

Introduction

I'm writing this as a guide for the fangame Zagiwana (ざきワナ), made by chip. It is a very unique fangame that also requires you to have four different exes which can be grabbed at the link below.

<https://linktr.ee/zakiwana>

It is a very fun adventure game but is mostly gated from the Western community by requiring Japanese inputs for passwords throughout the game. This guide will mostly be explaining certain sections that require translations and brief explanations but is not meant to hold your hand the entire game.

You must keep all four exe files that come in the download; you will be using all four as you progress through the game.

There is a major (but not required) secret in the game that I don't know the function of as of writing this, but I will provide where to find them at the end of the document if you want to know. They do not have any bearing on your save as far as I know. There is one in the introduction stage after the prologue and one in each main stage.

Somewhat important: There are a chunk of saves in this game that aren't out in the open, so if you see a strange corridor or something that looks like there could be a save, go there, and a save might spawn. It is a bit hard to explain, but as you play the game you will see what I mean.

Once you are ready, open up ざきワナ ver芋.1

Prologue

The prologue of the game tells the story. Essentially you, Zaki, were born from a peach that your mother found floating down a river. It's mostly just spamming skip if you can't read, but there is a point where the father will slice the peach in half that you need to dodge or else you will die and have to restart from the beginning. You have a normal life with your new parents until Miku, possessed by a demon, attacks your parents. Now is where your adventure begins.

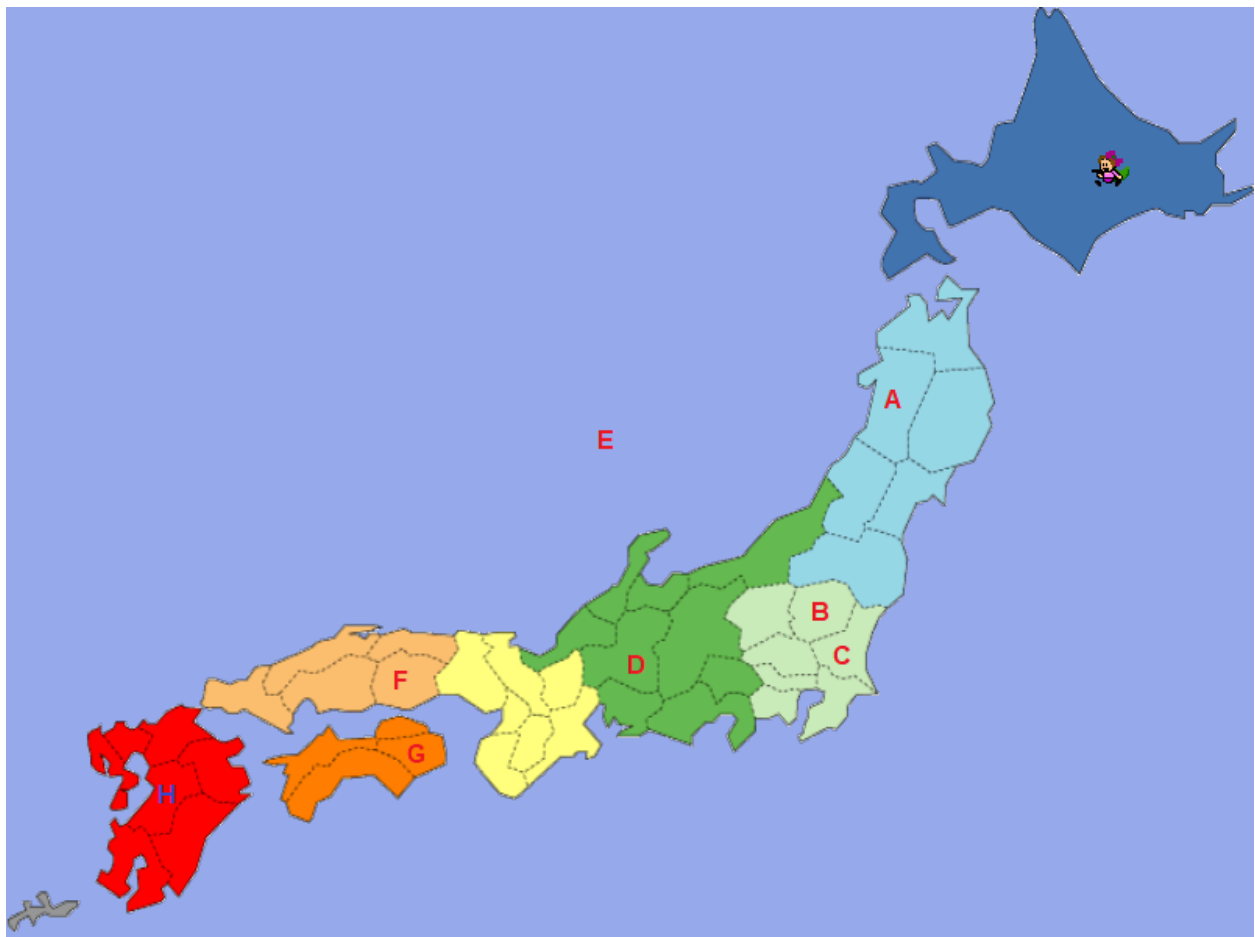
There are two small things here - first is a question which asks "Do you want to get going?" Just use the first answer (second kills you, third is a joke because the term for "go" is "iku" and it has wordplay to say "iku" like "touhou" but otherwise repeats the choice). As you go up the ladder you'll be asked for a color (which can be written in English). It seems to be for your pause menu, but it doesn't appear to work. Afterwards you'll have a quick silly avoidance of dodging sheep which will lead into the start of the game.

