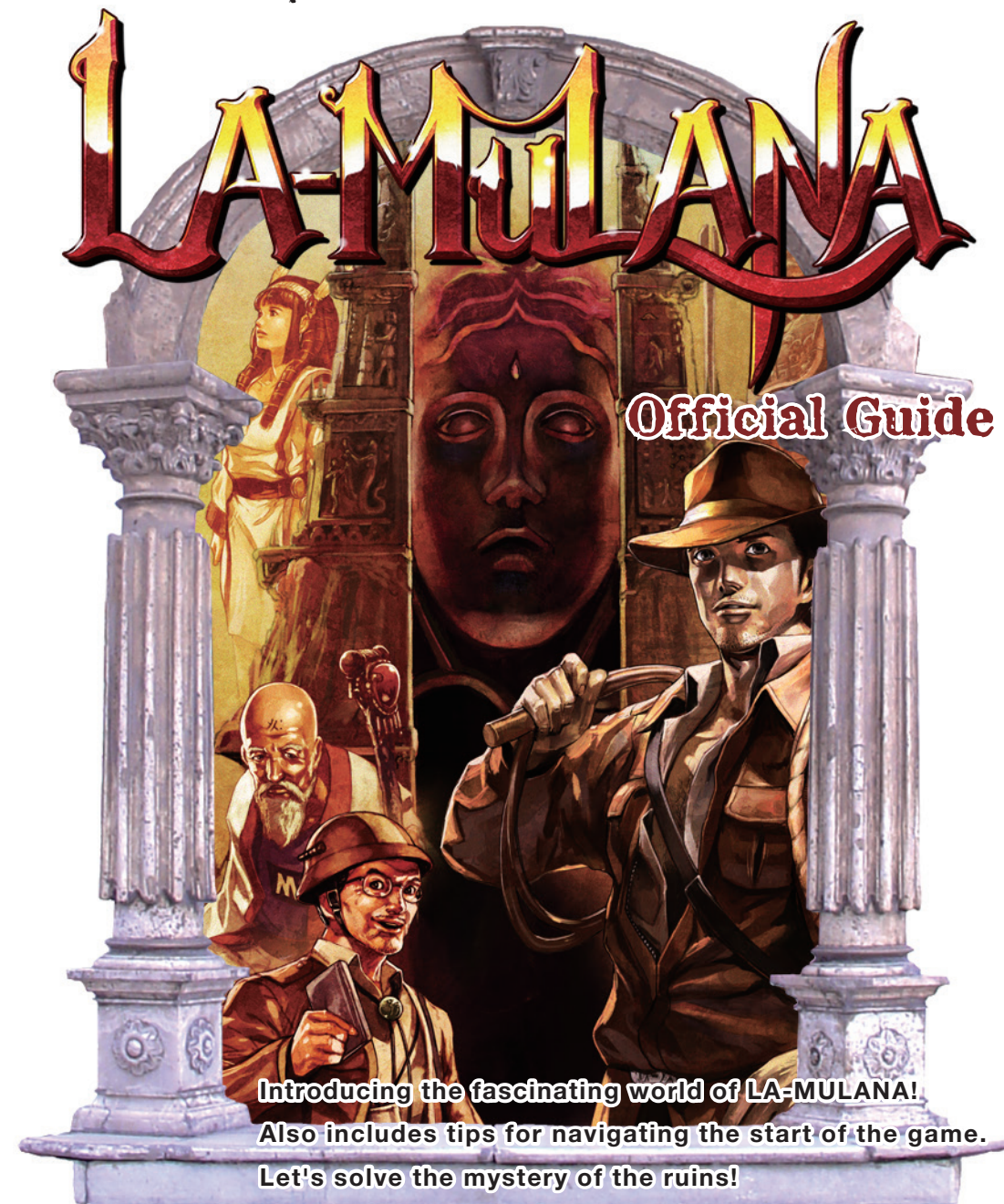


Ruins Exploration Puzzle Platformer Game



✂NIGORO



**Don't Worry!**

This is NIGORO's strategy guide.



# Ready for Adventure?

*LA-MULANA* is a game created with the philosophy,  
"What would happen if the 2D action genre evolved?"

In the game, you'll discover lots of complex puzzles  
with even more complex solutions.

We hope that reading this manual will make your  
experience in *La-Mulana* a smoother one.



## A Legend from Ancient Times

Descending unto this place...  
She came from the sky...  
One unto this world.  
Trapped alone, she cries.  
Let me return home to heaven.  
It is where I belong.

Children, please help me.  
Children, send me back home.  
Children, for this reason you were born.

Folk song translated to "Generation Watching the Departure"  
~Shawn Kosugi

My name is Lemeza Kosugi, and I'm an assistant professor teaching archaeology at the university. Besides giving lectures, I travel the world searching for ancient ruins I haven't yet discovered. One day, after I finished giving a lecture and returned home, there was a small dirty envelope on my desk. The sender was unknown, and there was no postmark, either. I scoffed; I had no idea how this envelope ended up on my desk, but it's obvious where it came from. There's only one place that has those envelopes, and that's here in my house.

"I finally found it! I've emerged victorious!"

It looked like a torn page of a familiar journal, scribbled with familiar handwriting that seemed to laugh at me. A poem titled "A Legend from Ancient Times" was etched on the back. Inside the envelope was a gold coin with some engraving on it. I'd never seen the coin before, but I recognized the engraved letters.

It seems that my father had finally found it. He's the reason why I got into this field...and also why I have a bad habit of diving head-first into ruins with a whip in hand. Despite his age, he challenges me in finding ruins, like we're schoolboys or something. He's great.

This unknown ancient civilization is the origin of ALL civilizations. Looks like my father's research (his life work, really) finally paid off.

The letter he wrote is the usual invitation to embark on an adventure. He's basically telling me to come with him. I wonder if I have any vacation days left...

Anyway, he'll probably make me help him and steal the treasure all for himself, but I refuse to let that happen again. He needs to finally understand that I'm my own man. Besides, if you put an amazing historical object in front of me that no one's seen in 500 years, then it's no longer a petty father-son rivalry. After all, I too am an archaeological junkie.

Oh, well. What can I say? I'm too passionate about archaeology to pass this opportunity up. So I packed my research laptop and my handy whip, along with some other things, then headed to the airport.

My destination? The legendary ruins said to be the origin of all civilizations and life, La-Mulana!

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★★★ [LA-MULANA Official Guide] ★★★

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# This is LA-MULANA!

Ruins exploration puzzle platformer game

Welcome to the world of LA-MULANA!

LA-MULANA is a 2D side-scrolling action game, with Metroidvania elements of interconnecting maps and item collection. Over 400 rooms await you!

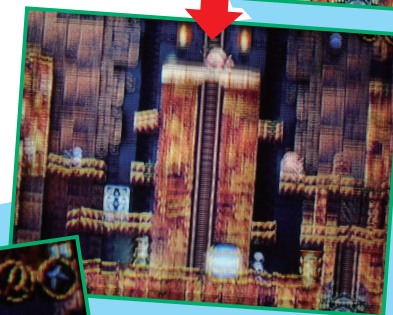
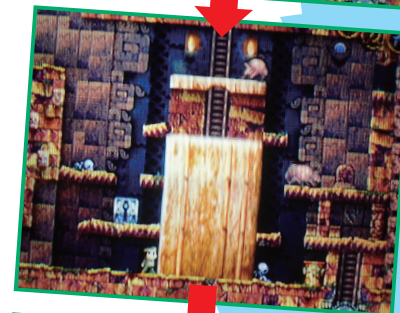
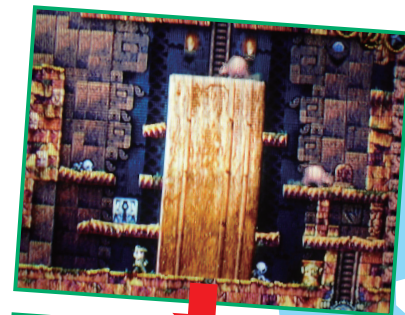


You might be lost upon initially starting out. But no matter how gigantic the map gets, if you clear nearby areas first, you'll be able to progress more easily. Just don't rush, and be sure to take your time enjoying the game.

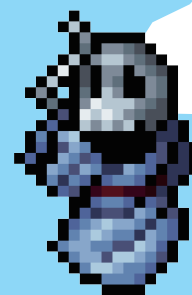


Solve the mysteries from the tablets scattered about the ruins!

Professor Lemeza, here to solve puzzles!  
This is the best part of uncovering mysteries!



What the heck is this room?  
I feel like an intense battle's about to happen!

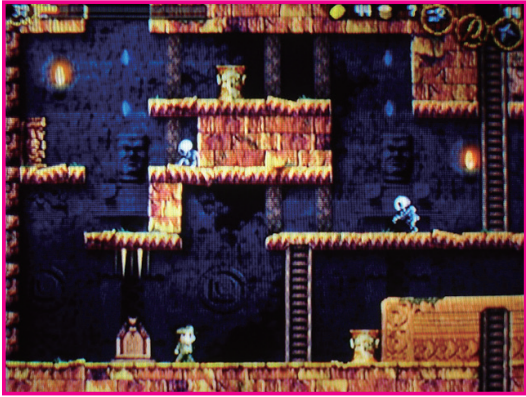




## About LA-MULANA

### What kind of game is *LA-MULANA*?

On this page, we'll go into more detail about this retro-styled game.



*LA-MULANA* is an action-adventure game; to be more genre-specific, it's a Metroidvania game that allows for lots of action via multiple rooms of brain-tingling puzzles. Of course, the main aim of the game is to enjoy solving these puzzles aided by a wide array of hints and tips, and of course whipping enemies into oblivion.



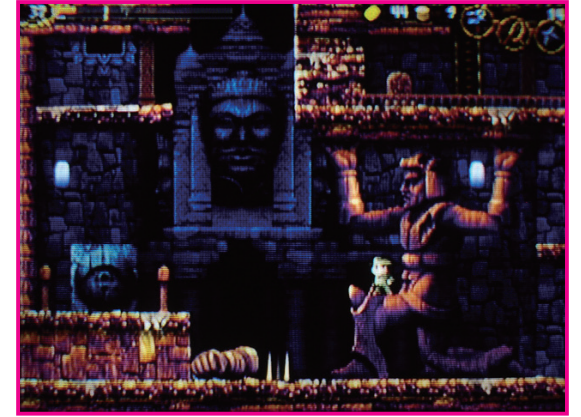
The action-adventure genre has produced masterpieces such as *The Legend of Zelda* and *Metroid* series. *LA-MULANA* inherits this genre, combined with Metroidvania elements with the intent of evolving the Metroidvania genre in 2D.

To put it simply, this game is HUGE, so it might take you a while to clear all the maps.

This game lies somewhere on the spectrum between fast-paced action and solving riddles. But the elation of overcoming challenges is what defines this genre. It's a game you'll want to take your time on to find and get through everything.



Again, don't rush and be patient! There are tons of puzzles, as well as ancient stone tablets. The puzzles will get harder the further you delve into La-Mulana, but you'll always find hints and tips in the ruins to help you on your expedition. If you take notes of the tablets you find and draw maps, there's a chance you'll be able to easily clear rooms. If you're really not sure, you could always ask a friend.



Nowadays, we've got the internet, so you can look up an online walkthrough or ask other players how to clear La-Mulana's mind-bending puzzles. It might actually be more fun playing the game with a whole bunch of people, rather than figuring out the puzzles yourself.







We mentioned earlier how there are always hints in solving La-Mulana's puzzles. However, these hints don't really tell you directly how to solve these puzzles. The start of your adventure isn't going to be terribly difficult, but as you venture further inside the ruins, the puzzles and hints become more sparse, and there are a few puzzles you'll be able to understand only after compiling a few hints together. We're guessing that's why *LA-MULANA*'s gained notoriety as a difficult game.

To find hints, you'll want to read ancient writings using a Hand Scanner, as well as talk to Elder Xelpud, who acts as La-Mulana's storyteller. By interacting with these writings and with the elder, you'll be able to infer what the hints mean. We'll introduce you to the different types of hints you can find.

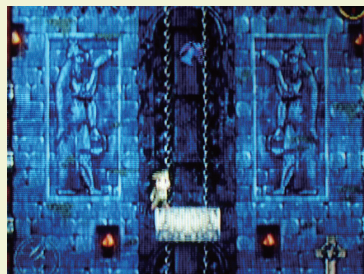
The protagonist of *LA-MULANA* is Professor Lemeza Kosugi, an archaeologist who explores ancient ruins. If you play through this game through the lens of an archaeologist, you'll be able to tell that these hints don't just come from ancient writings. Hints can also be hidden in a room's background!

Unknown murals and stone statues may be lined up together. Have you noticed that some of these murals may be similar to each other? You won't be able to solve puzzles from one mural or landscape alone, but what if you tried using similar murals or landscapes? That's one way to solve these brainteasers.

The in-game map also contains hints about the ruins. Viewing the map shows you the name of each room, but the hints from ancient writings may contain the name of the room as well. There's also a possibility that, by using the Hand Scanner, the names of some deities will be written on the murals and stone statues you'll discover. All of these are somehow related to each other, so look out for these when you're out and about adventuring.

Unbeknownst to many, Professor Lemeza Kosugi is actually a descendant of a long line of ninja, so his jumping skills are quite astonishing. He does have a tendency to rely on jumping to progress between rooms, but there are a lot of traps that prey on those who would depend too much on it. If you decide to carelessly jump or fall into a chasm, you may find a lovely bed of spikes waiting for you, so exercise caution when entering brand-new rooms. You'll be able to avoid several of these traps (and a handful of Game Over screens to boot) just by minding your surroundings.

