

# E67 - Fuyuki & Momoka's Secret Mystery Date, Sir! / Keroro: Come On, Let's Make a Video Game, Sir!

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Translator:

Editor:

Timer:

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(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

**[00:01] [SONG] ---**

Here we go!

**[00:01] [SONG] ---**

"Sore ike~!!!"

**[00:14] [SONG] ---**

Sometimes curiosity kills the cat.

**[00:14] [SONG] ---**

Inu demo arukeba bou ni wa ataru

**[00:16] [SONG] ---**

Sometimes even monkeys fall from trees.

**[00:16] [SONG] ---**

Saru mo ki kara ochiru koto mo aru

**[00:19] [SONG] ---**

Even in your field of expertise,  
once in a while,

**[00:19] [SONG] ---**

Tokui-bunya demo tama ni wa

**[00:22] [SONG] ---**

You're bound to mess up.

**[00:22] [SONG] ---**

Shippai suru koto mo aru deshou

**[00:25] [SONG] ---**

For times like that: irresponsibility!

**[00:25] [SONG] ---**

Sonna toki ni wa musekinin

**[00:28] [SONG] ---**

Not thinking is the surefire way to win.

**[00:28] [SONG] ---**

Kangaenai no ga hisshou-hou sa

**[00:31] [SONG] ---**

You've just gotta say,  
"Wow, today's my lucky day,"

**[00:31] [SONG] ---**

Tama ni wa yoi koto aru no sa to

**[00:34] [SONG] ---**

And make like you did it on purpose.  
That's the key.

**[00:34] [SONG] ---**

Hiraki-naoru no ga kanjin na no deshou

**[00:37] [SONG] ---**

Let's do everything and anything!

**[00:37] [SONG] ---**

Nandemo-kandemo yarimashou

**[00:40] [SONG] ---**

Let's just give it a go.

**[00:40] [SONG] ---**

Paatto itcho yarimashou

**[00:43] [SONG] ---**

The truth is, everyone's irresponsible.

**[00:43] [SONG] ---**

Jitsu wa minasan musekinin

**[00:46] [SONG] ---**

It's more fun when you're brainless.

**[00:46] [SONG] ---**

Atama karappo no hou ga tanoshii no sa

**[00:49] [SONG] ---**

Let's do everything and anything!

**[00:49] [SONG] ---**

Nandemo-kandemo yarimashou

**[00:52] [SONG] ---**

Let's just give it a go.

**[00:52] [SONG] ---**

Paatto itcho yarimashou

**[00:54] [SONG] ---**

They keep saying  
Japanese people are depressing.

**[00:54] [SONG] ---**

Nihonjin wa kurai ne to

**[00:58] [SONG] ---**

Isn't it time we did something about that?

**[00:58] [SONG] ---**

Itsumademo iwareteru baai ja nai deshou

**[01:01] [SONG] ---**

Let's do everything and anything!

**[01:01] [SONG] ---**

Nandemo-kandemo yarimashou

**[01:04] [SONG] ---**

Let's just give it a go.

**[01:04] [SONG] ---**

Paatto itcho yarimashou

**[01:07] [SONG] ---**

And all of that is a relativistic  
anthropological argument, you see.

**[01:07] [SONG] ---**

Soshite subete ga soutai-seiriron-teki na  
jinruigakuron de aru wake desu

**[01:14] [SONG] ---**

Let's do everything and anything!

**[01:14] [SONG] ---**

Nandemo-kandemo yarimashou

**[01:25] [SONG] ---**

Good job!

**[01:25] [SONG] ---**

"Gokurousan!!!"

**[01:34] ---**

—Hey, have you heard?

**[01:36] ---**

—About that thing, right?

**[01:37] ---**

—They say it's on the bank  
—of Inner-Tokyo River.

**[01:40] ---**

—In that old school building  
—no one goes to.

**[01:42] ---**

—Yeah... and they say... that it's haunted!

**[01:46] ---**

—No way!

**[01:48] ---**

—Nishizawa-san!

**[01:49] ---**

—Yes?

**SIGN**—Occult Club About the School Mystery Spot

**[01:50] ---**

—Let's not waste any time and go tonight.