First Stage

Mostly a standard stage with needle, traps, and two avoidance segments toward the end. The first “boss” is the sushi shop, where chef chip asks what you would like to order. There is a giant variety of foods to order, and I’ll provide the full list at the end (in-game there is a segment much later that lists everything). Just enter five different foods and avoid all their attacks to win. Food order doesn’t matter, and you can’t repeat any, but otherwise it’s pretty straightforward.

まぐろ tuna
サーモン salmon
たまご egg
イカ squid
エビ shrimp
たこ octopus
うなぎ freshwater eel
あなご saltwater eel

World Map



Here is the stage selection portion of the game. Only three main stages are needed to advance (A, B, F) but you can also do some silly optional ones that don't have any bearing on your progress/save data as far as I can tell. You can backspace out of the main stages, while the small optional ones require you to beat them to get out.

TRUE END WARNING: For the true end there are three optional avoidances in the three main stages. Two of them (Stage A and B) are pretty reasonable. The last one (Stage F) is by far the hardest of the three, so if you don't feel the strongest doing avoidance you may want to skip doing all of them. All three avoidances require you to beat the avoidance AND make it to a save afterwards. There are also three secrets, one in each main stage, but I am not sure what they do, and they seem to have no effect on the true ending path.

A

Pretty basic stage compared to the others. Mostly standard platforming with a slightly silly race at the end. There might be a textbox for you to name the dog, and you can put anything.

B

A puzzle platformer stage where a mysterious force makes you unable to double jump. Talk to Chip on the left side to get a magic wand. The magic wand lets you create blocks with X that can be shot or headbutted to be destroyed and gives you one shot used with S that clears all spikes/cherries in its per screen. For almost all the screens the rules are that there may only be 10 of your created squares at a time, represented at the top.

The final screen is a bit different, forcing you to get through the screen without the clearing shot but you get to created up to 45 blocks.

Once you finish this screen you get your double jump back and toss away the wand. You'll meet up with the monkey where a prompt pops up but put in any letter and it will go away.

Afterwards you make it to probably the hardest boss to do without translations. You must answer 10 of the monkey's' questions correctly to win. Some of them are pretty easy (which numbered month is October), others are very difficulty (I honestly don't know most of the advanced kanji ones). Here is a list of answers for the easier questions, the few kanji ones you are on your own though.

夏 summer, 冬 winter, 春 spring, 秋 autumn

北 north, 南 south, 東 east, 西 west

日 sunday, 月 monday, 火 tuesday, 水 wednesday, 木 thursday, 金 friday, 土 saturday

If you get an answer wrong you'll get a penalty that chooses a platform color and spawns extra cherries. Just do your best to not die and get 10 in a row.

C

Silly area with a cherry gate and an invert.

D

Answer the metal slime with きびだんごが食べたい、nothing else to really do. This was an answer on chip's old community page but it's gone so otherwise would require opening the gamefiles.

E

Short water platforming area.

F

Luck Area, when the outside ring lands on a color it will activate all blocks/needles of that color. If you are standing on a block's matching color it will kill you. Pretty straightforward besides that. Once you make it to the end the bird will ask you to make a joke. This mostly seems RNG and you can type gibberish but you need to have 15+ birds like it. If you fail you can just try again so just keep spamming random stuff if you fail.

Afterwards you will have a "boss" battle with the bird, you must capture him within the time limit before the cherry explodes. Z slows you down and shift speeds you up, just do your best to capture the bird.

G

A dragon asks you what "Impo" means. Can answer with anything, even English, and he'll despawn.

H

Two bears chase you out of the middle, just make it to the other side of the screen to exit.