Keep a sharp eye out for anything suspicious!  
Just like an archaeologist would!



▲ If similar murals are grouped together, their puzzles may be connected to each other...



▲ The map's also a very important tool!

## Before You Start



[Beginning]

A character signifying the beginning. it expresses the origin of life.





## Purpose of the Game

If you don't know it, it won't be fun!



The purpose of this game is to explore the ruins of La-Mulana, said to be the origin of all civilizations. Even if you figure out the mystery of the ruins, however, you still won't know *exactly* what it is.

In this case, you probably won't know where to start. But if you keep the following four things in mind, the path should open for you!

### AIM FOR THE GOAL!

#### SOLVE THE MYSTERY OF THE RUINS!

You'll have to clear most of the puzzles in order to progress and reach your goal.

#### DEFEAT THE GUARDIANS!

Powerful bosses called Guardians are hiding in each major area of the ruins. Defeating the Guardians can open the way to new areas.

#### FIND ITEMS!

There are tons of mysterious items hidden in La-Mulana. Some items will improve Lemeza's strength, while others will unlock devices. Collect lots of items to venture deeper into the ruins!

#### CLEAR PUZZLES!

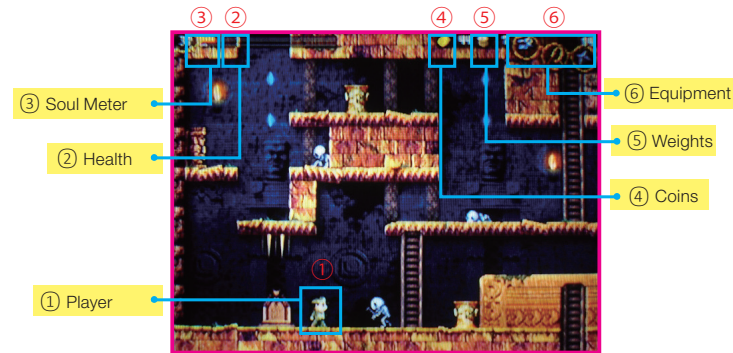
The ruins are divided into multiple areas called fields. Once you clear the puzzles in one field, you'll be able to move on to the next field.

### HOW TO ADVANCE IN THIS GAME

Last time we heard from our intrepid explorer, Lemeza was on his way to explore the ruins, buuuuut...sadly, most of his equipment was confiscated by airport security. So obviously, he's feeling a little unsure about himself at the moment, but everything's going to turn out just fine. And if you can stick to the following tips, you'll make it through La-Mulana, no problem!

- Save money and purchase essential items at the village shop, especially the Hand Scanner and the Glyph Reader.
- If you're not feeling too confident, try solving all the puzzles in the Gate of Guidance. Once you've built up some confidence, try exploring more fields. It's a good idea to explore different fields in the beginning, but don't overdo it!
- Collect green Soul Stones in fields with fewer enemies if your health starts dipping. There are also hot springs in the village outskirts and inside the ruins that'll fully replenish your health.
- Don't forget that you're an archaeologist! Again, keep a sharp eye and examine anything that looks suspicious!

## Game Screen



First, let's learn how to read the screen so you can enjoy the game to its fullest! The game screen is the most important, but you'll also need to check the HUD at the top that displays information such as health and equipment. Here are some important parts of the game screen.

#### ① Player

The protagonist of the game, Lemeza Kosugi. You'll play as him during your adventure.

#### ④ Coins

Money you obtain from enemies or pots. Essential for purchasing items in shops.

#### ② Health

Indicates Lemeza's total health. If it drops too low, you'll hear a warning sound. The yellow vertical bar to the right is its current limit.

#### ⑤ Weights

Heavy items you obtain from enemies or pots. You'll need these to open doors and reveal other secrets.

#### ③ Soul Meter

Collecting green Soul Stones will fill the meter. When the meter is filled, all your health will be restored. Some enemies drop a large amount of Soul Stones.

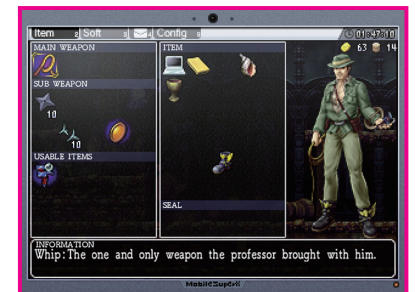
#### ⑥ Equipment

Includes the main weapon, sub weapon, and tool currently equipped. The number displayed above the sub weapon is the amount of projectiles or bullets remaining.

### MENU

Fortunately, Lemeza's laptop was not one of the items confiscated at the airport. Good thing too, because the laptop screen serves as the menu screen of LA-MULANA. Here, you can view and select item and weapon descriptions, install and uninstall acquired software, and adjust various settings.

There's even a software application that increases the number of tabs in the menu screen. It'll be difficult to clear the game without accessing the menu screen, so make good use of it.





# Master the Controls!

[WALK]

◀ Lemeza usually does a lot of field work anyway, so he won't get tired.

[MAIN ATTACK]

Lemeza's basic means of attacking. He's a little too skilled with that whip...but let's not read into it too much. ▶

[USE ITEM]

You can hold an item aloft. Sometimes it may trigger certain events! ▶

[ENTER]

◀ You can enter shops and tents. No need to knock!

[SWIM]

◀ Lemeza's mastered an ancient swimming method that allows him to hold his breath for a while.

[CLIMB]

◀ Lemeza's field work really DOES come in handy. He's a fast climber, so you won't have problems there.

[JUMP]

◀ He comes from a line of ninja, so he's got excellent jumping skills. It'll be a piece of cake for him to get over ordinary walls.

[PUSH]

▲ There are blocks and doors in the ruins you can push. You can't pull them, though.

[SUB ATTACK]

◀ A secondary means of attacking. Includes shooting and throwing things. Use the appropriate attack method based on your current situation. Watch your remaining inventory!

[LATCH ONTO WALLS]

A certain item will give you the ability to latch onto walls while jumping. ▶

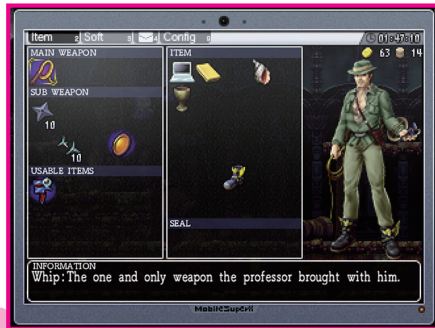
[PLACE WEIGHT]

Puzzles can be activated by dropping these onto a pedestal. Carry plenty of Weights with you. ▶



## Master the Menu!

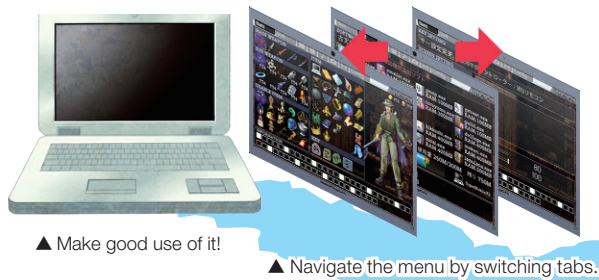
An extremely useful menu that'll help our intrepid archaeologist



LA-MULANA is a game that includes many puzzle-solving elements, so it can be a bit overwhelming. But if you make good use of the laptop's menu screen, your adventure will go a lot more smoothly. Let's go over the menu screen in more detail.

## THIS IS LEMEZA'S FAVORITE LAPTOP, THE MOBILE SUPER X!

It's the laptop Lemeza uses for his research, as well as the preferred laptop for adventurers. It was made in Japan, so naturally it scored high in reliability and performance. The laptop serves as the menu screen during the game. It can manage Lemeza's inventory, launch installed software, open emails, and save messages and conversations. There are multiple tabs within the menu that you can navigate to. Move over to the item or software you wish to use, then select it. The numbers in the top right corner display your play time.

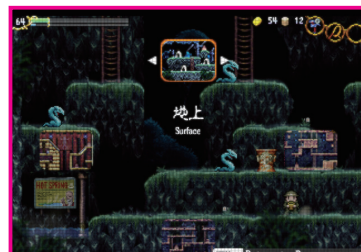


## THE PAUSE SCREEN IS ALSO IMPORTANT!



The Pause screen isn't just for taking breaks. If you have a map reader, as well as the map that corresponds to each field, the Pause screen will display the entire map layout and the name of your current location. If you have the Holy Grail,

upon opening the Pause screen, you can warp to any previously-visited field. However, you'll have to first decode the Holy Grail Tablet of the field you want to warp to. Once decoded, you'll be able to easily warp to your destination.



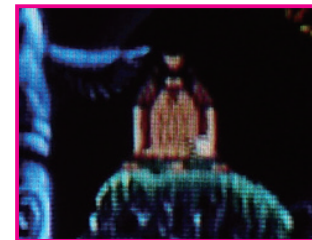
▲ Warp to your destination!

## THE MOBILE SUPER X HAS EVEN MORE FUNCTIONS!

In the Config menu, you can adjust controller settings, screen size, brightness, BGM volume, and sound effects volume. Adjusting the settings to your liking is also the key to making your adventure go as smoothly as possible!



## DECIPHER ANCIENT WRITINGS WITH THE HAND SCANNER!



▲ Read this tablet using the Hand Scanner...



▲ ...then, it'll appear as this.

One of the laptop's functions is to read and decode characters. If you equip the Hand Scanner, you can read and decode writings left on tablets and corpses. However, you can't just straight-up read them as is, so activate the Glyph Reader

from the menu screen. One of the only ways to get hints is to read ancient writings, and you can scan background murals, so use the Hand Scanner if you get stuck.

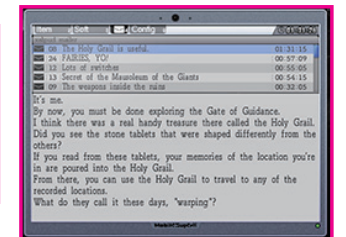
## ADDITIONAL MENU FUNCTIONS WITH SOFTWARE!

Once you start your adventure and talk to Elder Xelpud, you'll acquire software called the xelpud mailer. You can access it from the envelope tab in the menu screen. There, you'll be able to read mail you'll periodically receive from the elder.

There's other software you can find that'll add additional tabs to the menu, such as the Glyph Reader (decodes tablets), Yagoo Map Reader (displays maps), and TextTrax (saves messages and conversations).



▲ Select this icon and confirm...



▲ ...and you'll receive an email from the elder.



# Item Menu

Use the items you collect!

The Item Menu is probably the menu you'll use the most during your adventure. You can switch weapons you've acquired, as well as equip items. Select and confirm the weapon or item you want to use.



## ① Main Weapon

These vary in power and attack range. Depending on the situation, you may need to switch your main weapon on the fly.

## ② Sub Weapon

Secondary weapons that also vary in power and attack range. You can also equip a shield.

## ③ Usable Item

Special items needed for certain situations. Includes the Hand Scanner and artifacts that can fit into walls.

## ④ Other Items

You won't need to equip these for their effects to take place.

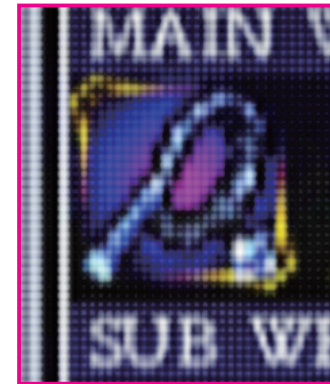
## ⑤ Information

This is where information about the currently-selected item is displayed. If you're not sure whether to equip a certain item, check its description.

## ⑥ Lemeza Kosugi

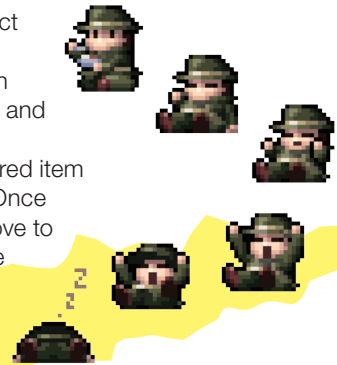
Lemeza's portrait will change depending on which weapons and items are currently equipped.

LAMEZA

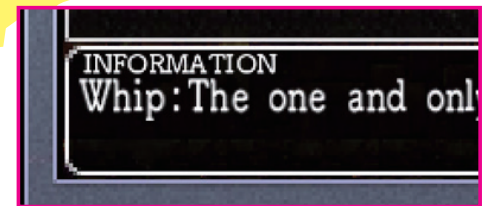


The weapons and items you currently have equipped in the Item Menu will glow a reddish-blue. When you select and confirm equipment, the cursor will rotate between Main Weapon, Sub Weapon, and Usable Items.

Move the cursor to your desired item and confirm your selection. Once confirmed, the cursor will move to the next column. After you've selected your items, the cursor will return to the Main Weapon list.



You may acquire lots of items, but you may not be sure about how to use them, so make sure to check the Information section of the menu--there might be hints hiding there! There are also some items that may change appearance depending on certain events, so be on the lookout for those as well.