**[01:52] ---**

—What?

**[01:53] ---**

—A mysterious supernatural phenomenon

**[01:55] ---**

—that occurs at an abandoned school building!

**[01:56] ---**

—As an occult research club, we can't miss  
—this opportunity to investigate it.

**[02:01]** ---

— Exploring a horror spot  
— with just Fuyuki-kun and me?

**[02:05]** ---

— Could that... possibly mean...?!

**[02:08]** ---

— Aw! I'm scared, Fuyuki-kun!

**[02:11]** ---

— It'll be okay. Because I'll protect you!

**[02:13]** ---

— Okay!

**[02:16]** ---

— What's wrong, Nishizawa-san?

**[02:19]** ---

— Oh, nothing! Let's go, Fuyuki-kun!

**[02:25]** ---

— Fuyuki & Momoka's

— Secret Mystery Date, Sir!

**SIGN** — Night Duty Room

**[02:40]** ---

— It's so hooooot!

**[02:42]** ---

— It's so hot, sir!

**[02:44]** ---

— It's suddenly gotten very summery,

**[02:46]** ---

— and it's getting to me, sir.

**[02:49]** ---

— The rumors are flying on

— message boards online, too.

**[02:53]** ---

— We will make this location

— known as a mystery spot,

**[02:56]** ---

— and in time,

**SIGN** — Kero-Kero Mysteryland

— Opening Soon!!

**[02:57]** ---

— we'll turn it into a tourist spot

— called "Kero-Kero Mysteryland"!

**SIGN** — Kero-Kero Mysteryland Entrance

**[03:00]** ---

— We'll charge people an admission fee,

**[03:02]** ---

— and they'll come seeking thrills

— and chills on summer nights.

**[03:05]** ---

—And furthermore, if we rake it in  
—through the sale of related goods,

**SIGN**—Kero-Kero Mysteryland

—Opening Soon!!

**[03:08]**---

—the Pekopon invasion budget  
—will be sitting pretty, sir!

**[03:12]**---

—Uncle, we have our first visitors of the day!

**[03:15]**---

—Or, like, business booming?

**[03:17]**---

—Ooh! Then let us get fired up  
—and scare them, sir!

**[03:21]**---

—Master Fuyuki and Lady Momoka?

**[03:23]**---

—What shall we do, Uncle?

**[03:26]**---

—What a stroke of good luck!

**[03:28]**---

—If we can scare Master Fuyuki, who  
—is a connoisseur of all things occult,

**[03:31]**---

—our plan is all but assured  
—of success, ma'am!

**SIGN**—Horror!! Operation Seven Mysteries of the School

**[03:36]**---

—Horror! The Seven Mysteries of the School!

**SIGN**—Mystery 1

**[03:40]**---

—Number 1, the standard  
—Hanako-san in the bathroom.

**[03:42]**---

—Number 2, the painting of dancing ballerinas.

**SIGN**—Mystery 2

**SIGN**—Mystery 3

**[03:46]**---

—Number 3, the terrifying music room.

**SIGN**—Mystery 4

**[03:49]**---

—Number 4, the skeleton in the science room.

**[03:51]**---

—And we skip 5 and 6...

**SIGN**—Mystery 5 & 6

**SIGN**—Omitted Numbers

**[03:53]**---

—What?!

**SIGN**—Mystery 7

**[03:54]** ---

—Number 7,

**[03:55]** ---

—a female high school student

**[03:57]** ---

—lingering alone in a

—supposedly empty classroom.

**[03:59]** ---

—This will be your role, Lady Mois.

**[04:01]** ---

—Yes, Uncle.

**[04:03]** ---

—Hold on! You said seven mysteries,

—but that's only five!

**[04:06]** ---

—We're not going to

—sweat the details, sir.

**[04:09]** ---

—Master Fuyuki, may you cry out

—in the abyss of terror, sir!

**[04:15]** ---

—The deterioration here is pretty advanced.

**[04:17]** ---

—It's so creepy!

**[04:21]** ---

—Fuyuki-kun...

**[04:23]** ---

—Are you all right, Nishizawa-san?

**[04:25]** ---

—Yes.