Once you have completed the three main stages a final area will appear, enter it and you will be given a few screens of dialogue essentially saying you continue on your journey with your friends to go find Miku, what will happen next etc. Eventually it will give you a password which is mainly important if you are trying for true ending or not. I will provide both a password without doing any avoidances and the true end. If you did not clear the three optional avoidances **TRUE END IS IMPOSSIBLE** so please don't try to use the true ending password if you did not clear them.

Disk 2 Normal End: 俺の寿司がこんなに高いわけがない

Disk 2 True Ending: 一寸の芋にも五分の魂

Blue game 1 password: 中二病でも寿司が食べたい

Wolsk Other Password: 可愛い芋には旅をさせよ

Additional passwords wanted as Wolsk got two different passwords than what I got so there could be more possible passwords. Maybe screenshot if you get a different one but I know the

four other secrets DID NOT affect my true ending password. I do not know the exact effects of Wolsk's blue password, or what the other password would do. There were different colors: my normal end was yellow, Wolsk got a blue password, my true end was green, and Wolsk's other was green as well. The top and bottom disk 2 passwords are standard passwords I got in my playthroughs, one with no avoidances done and the other with all three.

Once you are ready open up 激おまけ ver芋.1 and use the password for your playthrough.

Horror Stage

The game will plopp you into a short forest introduction area, with your three partners aiding you. You will make it to a haunted house and enter alone, telling your friends to stay outside. The entire stage is platforming, traps, and some jump scare moments if you are a bit squeamish. Otherwise the Japanese shouldn't hinder you too much until you make it to a journal near the end of the stage. The journal says you are given a charm to help clear out the evil spirits of the house, so use the save and jump up to the "boss" of this stage. You'll be in a room with various things to avoid as well as ghosts. You will need to use your mouse while platforming to click and drag the five ghosts off the screen. You'll hear a scream every time one is taken off screen correctly. Your mouse can also be used to erase spikes and any floating objects/projectiles.

Once you have beaten this you will be given a spooky cutscene, and awaken outside the house. After a little you'll get into a puzzle that would probably be impossible without JP knowledge, and even then it would be a major stuckage point for most people so here's the solution.

鬼の目にも涙

Platforming

Once you beat that stage it's a more basic platforming stage, mostly straightforward platforming/trap sections. You will eventually make it to a section where the path splits. Both paths will eventually lead to the same part of the game but you can either choose right that is a more skill based section or left that is more luck based. Once you finish either path, you will meet up with either the Dog (right) or Bird (left) who will ask you to use a password with the ??? exe to practice either your skill (dog) or luck (bird). Both are minigames that you must clear to proceed.

Dog Password: ハッシュポテト

Bird Password: マッシュポテト

Minigames

The dog game does require Japanese sound queues, as it will yell out directions and you just react in time.

Migi = right

Shita = down

Ue = Up

Hidari = left

I honestly don't remember the bird game, something about dice rolls or something (ask wolsk) but it should be fine without translations.

Once you complete either one you will be given a password to give to the dog or bird.

Password from Dog Minigame: 功夫老師というアーケードゲームが元ネタ

Password from Bird Minigame: ジャンピングラリーというアーケードゲームが元ネタ

After a rather short platforming section chip will say this section of the game is already big so I needed to use another exe to make the next section, once cleared you can come back to this.

強制 Password: 強制ポテト

強制

This exe is mostly a bunch of avoidance sections and a major boss. Pretty straightforward for what you need to do. For the apple boss you can hold down (a different key? Can't remember) to rapid fire.

Once you beat the apple boss you'll be given another password to use and be taken to the "last dungeon" if you try to continue in this exe you'll be force quit with a silly miku outro.

Continue Password: 強スクとは強制スク水の略

Final Stretch

Once you enter the password back in the omake file you will continue on into the "last dungeon" area. **TRUE ENDING WARNING:** You will travel through the screen and in the middle section where the platform rises you will find the kid, if he is not there you have not fulfilled true ending requirements. Otherwise this screen is a bit annoying, shoot the camera at the end to continue on.

You will enter a shogi style area, mostly just guess for the first section, into a more battle-like section, into another guessing section. (Trying to find the big secret here, unknown how to do it as of writing.)

Once you clear the shogi fight against Suika you will now fight Miku, but you will need to go back to the ??? file and use this password to fight Miku.

Miku Password: 芋よ永遠なれ

This is a pretty lengthy and difficult avoidance, if you die 50 times you'll unlock an easy mode which drops the difficulty substantially.

Once you have beaten that you will learn how to continue on in the 2nd exe, you just need to drag Miku onto the computer monitor on the screen that is shown. So load up your file and drag Miku onto the monitor to continue to the final boss.