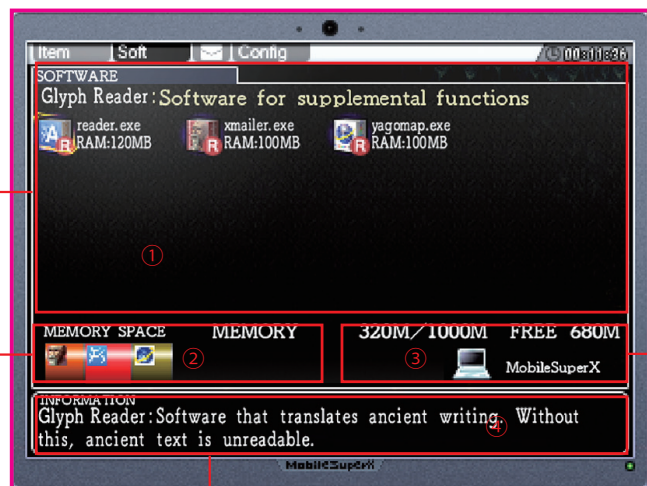
As you acquire more equipment and items, Lemeza's appearance is sure to change... and become strange. Switching weapons is understandable, but layering clothes and placing helmets under hats...? There are sure to be odd combinations Lemeza can wear while spelunking about the ruins.



# Soft Menu

Improve laptop performance!

Both the Soft Menu and the Item Menu are integral to fully exploring the ruins. You can manage activated software from the Soft Menu; try fiddling around with various software applications to enhance your exploring capabilities.



- ① Software
- ② Memory Space
- ③ Model Name
- ④ Information

## ① Software

There are 20 software applications, each with their own unique function.

### ● App Launcher

These add more tabs to the menu once activated. Super important!

### ● Software for supplemental functions

These display maps on the Pause screen and enhance other menu functions.

### ● Additional Applications

These enhance certain App Launcher functions.

### ● Game Software

You can't play with these, but if they're activated, something might happen?

## ② Memory Space

Displays the total amount of memory available. If the limit is exceeded, you can't activate additional software.

## ③ Model Name

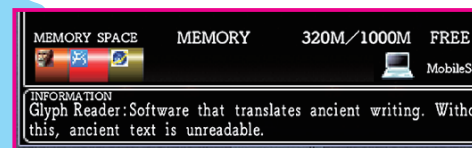
This is the model name of the laptop you're currently using. Lemeza brought this along, but unfortunately the laptop's quality may start dipping at some point...

## ④ Information

Displays the name and information of the currently-selected software. If you're not sure how to use it, use this as a reference.

LAMEZA

The memory space required is fixed for each individual software, and you'll need to have sufficient free space available in order to use the selected software. Basic software such as the Glyph Reader and Yagoo Map Reader use less memory, but others like game software require more. You might max out of memory early on, but as the story progresses, you'll be able to acquire a machine that'll give you more memory, allowing you to use more software.



## SOFT COMBINATION EFFECT

Depending on the combination of software you've activated, helpful functions may appear. Some are useful when you're exploring, some are essential for puzzle solving, some can strengthen you, and yet some can cause the unexpected. We'll introduce several combinations here; figure out the rest of them by finding software and trying new things!

## RECOMMENDED COMBINATION EFFECT



**YAGOO MAP READER + YAGOO MAP STREET**  
With Yagoo Map Reader, the player can view a color-coded map. Different combinations yield various icons.

- |                  |             |                   |
|------------------|-------------|-------------------|
| Current Location | Gate        | Holy Grail Tablet |
| Cross of Light   | Fairy       | Shop              |
| Narrator         | Philosopher | To Another Field  |



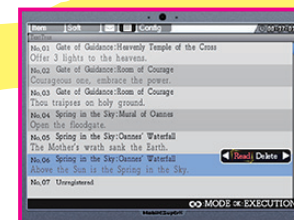
**TEXTTRAX + ADDITIONAL TEXT MEMORY**  
TextTrax is a piece of handy software that allows the player to store ancient writings and conversations. The storage limit increases when combined with Additional Text Memory.



? + ?  
If Lemeza is low on health, this combination will help you survive!



▲ It'll be easy to see, and useful, too!



▲ If this isn't enough, take some notes on paper!



▲ Wait... Does that mean if Lemeza dies, he'll somehow survive!?



## ARTICLE NO.2 Knowledge of the Ancient Ruins

The legendary ruins of La-Mulana are said to be the origin of all civilizations and life. These ancient civilizations that flourished aboveground have their roots in La-Mulana. Essentially, the more you know about these renowned ancient civilizations, the more you'll be able to enjoy the world of La-Mulana.

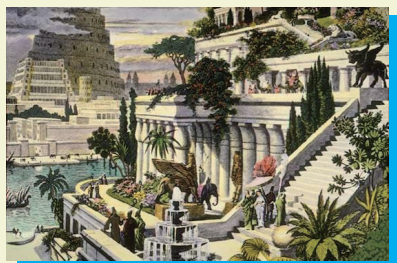
Speaking of which... Did you know about the four great river valley civilizations of the world? They are the Ancient Egyptian Civilization, the Mesopotamian Civilization, the Indus Valley Civilization, and the Chinese Civilization.

The Ancient Egyptian Civilization is famous for its pyramids, sphinxes, and murals; most people think of humans depicted in profile when picturing the latter. This civilization is also famous for its concept of life, death, and the afterlife. Additionally, Egyptian mythology is believed to be the root of European mythology, including that of Greece.

The Mesopotamian Civilization is centered around the Sumerian Civilization--said to be the world's oldest ancient civilization--and contained ziggurats that are still standing in the Middle East.

The Indus Valley Civilization was based in India; the civilization also served as the birthplace of Buddhism. The Hindu gods derived from Indus Valley mythology are very unique, and Ramayana is the world's oldest ancient document, famous for its description about a nuclear war.

Regarding China, several civilizations existed there, such as the Yangtze and Yellow River Civilizations. Though few archaeological sites have been excavated in China, the first Qin emperor's mausoleum is located there.

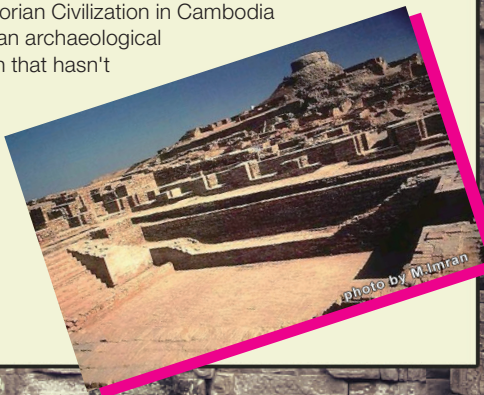


Besides the aforementioned four, there are other famous civilizations, such as the Incan and Mayan Civilizations that flourished in Mexico and South America. There's a theory that Japanese civilizations that existed 10,000 years ago (known as the Jomon period) were actually quite advanced. The United States has a history with Native Americans and Mesoamerican Civilization, though there aren't many archaeological sites left.

The Angkorian Civilization in Cambodia contains an archaeological civilization that hasn't

yet been fully demystified.

We live in modern times now, so if you're interested in these ancient civilizations, you can learn more about them by searching online. There are a lot of interesting patterns and structures still in place within La-Mulana; maybe it'd be quite the adventure to find out what remains of the legendary ruins...



## Characters



[Birth]

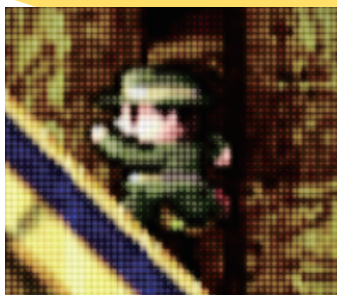
A character that represents the beginning of life.



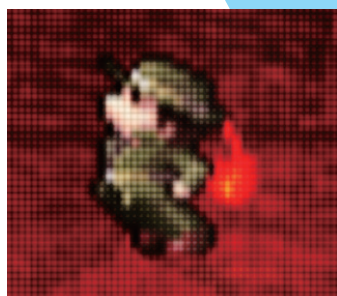


## Lemeza Kosugi

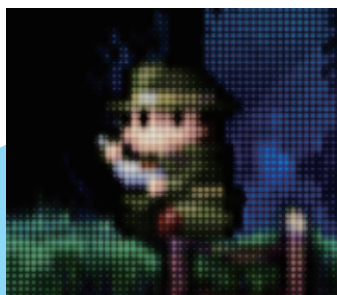
A 31-year-old archaeologist and third-generation Japanese-American. He's a ninja descendant, courtesy of his Japanese grandfather. He's a hands-on archaeologist who researches local ruins while lecturing at the university. He's also quite competitive in his archaeological quests and the results of his research, especially with his father, who's also an archaeologist. However, Lemeza tends to get frustrated, as his father always plots to take advantage of Lemeza and steal his treasure and findings because of their differing experience. Lemeza never leaves behind his laptop, Mobile Super X. He's also particularly fond of curry.



◀ Lemeza comes from a line of ninja, so he can access places others normally couldn't.



◀ Our plucky researcher will always keep pushing forward, regardless of whether he's on fire or being shocked into oblivion.



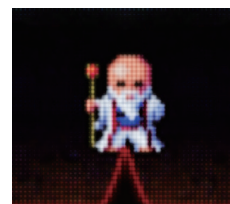
◀ When you've got this much experience in the field, you can eat curry pretty much anywhere.

## Elder Xelpud

Age unknown.  
The elder of the clan guarding La-Mulana. While he protects the ruins according to his clan's decree, he's surprisingly open-minded and likes technology more than anyone else. He's been able to generate electricity from a large waterfall in the village outskirts for personal use; because of the waterfall, the village has been able to prosper despite its location deep in the jungle.

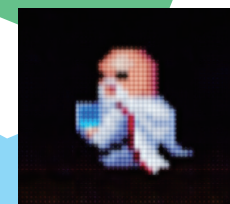


La-Mulana



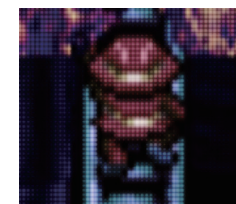
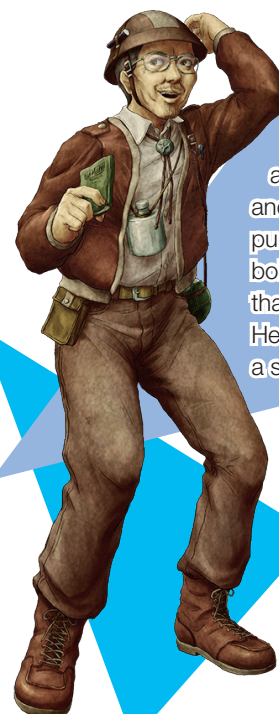
◀ Supposedly, he's of high ranking, but he usually just spends his time flooding Lemeza's inbox with emails.

When Lemeza pays an unexpected visit to his tent, the elder's usually absorbed in his favorite video game. ▶



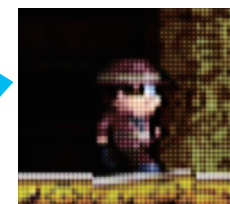
## Shawn Kosugi

A 62-year-old historian, second-generation Japanese-American, and father of Lemeza Kosugi. Known as an authority on anthropology and history, he's also well-versed in biology and astronomy, pursuing the origin of humans. A few years ago, he made a bold statement, declaring "There's a civilization that is the origin of ALL civilizations!" He's been missing since then. Despite being a sexagenarian, he has an iron body and tremendous survival odds.



▲ He's a pretty old man, but he possesses incredible physical strength and abundant energy, which has surprised Lemeza on more than one occasion.

◀ Lemeza's father, who vanished after entering La-Mulana.





## Mulbruk



A young woman (if you can call being 3,019 years old "young") that sleeps in the ruins. She's a member of the Four Philosophers' clan, and despite her "youth," she possesses high intelligence. Awaken Mulbruk from her slumber, and she'll help you with her vast knowledge about the ruins.

She was given eternal life and rests somewhere within the ruins. ▶



## Fairy Queen

The leader of the surviving fairies that used to inhabit the land.

She's willing to help you out, but not before testing your skills. She also seems to be burdened with another important task...



◀ Is it true that if you pass her test, the fairies will help Lemeza?



## The Four Philosophers

Legendary philosophers who eternally sleep within the ruins. According to legend, these philosophers know everything about the ruins and are sleeping in order to eventually pass on that knowledge. However, no one has seen a trace of them.

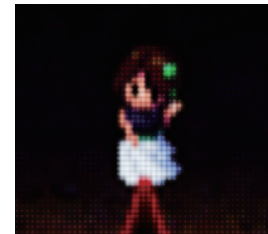


▲ Could this be related to the Four Philosophers?

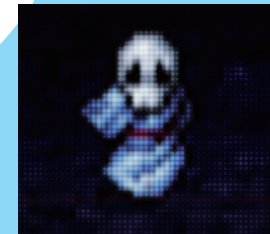


## Other Dwellers of the Ruins

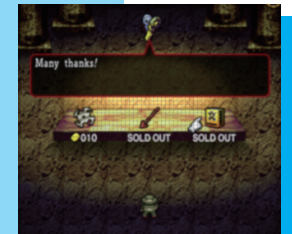
There are others Lemeza can interact with in the ruins. Some are villagers Lemeza can chat with on the Surface, while others reside within La-Mulana itself. Regarding the latter, these entities can be humans, ghosts, or even skeletons! Despite this, they're one of your only sources of conversation inside the ruins.



▲ Harsh Salesgirl



▲ Dignified Skeleton



▲ Gotta keep working, even in the afterlife!



## Enemies

Introducing the monsters ready to attack Lemeza!

There are over 120 types of monsters roaming about the ruins!

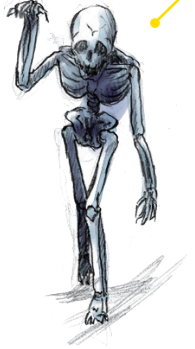
Here are the ones you'll encounter at the beginning of your adventure.