**SIGN**—Squeeze

**SIGN**—Ba-dum

**[04:27]** ---

—Oh! The warmth of Fuyuki-kun's hand!

**[04:30]** ---

—What'll I do if Fuyuki-kun hears

—how my heart's pounding?

**[04:35]** ---

—Huh?

**[04:39]** ---

—Wh-What could that sound be?

**[04:43]** ---

—Th-Those are...

**[04:44]** ---

—...rappings!

**[04:46]** ---

—What are those?

**[04:48]** ---

—They're mysterious sounds  
—that are said to be deeply related

**[04:51]** ---

—to paranormal phenomena.

**SIGN**—Bathroom

**[05:06]** ---

—I am Hanako!

**[05:09]** ---

—Now, come over here and play with me!

**SIGN**—Bathroom

**[05:13]** ---

—I was pretty sure the sound was  
—coming from somewhere over here...

**[05:16]** ---

—It looks like a restroom...

**[05:18]** ---

—A school restroom?!

**[05:20]** ---

—Does that mean

**[05:21]** ---

—this could be the famous  
—Hanako-san in the bathroom?

**[05:24]** ---

—That's right! I am Hanako!

**[05:27]** ---

—Come in here already!

**[05:35]** ---

—What's wrong, Nishizawa-san?!

**[05:37]** ---

—Fuyuki-kun, th- there!

**[05:39]** ---

—Huh?

**SIGN**—Girls' Bathroom

**[05:41]** ---

—Girls' bathroom!

**[05:42]** ---

—This place may be abandoned,

**[05:43]** ---

—but going into a girls' bathroom  
—would be bad, wouldn't it?

**[05:46]** ---

—Shall we go?

**[05:50]** ---

—I am Hanako!

**SIGN**—Crushed

**[05:51]**---

—Wait... no!

**[05:56]**---

—Mystery 1 has failed.

**[05:57]**---

—Th-This is nothing! Next, sir! Next!

**[06:00]**---

—Lance Corporal Dororo!

**[06:02]**---

—Oh, Keroro-kun.

**[06:04]**---

—So if I dance in this outfit,

**[06:05]**---

—it will make Master Fuyuki

—and Lady Momoka happy?

**[06:08]**---

—That's exactly right, sir.

**[06:10]**---

—Have faith in yourself,

—and let's get dancing!

**[06:12]**---

—Understood! I will dance with

—all the enthusiasm I can muster!

**[06:16]**---

—It'll be dangerous if the floor

—gives way again or something,

**[06:19]**---

—so we'd better not go upstairs.

—Let's call it a day, and...

**[06:21]**---

—N-No!

**[06:23]**---

—If we go home now,

—I won't get to cling to you!

**[06:25]**---

—I mean, it will reflect badly

—on the occult research club!

**SIGN**—Clench

**[06:29]**---

—All right. Then, just a little longer.

**[06:32]**---

—I'm not gonna let this chance slip away!

**SIGN**—Art Room

**[06:36]**---

—It looks like this is the art room.

**[06:39]**---

—Nothing seems

—particularly out of the ordinary.

**[06:44]** ---

—There are a lot of things in here, though.

**[06:47]** ---

—There's a statue over here.

**[06:49]** ---

—It feels rather creepy.

**[06:51]** ---

—But it seems unrelated to

—any kind of occult phenomena.

**[06:55]** ---

—That is true.

**SIGN**—Crushed

**[07:02]** ---

—Seven Mysteries #2 also failed.

**[07:04]** ---

—We're not finished yet!

**[07:06]** ---

—We will go with 3 next, sir!

**SIGN**—Music Room

**[07:08]** ---

—Corporal Giroro,

—I'm counting on you, sir!

**[07:10]** ---

—R-Right! Leave it to me!

**[07:13]** ---

—I If you're gonna come, bring it!

**[07:15]** ---

—Please come soon!

**[07:17]** ---

—This creepy atmosphere...

**[07:19]** ---

—Even I can't...

**[07:21]** ---

—D-Dumbo! Don't glower at me like that!

**[07:28]** ---

—I'm begging you...

**[07:30]** ---

—Please stop.

**[07:32]** ---

—Da-da-da-dun.