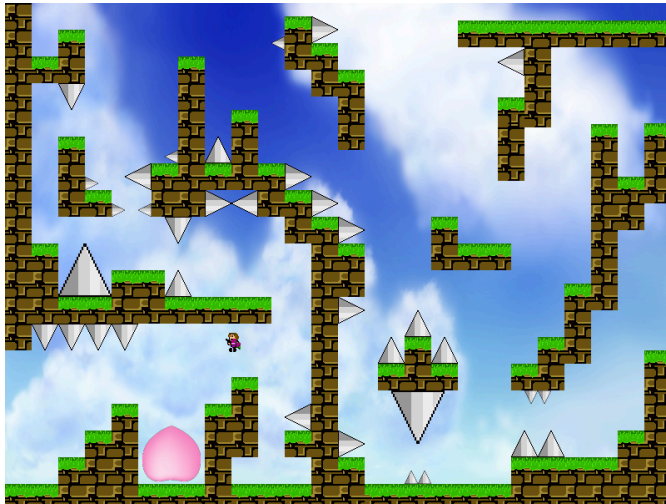
Here you will fight the final boss, the oni. He has multiple phases (I forgot if there were checkpoints). Once beaten you will either enter an escape sequence or start a cutscene for the true ending. For the escape sequence you are given a giant warning to **NOT CLOSE THE GAME OR LOAD YOUR FILE IF YOU DO YOU WILL HAVE ALL YOUR FILES DELETED.** I would recommend making a spare file before beating the final boss. In the escape sequence you are shown a scroll that explains that you can't restart and loading the file would punish you. Whether you die in the final escape or make it out leads to either a bad, good, or normal ending (not sure what determines this, I escaped and got the good ending, dying = bad). There is a platforming part into some puzzle I think, I can't remember. As far as normal ending is concerned you have finished the game!

If you went for true ending you should hear Amazing Grace start playing and it turns out the monkey is the true villain. You will be given a final password, FINAL POTATO to type in at the final screen of the original exe. So load up the very first game again at the ending of disc 2 screen and type in the password. You will enter an Ikaruga style fight with the monkey. I never actually beat the final boss but according to geezer's review you will also enter an escape sequence with the same punishments so make a copy of your file before you proceed if you care.

Major Unknown Secrets

Throughout the four main stages there are hidden secrets that each create a screenshot file in your folder. None of these affected my password into the second file and don't change the second exe so they are probably not required for the secret but are clues towards it. Here are screenshots where each is hidden.

Prologue: Do the 4.5 in the middle section to reach the top right section, keep going and jump at the supposed dead end at the screen wrap.



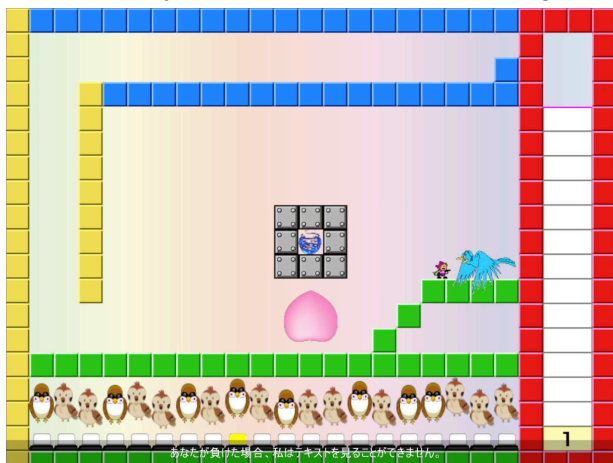
Stage A: Go down the bottom path on this screen, follow into the back of the apple factory.



Stage B: Use your super shot on the needles at the bottom right.



Stage F: You will enter this room and instantly be above the drop on the left, jump to the right and shoot the top right block to break it. Fall down the right side and clear out the extra blocks and birds to your left to open a path through the yellow wall.



All Sushi Types

- A まぐろ tuna (maguro)
- B さーもん salmon (saamon)
- C たい sea bream (tai)
- D えんがわ fish muscle (engawa)
- E えび shrimp (ebi)
- F あまえび sweet shrimp (amaebi)
- G いか squid (ika)
- H たこ octopus (tako)
- I うなぎ freshwater eel (unagi)
- J あなご saltwater eel (anago)
- K たまご egg (tamago)
- L かずのこ herring roe (kazunoko)
- M ねぎとろ tuna w/ green onion (negitoro)
- N いくら salmon roe (ikura)
- O うに sea urchin (uni)
- P いわし sardine (iwashi)
- Q かつお bonito (katsuo)
- R こはだ gizzard shad (kohada)
- S ほたて scallop (hotate)
- T あかがい blood clam (akagai)
- U かに crab (kani)
- V はまち yellowtail (wamachi)
- W なっとう fermented soybean (natto)
- X いなり rice-stuffed tofu packets (inari)
- Y ちらし scattered sushi (chirashi)
- Z いも potato (imo)