### Monsters

Smaller and weaker enemies in the ruins that shouldn't pose much of a challenge. However, there are tougher and more powerful monsters waiting for you as you progress, so don't expect to just blaze through so easily.

#### SKELETON

◀ An undead monster with its soul dwelling in its bones. When attacked, it'll just collapse and rise again.



#### MYRMECOLEON

◀ A monster that's half-lion in the front and half-ant in the back. It's harmless so long as Lemeza doesn't approach it.



#### BAT

An aerial monster that flies around everywhere. Because there are so many swarming about, Lemeza will have a tough time dealing with them all. ▶



#### ROCK HAND

▲ The arm of a giant statue that roams around the ruins. It's extremely fast and will slam into any intruders upon detection.



#### TOG

A frog-like monster of amorphous shape, similar to slime. They continuously emerge from holes in the wall. ▶



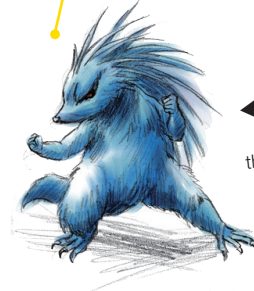
#### MASKED MAN

A survivor of the natives who once lived in the ruins a long time ago. They're armed with a large golden shield, which protects them from attacks. ▶



#### HEDGE

◀ A normally mellow hedgehog. Once they spot their enemies, they roll up into a ball and attack (not unlike a familiar blue hedgehog).



#### KODAMA BAT

◀ A rodent that startles intruders by exploding when approached. The explosion is meant to attack anyone nearby.



#### CAT SITH

A cat balancing on an inflated ball. Think the cat's cute and want to approach it? The cat will throw the ball at you! ▶



#### GHOST

A soul of the departed that wanders around the ruins. It appears and disappears at random. ▶



#### KILLER ROCK

◀ A monster resembling a lizard engulfed in flames. One of the more annoying enemies, it spews fire to ward off others.



◀ A mechanism that protects the ruins. If approached, it self-destructs, causing massive damage to anyone nearby.

#### ARGUS

A giant with countless eyes on its blue body. It lives in the village outskirts; the player will need a certain item to defeat it. It's not advised to approach the giant when Lemeza is underprepared. ▶



#### KAKOUJUU





## Room Guardian

Average-size monsters that guard important rooms in La-Mulana. It's possible that these rooms contain valuable secrets... Some Room Guardians are equal in strength to regular Guardians, so watch out! Make sure you have the proper equipment and full health before engaging with them!



▲ A monster with the face of a lion and the legs of a horse. It freely bounces around, kicking (and killing) anyone who dares approach. Get close to the Buer without thinking, and you'll be kicked into next week!

**BUER**



A demon monster with the head of a dog and the body of a human, with two sets of wings on either side. It's a powerful monster that can control heat and chuck flaming rocks at you. ►



**PAZUZU**

Said to be the leader of Hell, this monster takes the form of a colossal fly and watches over all of La-Mulana. ►



**BEELEZUB**



**CHI YOU**

▲ A giant warrior with four eyes, six arms, and the head of a bull. Its skills in battle are unmatched, being an expert at wielding weapons with all six arms. It's also very intelligent and said to have obtained an immortal body...

## Guardian

Gigantic monsters that also protect La-Mulana. They have a powerful presence and equally powerful attacks. Players will need lots of advance preparation and mastery of techniques to take on these challenging adversaries. Once a Guardian is felled, you'll be able to advance further in the ruins. If a Guardian proves to be too difficult, train up and try again!



**AMPHISBAENA**

▲ A two-headed serpentine Guardian. Both heads attack at the same time, so it's not possible to escape.

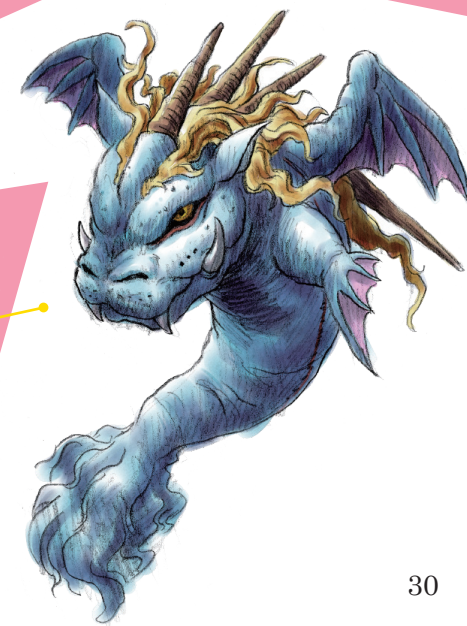


**ELLMAC**

▲ A giant chlamydosaurus said to be the avatar of the sun god Aten. Despite its size, it has high speed and breathes fire.

**BAHAMUT**

A large fish Guardian said to command the sea. It endlessly roams in water, spews a powerful breath, and attempts to ram into its enemies with its monstrous body. Bahamut is one of the more difficult enemies to defeat. ►





## ARTICLE NO. 3 How To Rest When Exhausted

Lemeza has a health meter, so he won't die unless the meter drains to 0. As you progress through the ruins and increase Lemeza's health, you'll be able to overcome tricky platforming as long as you're prepared to take a bit of damage here and there. If you're going for that strategy, you'll need to master exactly how to recover health. This game is different from others in that saving and continuing doesn't automatically restore your health. Want to die on purpose and get your health back? Sorry, that won't work here! If you're in a pinch and intentionally die, you'll still be in a pinch upon reloading your save.

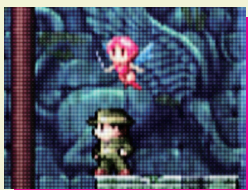
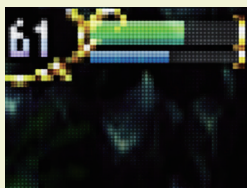
There are several ways to recover your health, detailed below; it'll be cumbersome for you if you don't choose the correct way to heal depending on the situation. Remember this information, as it could save your life--literally!

### SOUL METER

This is the most common recovery method.

Sometimes, upon defeating an enemy, a little green ball called a Soul Stone appears. When it's picked up, the Soul Meter underneath the health meter will increase. If you max out the Soul Meter--which is always the same length as your health meter--your health will be fully restored. Of course, when initially starting out, it'll be easy to fill up the meter, as it'll be pretty small to begin with. However, it'll get harder to build up the meter as Lemeza's health increases.

The main advantage to recovering via the Soul Meter is that you can time when you want to fully heal. The trick is to accumulate as many Soul Stones as possible without maxing out the meter, then travel to a location that doesn't have any alternate methods of recovering. That way, if there's an emergency, you can defeat an enemy and pick up a Soul Stone to fully recover your health.



### FAIRIES

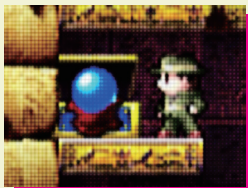
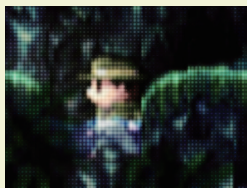
After completing a major event, white lights will appear in several spots around the ruins. When you touch these lights, some fairies will appear. The red ones will recover your health, and the fairies will follow Lemeza for a period of time, so taking them into a battle with a Room Guardian will make the battle much easier.

However, there won't always be fairies around to recover your health when you run into an issue. Also, after its first appearance, the white lights won't appear again for a long time.

### HOT SPRING

Head west from the village, and you'll find a hot spring.

It's the easiest way to recover; you'll be fully healed just by taking a nice bath. You can pay a visit to the hot spring after beginning your adventure on the Surface and speaking to the elder. The only disadvantage is that you'll have to return to the Surface every time you want to use it. If you're exploring an area that doesn't have a Holy Grail Tablet, and you decide to return to the Surface, you may have to work your way back to where you were, including retraversal of difficult rooms.



### SACRED ORB

An item that increases your maximum health by 32. While a player will instinctively want to take one as soon as they find one, they also serve as an important means of

recovery, as taking one will also fully restore your health. It's recommended to not take it immediately, instead retrieving it when you need an emergency heal.

### DEFEAT GUARDIANS

Defeating Guardians yields rewards, including health restoration...but you'll also need quite a bit of health to take them down, so using this method may not be the best course of action.



## Basic Information



[Life]

This character means life. It represents a person carrying a cup.





## Understanding Items!

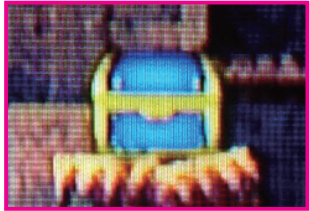
**We'll explain the different kinds of items and how to obtain them:**

From here on, we'll be going over more in-depth strategies.

Tons of items appear in La-Mulana, but they're scattered around the ruins. Some are in treasure chests, others are hidden behind walls, and others are sold in shops.

There are items that are difficult to obtain, but they're all essential to completing the game. There are specific methods on how to get them and what they do, so keeping this information at the forefront will help you on your adventure.

First, let's figure out how to get these items!



▲ Treasure Chest



▲ Breakable Pot

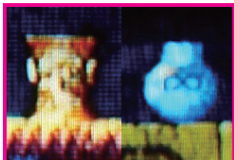


▲ Roaming Monster

### TREASURE CHEST

Treasure chests are scattered throughout the ruins and contain lots of useful items. You can't open these right away, however; you'll have to solve a mystery linked to the chest in order to unlock it. Once it's unlocked, hit the chest with a weapon, and the spoils are yours.

### POTS AND MONSTERS

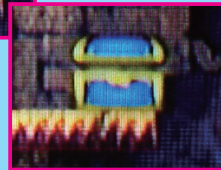
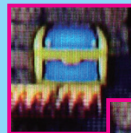
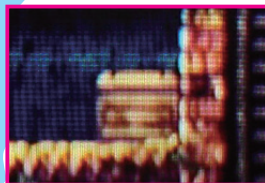


▲ There are several types of pots! Smash 'em all!

The player can obtain coins, sub weapon ammo, and Weights from breaking pots and killing monsters. Soul Stones for the Soul Meter are only dropped by monsters, however.

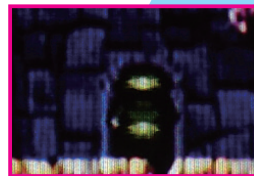
### TREASURES

These might look inconspicuous at first, but don't underestimate them. The small ones are chock-full with coins. Treasures are different from pots, however; they're hard to open!



▲ When the chest is unlocked, hit it with a weapon to open it!

### SHOPS



▲ Come on in!

Shops are located in most areas in La-Mulana. Most all of them sell Weights and sub weapons, but some sell expensive items and software. The shops located on the Surface have especially useful items available for sale!

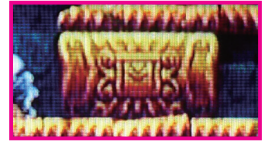
### ITEM LIST

#### ★ WEAPONS ★



Once you've mastered how to obtain items, you'll next want to memorize the types of items. You'll notice in the Item Menu that items are separated into categories: weapons, tools, and equipment. The latter two are found in large, blue treasure chests.

Occasionally, for extremely important and useful items, the treasure chest itself will be well hidden. You'll need weapons for fighting and solving puzzles, but these will be hidden within stone doors known as Weapon Doors. Strike it, and you'll receive a divine punishment, so be careful!

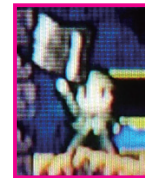


▲ This is a Weapon Door!

#### ★ USABLE + EQUIPMENT ITEMS ★

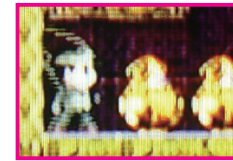


Equipment items have an effect just by equipping them; usable items can be held. There are some usable items that have a special



function, but for the most part, you can use items by pressing the Item button. Figure out which item you need to use from ancient writings and wall patterns!

#### ★ DROP ITEMS ★

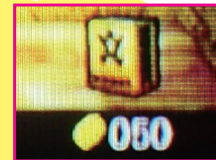


▲ Collecting coins is the first step to becoming rich!



Small items you can obtain from pots and items. These mainly consist of coins, ammo for sub-weapons, Weights, and Soul Stones. You can get a lot of Drop Items from Room Guardians; make sure you keep track of which enemies drop what.

#### ★ SOFTWARE ★

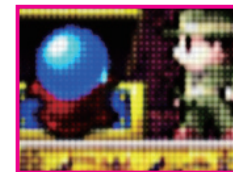


These applications can be installed on the laptop. Since software is more modern, you won't find these

in treasure chests; they're usually sold in shops. Maybe past explorers that are long-gone dropped these in the ruins?

#### ★ THERE ARE OTHER ITEMS, TOO... ★

Besides the aforementioned, there are also Sacred Orbs that increase your maximum health. Obtaining a Key Seal will also allow you to break their corresponding Wall Seal.



▲ Sacred Orb



▲ This is a Wall Seal!



## Introducing Items

It's pointless if you don't know how to use them!

Hovering over the Item Menu will display information; it's a good idea to master how to use items. All items will help you, but here are the ones you'll need in the beginning of your adventure.

### WEAPONS

There are six types of main weapons and 14 types of sub weapons. The trick is to use the weapon based on your current situation.



#### WHIP

Lemeza's personal whip. You might feel a little shaky using this in the beginning, but it makes for a solid offense and defense.



#### CHAIN WHIP

It's twice as powerful than the standard whip. Use with caution!



#### SHURIKEN

A basic sub weapon. Use these against tougher enemies!