**[07:34]** ---

—It's the music room, but...

**[07:36]** ---

—Nothing seems particularly

—out of the ordinary here, either.

**[07:44]** ---

—What could this be?

**[07:50]** ---

—The portrait!

**[07:52]** ---

—Let's get out of here!

**[07:58]** ---

—Target on the move,

**[07:59]** ---

—heading from the music room

—towards the science room!

**[08:02]** ---

—That was somewhat

**[08:03]** ---

—different from what we had

—originally planned, sir.

**[08:06]** ---

—But it worked out in the end, sir!

**[08:07]** ---

—Next up is #4 of the Seven Mysteries.

**[08:10]** ---

—We'll follow up hard on the heels

—of that success, sir!

**SIGN**—Science Room

**[08:16]** ---

—What in the world was that?

**[08:19]** ---

—F-Fuyuki-kun...

**[08:22]** ---

—This is my golden opportunity.

**[08:25]** ---

—Fuyuki-kun, I'm scared!

**[08:28]** ---

—It'll be okay. I'll protect you. You'll see.

**SIGN**—Who is this?

**[08:32]** ---

—Uh, but like, who is that?

**[08:35]** ---

—Fuyuki-kun! Here I go!

**[08:41]** ---

—I'm scared!

**[08:49]** ---

—Dendro, dendro, dendro, dendro, dendro...

**[08:53]** ---

—A dancing skeleton?!

**[08:55]** ---

—Dendro-bium.

**[08:59]** ---

—You idiot! This is no time to be scared!

**[09:02]** ---

—Th-That's true...

**[09:03]** ---

—Dendro, dendro...

**[09:05]** ---

—Now's your chance, Momoka!

**[09:07]** ---

—I'm scared, Fuyuki-kun!

**[09:10]** ---

—Huh?

**[09:11]** ---

—This way, Nishizawa-san!

**[09:12]** ---

—Why?!

**[09:14]** ---

—Dendro!

**[09:18]** ---

—Behold the formidable power

**[09:20]** ---

—of this science room

—skeleton-type Pekoponian suit!

**[09:24]** ---

—Dendro!

**[09:26]** ---

—Dendro!

**[09:29]** ---

—That's enough already, ya jerk!

**[09:33]** ---

—Smack!

**[09:36]** ---

—Sarge?!

**[09:38]** ---

—Mr. Sergeant?

**[09:39]** ---

—So Mystery 4 also failed, huh?

**[09:44]** ---

—So the paranormal phenomena

—at this school were pranks of yours, Sarge?

**[09:51]** ---

—I swear...

**[09:59]** ---

—Mois-chan?

**[10:03]** ---

—It's not nice to put ghosts on display.

**[10:07]** ---

—I'm sorry, sir!

**[10:09]** ---

—But what a disappointment.

**[10:10]** ---

—Here I'd thought we'd

—actually get to come across

**[10:12]** ---

—some real occult phenomena, too.

**[10:14]** ---

—I'm disappointed, too.

**[10:16]** ---

—But you were the most ghost-like, Mois.

**[10:19]** ---

—Even though you weren't scary,

—because your turn came too late.

**[10:22]** ---

—That's Lady Mois for you!

**[10:24]** ---

—What? But I was watching

—the monitor the whole time...

**[10:28]** ---

—What?

**[10:32]** ---

—There goes our plan to open Mysteryland.

**[10:34]** ---

—Or, like, nothing endures?

**[10:39]** ---

—What is the matter, Fuyuki-kun?

**[10:43]** ---

—Oh, what are you all up to?

**[10:45]** ---

—Sis, do you know the abandoned school

**[10:48]** ---

—on the bank of Inner-Tokyo River?!

**[10:50]** ---

—Oh, I know the place.

—The one that got torn down, right?

**[10:55]** ---

—That was a year or so ago, right?

**[10:59]** ---

—It's an empty lot now, so it

—looks all neat and tidy, doesn't it?

**[11:03]** ---

—Then, the place we were at was...

**[11:06]** ---

—Y-You've got to be mistaken

—about that, Lady Natsumi, ma'am!

**[11:09]** ---

—Lady Mois, let's see the video we took  
—from the surveillance cameras!