#### KNIFE

A handy and convenient knife. It's stronger than the whip, and you can use it in rapid succession.



#### AXE

It's heavy, but makes up for its weight with its power. It also has a wide attack range.



#### ROLLING SHURIKEN

These arc forward onto the ground, then travel along the floor. They can plow through enemies and also traverse up steep hills.

### ITEMS

There are so many items to discover, and even more hidden well inside the ruins.



#### HOLY GRAIL

Reading it will record your current location and enable you to warp around La-Mulana.



#### HAND SCANNER

Available for purchase on the Surface, this item allows you to decipher ancient writings on tablets, corpses, and murals.



#### LAMP OF TIME

A legendary item that momentarily stops time when the fire is put out. It's extremely difficult to obtain!



#### SHELL HORN

Upon solving a puzzle, this item will play a mysterious tune informing you of your success.



#### WATERPROOF CASE

Enables you to use your laptop underwater.



#### HERMES' BOOTS

Boots said to have been worn by a legendary hero. Increases walking speed.



#### CRUCIFIX

This item renders you immune to Soul enemies. If you touch one of these enemies, it'll be defeated upon contact.



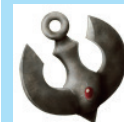
#### HELMET

It's oddly shaped, but wearing it will allow you to pass through waterfalls without being dragged down by the rushing currents.



#### SCALESHERE

A phantom fish inside a crystal. Eliminates poison damage while underwater.



#### ANCHOR

Looks like a piece of junk. Holding it allows you to sink underwater.

### SOFTWARE

These applications can be activated on the laptop. They can usually be purchased in shops, so save your money!



#### XELPUD MAILER

Allows you to receive emails from the elder. Don't forget to activate this from the menu!



#### GLYPH READER

Software that translates ancient writings. Buy this one as soon as possible!



#### TextTrax

Allows you to save ancient writings and messages you've read.



#### YAGOO MAP READER

If you have a map, this software will enable you to view the current area via the Pause screen.



#### SNAPSHOT

Allows you to scan pictures of the ruins and decipher hidden writings.



#### GUILD

Alerts you if there's a hidden shop in your current location.

### OTHERS

Consumable items not displayed on the Item Menu screen.



#### SACRED ORB

Increases Lemeza's maximum health and fully heals him.



#### WEIGHT

Easily the most essential item for solving puzzles in the ruins. Purchase them in shops, or pick them up around the ruins.



# Adventure Basics

**New to exploring? You need to read this first!**

The ruins of La-Mulana are extremely complex. Venture inside without a plan, and you'll be lost in no time! Set goals while you're exploring and figure out your next steps, or else you'll be trapped inside!



## PUZZLE PIECING

You'll be mainly solving puzzles to progress through the ruins. There are several ways to accomplish this, such as pressing a switch, placing Weights on a pedestal, and defeating progressively tougher enemies.



## WEIGHT FOR IT...

Weights are essential for progression and have a similar function to keys. They activate mechanisms needed to solve puzzles, and some doors require a Weight to be opened. Don't be wasteful with your Weights, though!



## SCAN THE AREA!

You'll need a Hand Scanner on your adventure. As there aren't too many, shall we say, living beings in the ruins that'll provide you with hints, you'll have to find them on your own. If something looks suspicious (old tablets, corpses, etc.), take a closer look! You might just discover something helpful.

## TRAVERSAL TECHNIQUES

Using your brain isn't the only way to solve puzzles. You'll need excellent platforming skills to explore every nook and cranny in the ruins. Stuck somewhere? Try climbing over a wall!



## WARNING: INTRUDERS NOT WELCOME

La-Mulana is protected by divine powers, which explains why it's difficult to take up the dual role of graverobber and intruder here. A word of advice: Don't get trigger-happy and needlessly break everything you see! If you do, the powers that be will deliver unto you a harsh punishment, so think wisely before deciding to get your hands all over something.



# How to Progress

**For those who have no idea what to do**

So far, we've covered how to play *LA-MULANA*. However, if you're not used to playing this game, you'll be lost as to how to proceed. Here's a handy beginner's guide, so if you're new to the adventure, follow this guide!

- Your adventure begins in a village. The elder's tent is the only one available from the start, so let's pop in there first.
- There are pots and treasure chests scattered on the Surface and throughout the ruins. There are also coins that'll come in handy during your adventure, so start collecting them by smashing some pots open.
- When you talk to the elder, you'll receive a software app called the xelpud mailer; open the main menu and activate the app. You'll start getting emails from him pretty often; it's best to follow the instructions in his messages.
- There's a few shops in the village on the Surface. You won't have enough money to begin with to purchase items, so save up some dough first, then go shopping. We suggest picking up the Hand Scanner and the Glyph Reader first; the former lets you read tablets in the ruins, and the latter allows you to decipher what's written on them. With these two items, you'll be good to go!
- Once you've entered La-Mulana, you'll find many treasures and puzzles waiting for you. There's several ways to go about solving puzzles; Elder Xelpud will be able to help you out in the beginning. Try to remember the different types of puzzles as you come across them.
- Beware the many monsters of the ruins! If your health dips too low, don't overexert yourself and try to push through; instead, return to the Surface. There's a hot spring to the west of the village that'll fully replenish your health.
- If you find a Holy Grail Tablet, read it ASAP! If you access a Holy Grail Tablet and perish afterward, you'll be able to restart from that tablet, so it's highly recommended to revisit a Holy Grail Tablet after solving a major puzzle.
- There are always hints relating to puzzles and traps in the ruins. If you just aimlessly poke around, you're not going to have a great experience. Instead, take notes from the hints you come across and try to infer what these hints mean before attempting puzzles.
- You can expect to find a trap waiting for you upon entering a room. If you don't observe your surroundings first and just head on in, you'll be sorry!
- The basics of *LA-MULANA* consist of collecting hints, deducing them, and solving the relevant puzzles. It may seem like a difficult action title, but it's also a difficult adventure game.
- Continue progressing in the above manner, and you'll be able to remember the characteristics of many puzzles. Lemeza's items will also become more enhanced, and you'll be able to advance further in the game.
- The last thing to remember about *LA-MULANA* is that there's no right or wrong way to progress in the game. You can mostly go wherever you want; if you do encounter a powerful enemy, it's okay to retreat and come back when you're stronger.
- First things first, though: get accustomed to the game! Once you do, you'll hit the ground running!

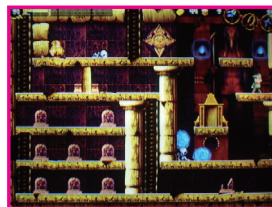


## Where Can I Find Hints?

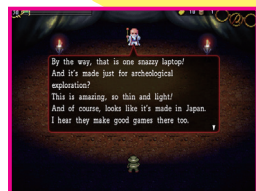
### Be adept at collecting hints!

During the adventure, you'll be able to collect hints in several places.

For example, you might get a verbal hint from a villager, or you might see a written hint on a tablet inside the ruins. By gathering these hints, you'll be able to progress deeper inside La-Mulana. Be on the lookout for hints; they'll save you many a headache later on.



## TALK TO EVERYONE!



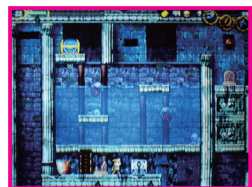
▲ Some stories are useless!

Elder Xelpud will help you out besides doling out hints, so it's recommended to drop by his place every time you access a new area.

Could there be other people besides the elder around the village and inside the ruins...? Search for them and pay them a visit. They might give you a hint or own a shop with important items!

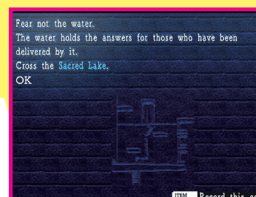
## ARCHAEOLOGY IS ALL ABOUT RESEARCH!

You can obtain most hints by reading what's inscribed on tablets. Most of said tablets contain clues on how to progress or solve a puzzle. Even the names of certain rooms and statues are hints!



▲ Hmmmm? Is it indicating this place?

Use the Hand Scanner to sniff out anything suspicious other than stone tablets. If you come across a room with a statue and writing on a wall, and your first thought is "Hmmm... Is this writing referring to the statue in the room?" then bingo! You're thinking like an archaeologist! Do what you need to do to proceed!



▲ Looks like it's referring to a location...

## SAVE BEFORE A DANGEROUS ENCOUNTER!

It's best to save your game at a Holy Grail Tablet before taking on a powerful enemy or when your health is low. Access the tablet to enter the save menu. Once you pass a Holy Grail Tablet, you'll be able to continue from that point moving forward. So even if Lemeza's health drops to 0, you can rest easy as long as you've taken these steps.

However, your health will not automatically be fully restored, so it'll be dangerous if you save while you're in a bind!



▲ Choose your Holy Grail Tablet wisely!

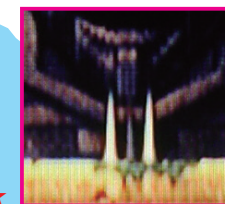
## RECOGNIZE DANGEROUS TRAPS!

The ruins are filled not only with helpful items, but also deadly traps ready to stop Lemeza in his tracks. You'll have to look out for these and monsters during the course of your adventure. We'll detail said traps below, but also list out some mechanisms that will help you out.



### ★ TRAPDOOR ★

At first glance, this tile on the floor looks normal, but walking over it activates a trap that causes you to fall through.



### ★ SPIKES ★

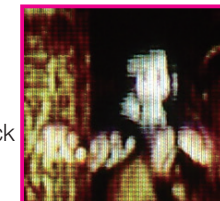
Sharp objects that'll cause immense damage if you touch them. They won't hurt you as long as you don't touch the pointed parts.



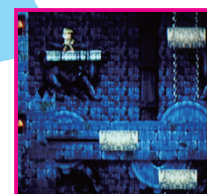
### ★ EYE OF DIVINE RETRIBUTION ★

Be careful with these eyeball murals! If you strike a wall that's hiding an object before unsealing it, you'll be struck with heavy lightning, taking off a huge chunk of health! This is one of the traps you'll want to watch out for.

### ★ BREAKABLE WALL ★



Some of these walls can be broken with weapons. Others break down just by getting on top of them.

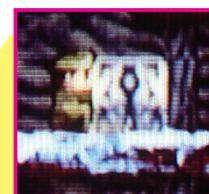


### ★ MOVING PLATFORM ★

A part of the floor that functions like an elevator. Get on at the right time!

### ★ BLOCK ★

You can push this. What happens when you push it onto a pedestal?

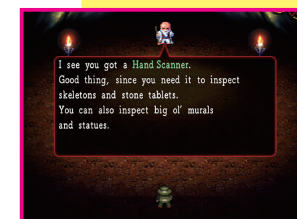


## KEY ITEMS FOR USE!



Players will need to use certain items like the Hand Scanner at the right location; otherwise, it won't have any effect. For example, items like keys will need to be used in front of keyholes. To see what item you'll need to use, refer to item descriptions and hints that you've amassed thus far.

Tip: If you equip an item and pay a visit to Elder Xelpud, he'll explain that item's function!





# ARTICLE NO. 4 Software Combination Table

The software applications on Lemeza's laptop also have special effects when activated from the menu. They can add certain features, like displaying maps or hidden shops; combine two software applications, and they become even more useful! They may look ineffective at first, but you'll be surprised at what they can do.

Each software application requires a certain amount of free memory space, so you'll have to get creative with your combinations.

We'll show you some of these software combos, along with their effects. Every combo will be useful to you; we'll leave some blanks so you can figure them out on your own.

When you've activated a correct combination, you'll hear a chime. Try to fill in these blanks on your journey; if you manage to do so, you'll definitely be qualified to call yourself a professional explorer!

Yagoo Map Reader + Yagoo Map Street	Displays the complete map with colored icons.
TextTrax + Additional Text Memory	Increases the amount of TextTrax storage space.
Enga Musica + ?	Provides access to the game's soundtrack.
Death Village + ?	Extends invincibility after taking damage.
Rose and Camellia + ?	Strengthens main weapons except the Whip.
Miracle Witch + ?	Guarantees that a treasure fairy always appears.
Miracle Witch + ?	Guarantees that a key fairy always appears.
Miracle Witch + ?	Guarantees that a weapon fairy always appears.
Lonely House Moving + ?	Grants a one-time auto-revive if you lose all your health.
? + ?	Reduces fairy recharge time.
? + ?	Boosts damage of the Whip, Chain Whip, and Flail Whip.
? + ?	Provides access to hidden developers' messages.
?	Enables you to access backside fields via the Holy Grail.

## Field Strategy



[Death]

A character meaning destruction and representing dying humans.

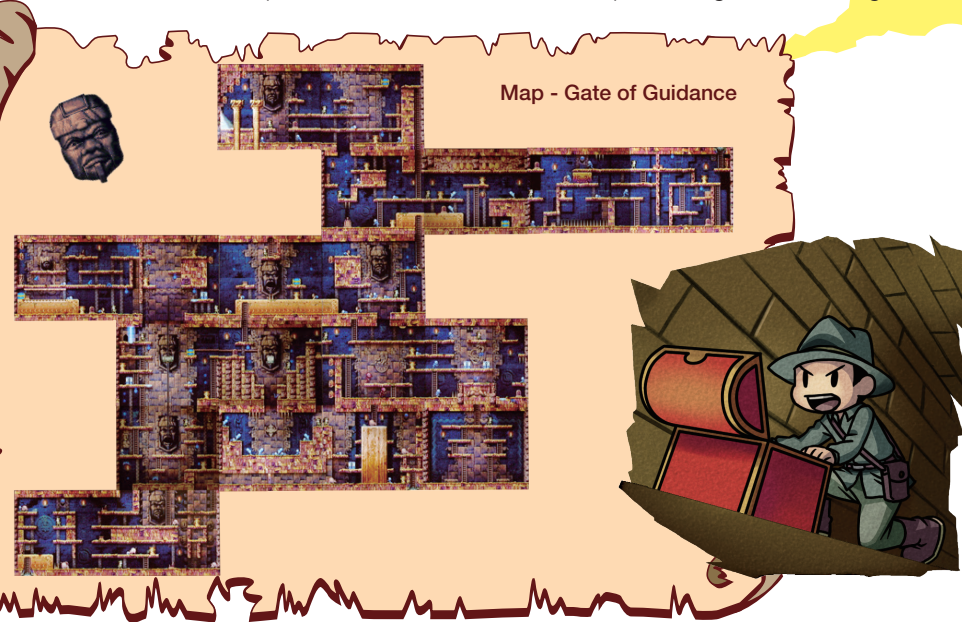




## Field Structure

If you don't familiarize yourself with the structure of the fields, you WILL get lost...and die.

A field in the ruins is separated into several rooms. By consulting the map, you'll be able to see each room's name. There's also a screen area called the grid. Additionally, enemies defeated and pedestals activated will be reset upon exiting and reentering a room.



Map - Gate of Guidance

Each field in the ruins consists of multiple rooms; there are 20 views total per field. The top, bottom, left, and right parts of the view are connected at each end so that they fit into 4x5 squares, as displayed below. Keeping this in mind will help you understand a field's structure.



This is organized into a 4x5 view. Make sure you understand this!

For example, in the Gate of Guidance, there's a wall behind skeleton remains in Snake's Sanctuary leading to the field's Holy Grail.

### THE NAMES OF THE FIELDS AND THE ROOMS ARE ALSO IMPORTANT!

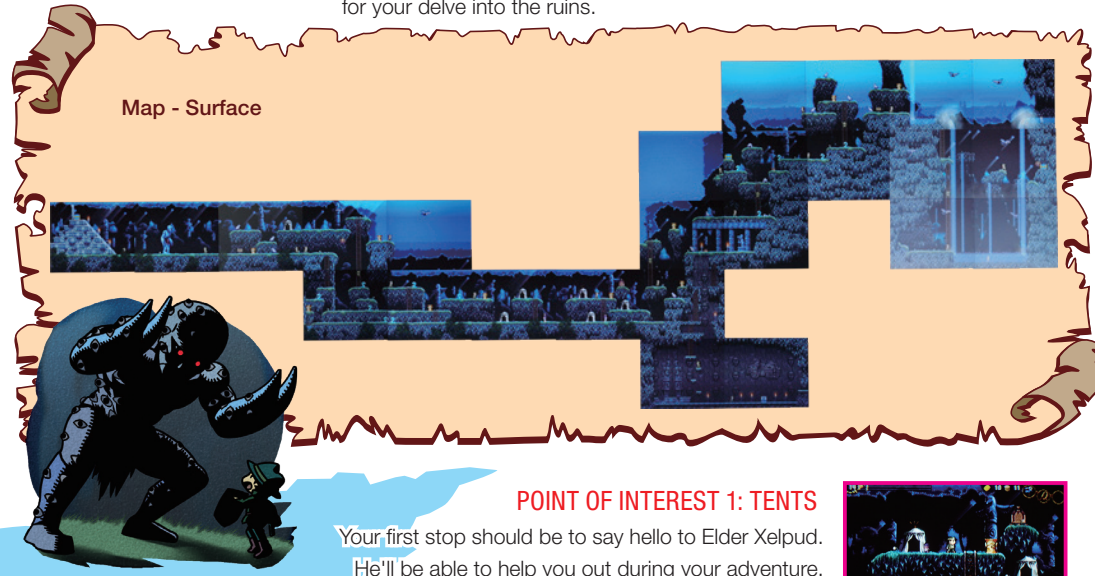
Each field and room have their own name. You'll find notes and documents from corpses and tablets scattered throughout the ruins; some of these writings contain room names, which can be an invaluable hint. If you find yourself in a new field, it's best to find that field's map and consult it frequently.



## Surface

The adventure begins from the Village of Departure, located on the Surface. You can immediately start monster hunting and gathering items from pots, but it might be a good idea to visit certain points of interest first to be better prepared for your delve into the ruins.

Map - Surface



### POINT OF INTEREST 1: TENTS

Your first stop should be to say hello to Elder Xelpud. He'll be able to help you out during your adventure. Once you talk to the elder, the shop will open; this would be a great time to purchase essential items with the money you've acquired so far.



### POINT OF INTEREST 2: WATERFALL

This waterfall is a tourist hot spot in the village, but it's too cold and too powerful. Lemeza will easily drown with his starter equipment.



### POINT OF INTEREST 3: RUINS ENTRANCE

The villagers sealed the entrance to the ruins, but if you talk to Elder Xelpud, he'll open it for you. You'll need at least one Weight to enter the ruins; to get your hands on one, you can defeat enemies or smash some pots.



### LEMEZA'S JOURNAL 1

I'm not sure how long I was in the car... I know I walked for hours and hours afterward, but my memory's hazy and I can't exactly remember. Either way, I finally ended up in this tribal village that's protected the La-Mulana ruins, or so they say.

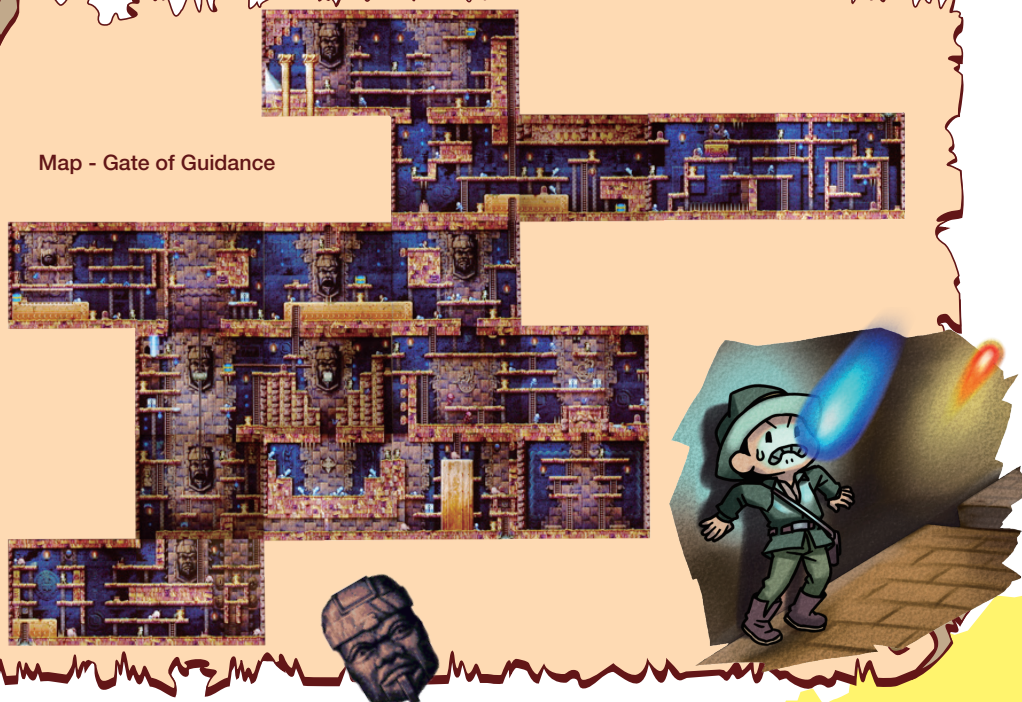
I first greeted the elder, who unsealed the entrance to the ruins. He was also kind enough to install software on my favorite laptop, the Mobile Super X. I decided to explore a little bit and discovered a blue giant just outside the village! There's no way I can defeat that big ol' thing, at least not right now. I also discovered a huge waterfall east of the village, but it looks like the entrance the elder opened is the only way to actually access the ruins. There's also a statue of the elder; I don't know why, but it just rubs me the wrong way.



## Gate of Guidance

As the name suggests, it's a field that teaches you the basics of ruins exploration. Start by clearing this field; you'll get the hang of how to explore La-Mulana.

Map - Gate of Guidance



### OBJECTIVE

The puzzles in this field are straightforward and easy to solve, and most of them are located either in the same view or adjacent ones.

Once you've entered this field, try to find key items like the Sacred Orb, Map, and Holy Grail Tablet. You should find these with relative ease; finding the Ankh and Ankh Jewel necessary in confronting the field's Guardian will be a bit trickier, so be observant.

### LEMEZA'S JOURNAL 2

Well, I was able to pick up the Sacred Orb and the Map pretty easily, but I ended up getting myself into a bit of a pickle. I was fighting monsters just a few minutes ago, and when I lashed my whip, it hit a wall with some patterns. What happened next was shocking...literally! I felt like I'd been struck by lightning! It was pretty painful, to say the least. Then I read a nearby tablet: "Do not damage without reason." Man, I wish I'd known that beforehand! Anyway, never mind that. The real issue is what was on the tablet: "If you want power, show courage." Oh, come on! Aren't I showing courage just by being here? I wonder if whoever made this just wasn't happy...

### POINT OF INTEREST 1: ROOM OF COURAGE

Here, you can see a spot covered by a stone lid; it looks like you'll have to put a Weight on the pedestal to open the lid.

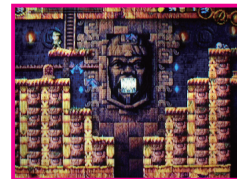
However, there's a bed of spikes, so you can't see it. There's a hint nearby that's telling you to show a little courage. What does that mean...?



### POINT OF INTEREST 2: FACE MURAL WITH STONE IN MOUTH

There's a face mural with a silver stone in its mouth, as well as a pipe protruding from the mouth and snaking along the wall.

Looks like the pipe continues to the next room. Whip that stone so you don't fall!



### POINT OF INTEREST 3: FOUR TABLETS

Lined up are four stone tablets with large hieroglyphs. Touch it carelessly, and you'll get quite a divine punishment.

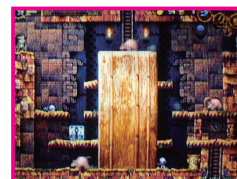
Now that's suspicious... Maybe there's a hint to solving this puzzle? Let's seek it out!



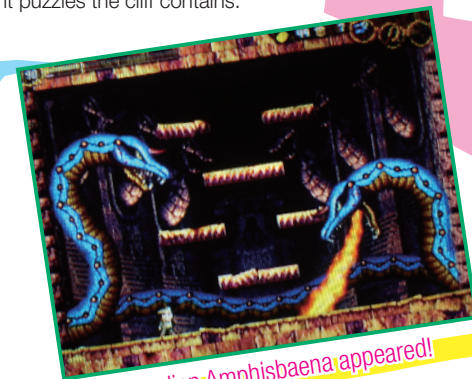
### POINT OF INTEREST 4: CLIFF OF RADIANCE

This is a giant rock called the Cliff of Radiance. You might find out more about it if you do your research thoroughly.

But if you're lazy and just wander around without a plan, you won't be able to solve some pretty important puzzles the cliff contains.



The Ankh is emitting a mysterious light!



The Guardian Amphisbaena appeared!

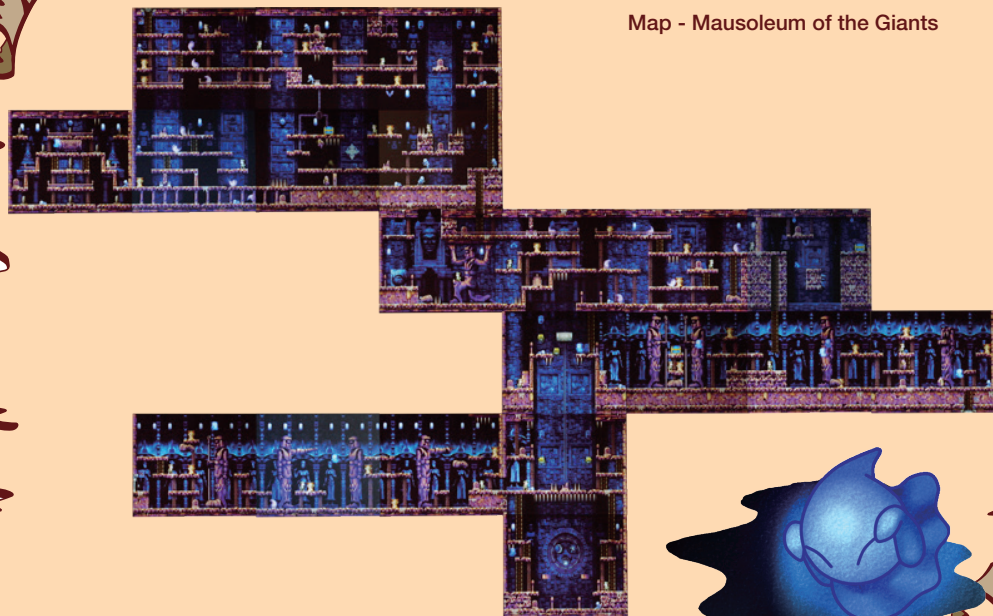
Anyway, I showed a little courage, and eventually a part of the wall opened up. Can't spoil what's behind the wall, but whatever's behind it is necessary in the future. Seems like I'll have to hunt monsters down to collect enough of "this." Doesn't really make sense to have to fight for "this," but you know what they say: an easy life doesn't come easy.