**[11:13]** ---

—Right!

**[11:23]** ---

—Just what could have  
—been recorded on that video?

**[11:27]** ---

—Due to its overly terrifying nature,  
—we cannot possibly show it to you.

**[11:49]** ---

—Yes!

**[11:50]** ---

—You're really into this game, Sis.

**[11:53]** ---

—Shh! Be quiet for a bit!

**[11:55]** ---

—All right! I'm finally on the last stage!

**[11:58]** ---

—Here we go, Great Demon Lord of Evil!

**[12:00]** ---

—Do you all play a lot of games?

**[12:04]** ---

—It seems Natsumi-chan

**[12:05]** ---

—is absorbed in a game for the  
—first time in a long while, but...

**[12:08]** ---

—Master Fuyuki!

**[12:10]** ---

—Look! Look!

**[12:11]** ---

—The newly released MG Adzam!

**[12:14]** ---

—It comes with M'Quve's fine vase, sir!

**[12:16]** ---

—Hey, look! Look!

**[12:18]** ---

—L-Look!

**[12:22]** ---

—You... stupid... frog...!

**[12:25]** ---

—Gero?

**[12:26]** ---

—I was so close! Look what you did!

**[12:37]** ---

—Such cruel treatment over  
—nothing more than a game...

**[12:41]** ---

—Nothing more than a game...

**[12:43]** ---

—And yet, nothing less than a game...

**[12:48]** ---

—Keroro: Come On,

—Let's Make a Video Game, Sir!

**SIGN**—Project Development Room Personnel Only

**[12:54]** ---

—What?!

**[12:55]** ---

—We're going to make a video game?

**[12:58]** ---

—Why this, all of a sudden?

**[13:00]** ---

—First, take a look at this, sir.

**[13:03]** ---

—Pekoponians love video games.

**[13:06]** ---

—From children to adults,

—they are all obsessed, sir.

**[13:09]** ---

—Therefore, if we pour all of

—our Keronian technology into it

**[13:13]** ---

—and make a super awesome game...

**[13:15]** ---

—I see.

**[13:17]** ---

—So we'll use that game to control

—the Pekoponians as we please.

**[13:21]** ---

—You're thinking on such

—a small scale, sir!

**[13:23]** ---

—What?!

**SIGN**—Exclusive Interview Huge Hit Keroro

**[13:24]** ---

—If we can score all 10s in the

—video game magazine ratings,

**SIGN**—Love Fighter The Legendary 16 Shots Per Second The Beanbag King

**[13:27]** ---

—we can make a sequel, and then another,

—turning it into a hugely popular franchise!

**[13:30]** ---

—We'll also earn loads of royalties,

**[13:32]** ---

—which will secure our livelihoods

—for the next 10 years, sir!

**SIGN**—Royalty Income

**SIGN**—© Acquired

**[13:38]** ---

—Mr. Sergeant, the smallness

—of your thinking is amazing!

**[13:41]** ---

—Sergeant Major Kululu,

—set up that device for us!

**[13:43]** ---

—Roger.

**[13:45]** ---

—Idea Realization Monitor. Floor mat type.

**SIGN**—Idea Realization Monitor

—(Floor Mat Type)

**[13:49]** ---

—Just wear this helmet,

—and through 3D holographs,

**[13:52]** ---

—everyone can see a three-dimensional

—projection of your idea.

**[13:55]** ---

—Then I will go first!

**[13:57]** ---

—This is my idea for a game!

**[14:01]** ---

—Gero?

**[14:02]** ---

—I call it...

**SIGN**—Tamama's Snack Warehouse

**[14:03]** ---

—*Snack Warehouse Guard!*

**[14:05]** ---

—In the game, you can freely

—eat whatever snacks you like.

**[14:08]** ---

—But if you carelessly eat

—from the bottom,

**[14:11]** ---

—the mountain of snacks will collapse,

—and it will be game over!

**[14:13]** ---

—What do you think? Fun, right?

**[14:15]** ---

—Eating snacks in-game  
—won't fill your stomach,

**[14:18]** ---

—and above all else,  
—it's too mundane, sir!