## Mausoleum of the Giants

Different from the Gate of Guidance, it's a field where you can solve a few puzzles, using a few ancient writings as hints. Read the stories written on the tablets; you might regret things later if you just try solving puzzles on your own.

Map - Mausoleum of the Giants



### OBJECTIVE

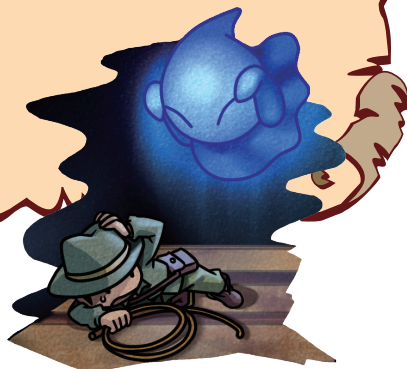
Most of the puzzles aren't that complicated, but many of the hints you'll find are related to the names of the giants that are enshrined, so you'll have to take some time to fully understand each statue's name.

You'll also want to be on the lookout for traps scattered throughout this field. You never know what's waiting for you around the corner, and just because you solved a puzzle doesn't mean you can rest easy. Some puzzles come armed with traps!

There's also plenty of strong monsters, so keep that in mind as well.

### LEMEZA'S JOURNAL 3

I got an email from Elder Xelpud while I was analyzing a stone tablet from the Giants. Looks like I won't be able to solve a puzzle if I don't decipher it... Argh. Well, I'm already working on it, but the elder's acting like he knows everything about La-Mulana. He probably does, though... Maybe he's the one who placed the stone tablet here? Let's see... This is Zebu, and over there is Ledo... Wait, which one is Futo? Ugh, I'm not good at these things. Anyway, while I was taking notes and exploring, a Weight fell from my backpack and rolled over to a giant. Then I heard a shrill noise and saw some spikes! Yikes! I mean, I love acupuncture, but getting my feet stabbed is a little too much.



# La-Mulana



### POINT OF INTEREST 1: ROLLING SHURIKEN ROOM

Nothing's going to change if you just stand there, so let's do something. It seems there's a being called the Ghost Lord, but there's no need to be scared. If you can make him angry, though, maybe he'll show himself?



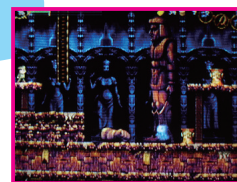
### POINT OF INTEREST 2: STONE TABLET YOU SHOULDN'T READ TWICE

A stone tablet that you shouldn't read a second time. If you do, the number of monsters dwelling in the ruins will multiply! Plus, there's no way to undo the damage, especially if you save after reading it!



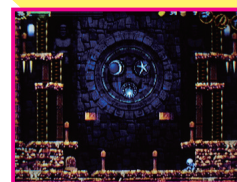
### POINT OF INTEREST 3: STAR PALACE OF THE GIANTS

There's a ladder above, but since half of it is gone, you can't climb it. If you can find something like a stepping stool, that might help, but it doesn't seem like there's anything resembling a stool nearby. There must be some way to reach that ladder...



### POINT OF INTEREST 4: NEBRA SKY DISK

An astronomical disk with steps on both sides. If you jump onto it from a high location, it'll rotate. It's said that when it moves, the heavens also move...



I'm trapped!?



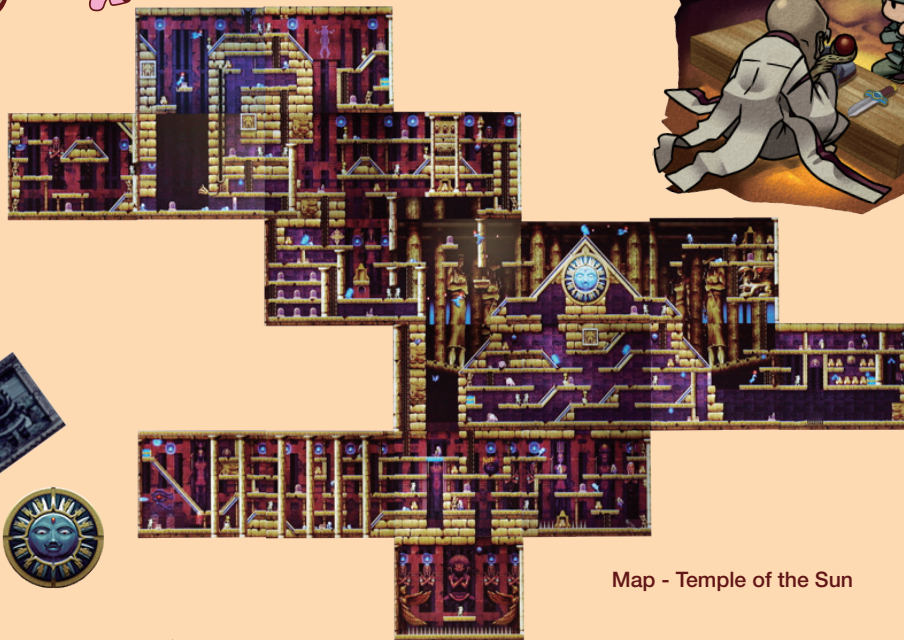
A powerful enemy! The Guardian Sakit!

I feel like I've seen a note somewhere about a giant's feet, and there's a trap, meaning a treasure must be here somewhere. Though it's a tedious task, I was thinking about putting Weights at its feet, but then that would just create holes. So I did the even more tedious task of analyzing the notes from tablets and corpses. Man, I really am no good at this kind of work. Wish I had an assistant...



## Temple of the Sun

From this point on, you'll start seeing treasures and rooms that will be hard to access, but if you do your best, you shouldn't have a problem. The puzzles aren't that tricky, so you'll just need to be careful!



Map - Temple of the Sun

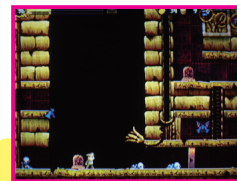
### OBJECTIVE

Coming after the previous field, the puzzle itself isn't that complicated, but there's a possibility you'll frequently get stuck here. In the event that you do get stuck, don't panic and try to find a way out.

If you rely on an easy way out, though, you might not be able to return, so be mindful of that. You should also pay attention to your current location, especially which room and view you're in. There might be a hint!

### LEMEZA'S JOURNAL 4

There was an empty room completely devoid of treasure and items after poking around the Temple of the Sun for a bit. The second I jumped off the ladder, though, I got trapped in the room! If there's anyone who thinks that happened because I was careless, I DARE you to come here and explore the ruins with me. Of course, you'll go first and I follow. Anyway, after exploring around the room that I got stuck in, I found a puzzle that was hidden pretty cleverly; I managed to solve it and escape from the room. Now, I'm not exactly sure why or how, but there's a chance that me getting stuck in that room caused a nearby treasure chest to open. So I ran to the treasure chest to open it, and...I got trapped AGAIN! Surprise, surprise. Well, I'm not a quitter, so I explored this room too and managed to escape again. There's something weird here, though. Plus, I keep getting stuck; I oughta fix that.



### POINT OF INTEREST 1: ROOM OF LIGHTING

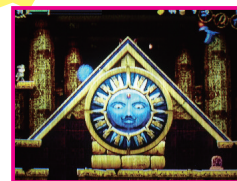
There's something here resembling a light fixture, but it's an odd thing to find in a field inspired by Egypt. One has to wonder what's with the flashing lights... Guess you won't know until you actually operate the device!



### POINT OF INTEREST 2: MULBRUK

Mulbruk is a young woman who served the Four Philosophers. The door leading to her room is closed from the start, but once you unlock the door, she'll wake up and give you similar hints like Elder Xelpud.

She's well-versed in La-Mulana's history.



### POINT OF INTEREST 3: PYRAMID

A stunning pyramid stands here, with an equally stunning relief depicted. At second glance, however, it's clear that it's not your ordinary, run-of-the-mill pyramid. It might be easy to enter, but what do the words "jump into the sun" mean?

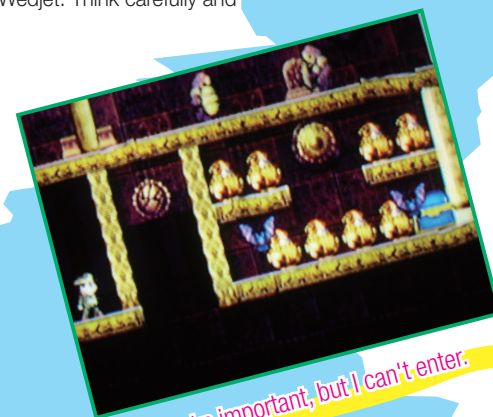


### POINT OF INTEREST 4: WEDJET

It's said that the eye of Wedjet can see all. What will you do while it's watching? What will you think? No matter the result, know that all of your actions have been watched and judged by Wedjet. Think carefully and proceed with caution.



Battle with a Room Guardian!



Looks important, but I can't enter.

...Actually, the pyramid I'd explored earlier had the exit blocked off in the same way. This place really is the legendary ruins... I mean, it makes sense to find traps here, but even so, this seems unnatural. Or maybe this place holds a lot of significance?

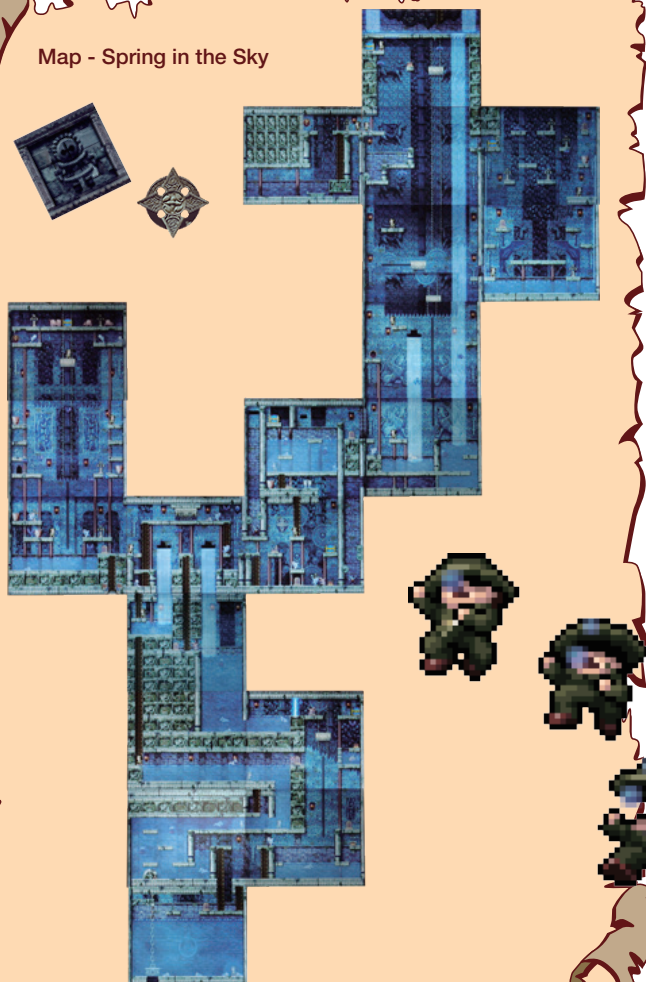




## Spring in the Sky

Sometimes, you'll have to activate multiple puzzles to solve a larger one, but once you do, it's a walk in the park. Make sure you search in the correct order and investigate anything suspicious so you don't get lost.

Map - Spring in the Sky



### OBJECTIVE

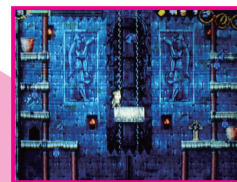
In this field, action skills are more important than logic to solve puzzles. Half of the puzzles are located on an elevator, and there are lots of enemies that will stand in your way.

You'll also need to find a way to somehow withstand the immense pressure of the waterfall and the poison in the water.

This is a place you'll revisit a few times, but for now your current goal is to trigger a certain device and defeat the Guardian.

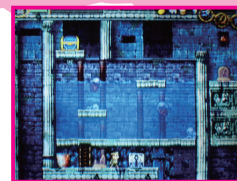
### LEMEZA'S JOURNAL 5

I'm so used to encountering unknown monsters at this point. A long time ago, I remember reading a book that had the strangest picture: a huge fish with legs that had washed ashore. I didn't expect to actually see one, though! Anyway, as I was enduring the fishy smell while exploring, my eyes fell on a stone tablet. Are fish masters the ones that hold the red light? They also seem to be an aggressive species and have an iron pipe in their netherregions.



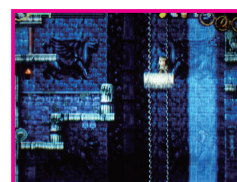
### POINT OF INTEREST 1: PHILOSOPHER'S ROOM

There's a prominent mural of a half-man, half-fish being that resembles a monk. Some other strange characters and a house entry way can also be seen on the lower left side of the mural. There are also silent statues enshrined. Could these statues be puzzles?



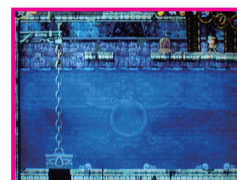
### POINT OF INTEREST 2: SACRED LAKE

Its name may sound heavenly, but it's a devilish little thing filled to the brim with poison. Enemies swim in this lake, making it difficult to navigate your way across to the other side. There's also a treasure chest present, but how to go about opening it is a complete mystery.



### POINT OF INTEREST 3: WATERFALL APPROACH

You'll be on the elevator, with the goal of reaching the top. Enemies will attack you from the waterfall and above, but they can be avoided. It'd be nice if someone could help you out!



### POINT OF INTEREST 4: MURAL OF OANNES

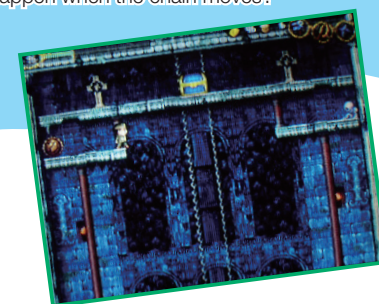
This is the lowest part of the field, a giant chain in a large stone basin. It's filled to the brim with water; one has to wonder who made this place and what purpose it serves. And what's underneath the stone basin? Is something going to happen when the chain moves?

Something amazing

fell from above!



Another chest I can't get!



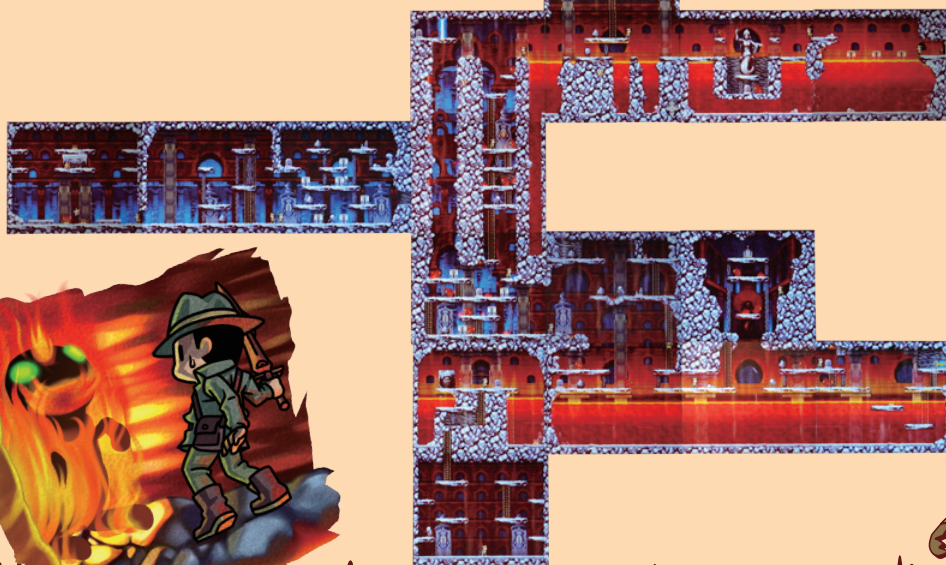
I'm gathering iron pipes for some reason; while I was doing so, I found a fish resembling a monkfish in lower levels. This thing has a nose... Maybe they're a related species? Oh, I forgot to mention that I love eating monkfish liver! I've been eating bat curry every day; honestly, I'm sick of it and don't want to eat it anymore. The actions I took afterward would've surprised most people. The following negotiations proceeded peacefully, and even though I didn't end up getting any monkfish liver, they did give me a red jewel. Now all that's left is to find the Ankh.



## Inferno Cavern

Upon visiting this field for the first time, solving puzzles will be effortless, and the stuff you can do here is limited. The real problem is having enough stamina to navigate this place.

Map - Inferno Cavern



### OBJECTIVE

Like Spring in the Sky, your techniques are invaluable here, and you'll need to be alert more often. There's lots of traps here, including falling off ledges and statues that attack. There are also some enemies that have quite an explosive personality and have wide attack ranges. Trying to take them all out will deplete your health very quickly, but if you do want to get rid of them, you may want to rely on your sub weapon. The important thing is to keep your health up until you get to the other side of the field!

### LEMEZA'S JOURNAL 6

So...hot... I never imagined a place like this actually existed. I thought there'd only be changes in temperature and humidity. Didn't think I'd actually be this close to real magma. I finally got to the lowest level--drenched in hot and cold sweat--but then I got stuck. According to the stone tablet I found earlier, I know that there's something I need to do here... but I feel like I'm missing something. Can't do anything if there's nothing else here, though. There's other areas I haven't explored, so I should tackle those first. ...Ah, dangit. Now I'm in a completely dark area. I can't see a thing... Actually, I can see a little bit, so I carefully stumbled around in the dark and eventually found something interesting.

## LAMEZA

### POINT OF INTEREST 1: LAVA AND SINKING BLOCKS

You'll have to jump from block to block to navigate across the boiling lava. And if you're not quick on your feet, the blocks will sink into the lava, taking you with it!



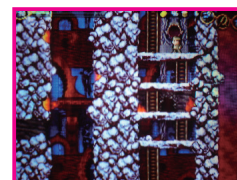
### POINT OF INTEREST 2: GIANT STATUE?

There's a statue of a serpentine woman, but it doesn't react to scans or attacks. Make sure you jump as you're walking on the floor; if you walk slowly, the floor will break away.



### POINT OF INTEREST 3: PIT OF FLAMES

A doorway will appear on the left upon solving a puzzle, but there are flames blocking it. You might be able to enter if you hang onto the wall and time it right?

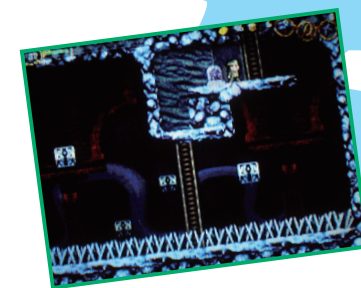


### POINT OF INTEREST 4: DANGEROUS LAVA

Upon entering the next room, you'll be greeted with enemy attacks and spitting lava. It's going to be difficult getting the timing right to cross the broken bridge.



A blazing fastball!



When will I be able to enter here?

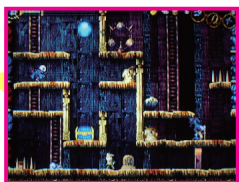
I took a closer look, but I couldn't come up with anything, so I had no choice but to go back the way I came. But then the treasure chest I'd been struggling with finally unlocked! After opening it, I found a Bronze Mirror inside; when I held it in my hands, the mirror began to emit a light in a straight line. I walked around the ruins following the light, and I arrived at a wall with a relief of an eyeball. The mirror's light began to shine even stronger, and the relief transformed into a gate that leads somewhere!

I excitedly walked through the gate, but what was waiting for me felt like certain death. This place feels different from others I've explored. And then I heard a voice similar to my own, whispering...



## Other Fields

Lemeza's journal ends here, but there's more adventure to be had!



### POINT OF INTEREST 1: CHAMBER OF EXTINCTION

A field covered in darkness. You'll be attacked while the lights are out, so you'll need something that will allow you to see what's here. There aren't that many rooms here... Where's the Guardian? And how does one go about finding the other rooms?



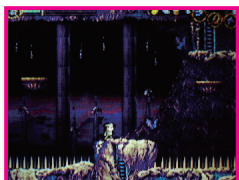
### POINT OF INTEREST 2: TWIN LABYRINTHS

You can get here from several other fields, but there's something important that's sealed by a mysterious power. There's also a room being filled with poison gas that practically has the word "suspicious" written all over it. But how to break the seal...?



### POINT OF INTEREST 3: ENDLESS CORRIDOR

It's exactly what it says on the tin--a corridor that never ends. But is this truly the end? Or is there something hidden beyond this infinite expanse?



### POINT OF INTEREST 4: SHRINE OF THE MOTHER

A mysterious field located in the deepest part of La-Mulana. Doesn't seem like there's anything important here, like an Ankh. But solving the puzzle here might get you to the heart of the ruins...



La-Mulana Ruins

Is this just the beginning?

Maybe there are other hidden fields to discover?

## The Mysterious La-Mulana Ruins

This is just the opening act!

What we've shown you so far is just a glimpse into the mysteries of the ruins. At this point in your journey, you should have come across some murals unrelated to puzzles, such as an eye that's enshrined like it's protecting something, or a statue of a goddess whose lower half is a snake. When will you be able to solve these?

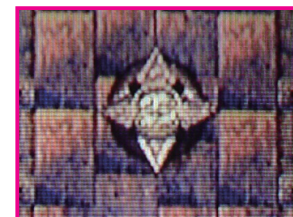


### ★ EYE BLOCKING A GATE ★

A mysterious mural with a large eye. This pattern can be found in a lot of places...

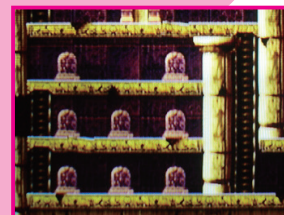
### ★ CROSS OF LIGHT ★

A strange mural that's located in every field. Is it indicating something?



### ★ INACCESSIBLE ROOM ★

There's a small room behind this big statue, but unless you deal with the statue, you can't enter it.



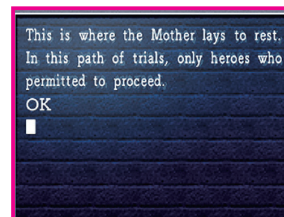
### ★ PHILOSOPHER ★

A statue located in a shrine-like room. There must be something more to it, but it's hard to imagine that a statue would do something like actually speak.



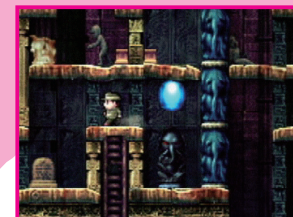
### ★ THE WORD "MOTHER" ★

A character meaning "Mother" appears often in ancient writings. What is it for?



### ★ ELEPHANT STATUE ★

Something catch your eye? You should check it out with the Hand Scanner. You might find an unexpected hint!







This game was released by ASTERIZM CO., LTD and developed by NIGORO. Aside from LA-MULANA, they've also released several Flash games.

**NIGORO** website: <http://nigoro.jp/en/>

Among the various software applications you can acquire during your adventure, there's also game software available. You can't play these applications on Lemeza's laptop, but they're based on Flash games from NIGORO's website.

"Death Village" is a puzzle game where you guide the main character. You can edit stages and play others that users have posted.

One of NIGORO's most popular Flash games is called "Rose and Camellia," a fighting game(?) where you use a mouse to make women slap each other.

In "Space Capstar II," the player guides a spaceship to clear a variety of stages.

"Lonely House Moving" is an action game where you jump to dodge items that are falling off of a moving truck.

"Bounce Shot" is a shooting game that combines *Space Invaders* and *Breakout*-style games.

Their second most popular game is called "Mekuri Master," where you use the mouse to continuously flip up girls' skirts.

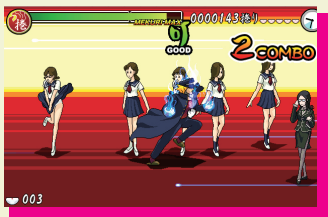
"Miracle Witch" is a mouse-controlled action RPG.

Finally, there's "Future Development Company," but you cannot play it currently.

However, since it made an appearance within LA-MULANA as game software, maybe you'll be able to play it soon.

Game software applications don't have any standalone special effects (like the xelpud mailer, for example), but if you combine and launch them, there might be some benefits! You might even be able to deduce how to combine them if you're familiar with the Flash games the applications are based on.

If you're interested in any of the aforementioned titles, you can head over to NIGORO's website and try out these free-to-play games. Plus, any announcements about new NIGORO titles will be posted on the website, so LA-MULANA fans should check it out!



## References



[Rebirth]

A character meaning being born again. It expresses the land's distortion.





# PIXEL ART

## LEMEZA KOSUGI



## FAIRY



## BAT



## SKELETON



## ELDER XELPUD



## FAIRY QUEEN

## SHOPKEEPER

## NEBUR

## MULBRUK

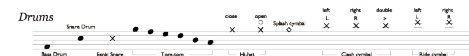


# SHEET MUSIC



This is the sheet music for some of the game's most popular tracks.  
It was created from the actual BGM data; effects are superimposed for each instrument during gameplay.

## Drum Notation



## Earth Wind





## LA-MULANA

Music score for LA-MULANA, measures 1-4. Instruments: Piano, Rhythm, Violin, Viola, Flute, RAMA Cymbal, Alto, Bass, Percussion, Drums.

Music score for LA-MULANA, measures 5-8. Instruments: Piano, Rhythm, Violin, Viola, Flute, RAMA Cymbal, Alto, Bass, Percussion, Drums.

Music score for LA-MULANA, measures 9-12. Instruments: Piano, Rhythm, Violin, Viola, Flute, RAMA Cymbal, Alto, Bass, Percussion, Drums.

Music score for LA-MULANA, measures 13-16. Instruments: Piano, Rhythm, Violin, Viola, Flute, RAMA Cymbal, Alto, Bass, Percussion, Drums.

Music score for LA-MULANA, measures 17-20. Instruments: Piano, Rhythm, Violin, Viola, Flute, RAMA Cymbal, Alto, Bass, Percussion, Drums.

## Mr. Explorer

Music score for Mr. Explorer, measures 1-4. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Mr. Explorer, measures 5-8. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Mr. Explorer, measures 9-12. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Mr. Explorer, measures 13-16. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Mr. Explorer, measures 17-20. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 1-4. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 5-8. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 9-12. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 13-16. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 17-20. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

## Fearless Challenger

Music score for Fearless Challenger, measures 21-24. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 25-28. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 29-32. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 33-36. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 37-40. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 41-44. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.

Music score for Fearless Challenger, measures 45-48. Instruments: Shovel, Bridge, Whistle, Arco, Stringer, Nylon Guitar, Nylon Guitar 2, Horn, Horn 2, Piano, Bass, Percussion, Drums.



# Grand History

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