**SIGN**— Rejected

**[14:20]** ---

—Rejected!

**[14:21]** ---

—What?

**[14:23]** ---

—Then how about a practical game  
—that can come in handy in real life?

**[14:27]** ---

—Gero?

**SIGN**— G66's Firearms Disassembly Time Trial Game

**[14:29]** ---

—You have to swiftly disassemble firearms

**[14:31]** ---

—and then reassemble them perfectly again.

**[14:33]** ---

—A time trial game!

**[14:35]** ---

—Disassembling and reassembling  
—and disassembling and reassembling...

**[14:38]** ---

—Those who clear the handgun  
—will get to move on to the rifle.

**[14:42]** ---

—After that, they'll clear the anti-tank gun,

**[14:44]** ---

—and ultimately, they'll come to own  
—a heavy metal particle beam cannon!

**[14:49]** ---

—What do you think?! A good idea, right?!

**[14:52]** ---

—Only a niche group of gun  
—enthusiasts would buy that!

**SIGN**— Rejected

**[14:58]** ---

—In that case, Uncle, how about a game  
—that features lots of cute animals?

**[15:03]** ---

—Ooh!

**SIGN**— Mois's More-More Animal Fantasy Start

**[15:07]** ---

—Ooh, this looks like it could be a hit

—as a family-oriented game, sir.

**SIGN**—Mr. Jupiter

—Back Select Next

**SIGN**—Peepy Woof

—Charm Meowtsy

—Sea Ribbon

**[15:12]**---

—First, you pick three animals to be your  
—partners, and a planet of your choice.

**SIGN**—Score

**[15:17]**---

—Once you've made your selection,  
—with your cute animals,

**[15:20]**---

—you will work cooperatively  
—to destroy your chosen planet.

**[15:24]**---

—Or, like, anguished screaming?

**SIGN**—Anguished Screaming

**SIGN**—Rejected

**[15:26]**---

—Lady Mois, that is not quite an idea  
—we'll be able to use, ma'am.

**[15:31]**---

—So sad...

**[15:32]**---

—Or, like, sinking feeling?

**[15:35]**---

—Then how about something like this?

**[15:38]**---

—One of those so-called  
—dating simulation games.

**SIGN**—Moé Simuation

**[15:42]**---

—Oh, so the target audience  
—will be limited to men, sir.

**SIGN**—.....

**SIGN**—Love Love Points

—

—

—

—Perfect Love

**[15:45]**---

—But this is quite...

**SIGN**—You freaking moron~~~~~!!!

**[15:47]**---

—You freaking moron!

**SIGN**—Smaaaaaaack!!!

**SIGN**—Love Love Points

—  
—  
—

—Still Love

**[15:49]**---

—Huh?

**SIGN**—You're an idiot, Onii-chan...

**SIGN**—Love Love Points

—  
—  
—

—Perfect Love

**[15:51]**---

—An ordinary dating simulation

—game would be boring,

**SIGN**—I hate you!

**SIGN**—Love Love Points

—  
—  
—

—Iffy Love

**[15:54]**---

—so it's got an absolute

—heartbreak system

**SIGN**—Let's stay friends.

**[15:56]**---

—where your love will always fail,

—no matter how hard you try.

**SIGN**—Love Love Points

—  
—  
—

—No Love

**[15:59]**---

—You died!

**[16:01]**---

—I suppose you could say

—that this reflects reality.

**[16:04]**---

—I do not want to suffer

—such pain in a game, sir.

**[16:08]**---

—Rejected! Rejected! Rejected!

**[16:09]**---

—If you can't see how entertaining

—that is, it's no use talking to you.

**[16:14]** ---

—I swear! Are you really even trying?!

**[16:17]** ---

—Eh?! Do you get this?!

**[16:18]** ---

—With projects like this,

—you just need the flashiest visuals,

**[16:21]** ---

—while keeping the work

—required to a minimum!

**[16:24]** ---

—Beyond that, you just market it

—relentlessly, sir!

**[16:27]** ---

—You're all going back to the drawing board

—and coming up with new ideas!

**[16:30]** ---

—The deadline is tomorrow morning!

**[16:32]** ---

—Do you understand, men?!

**SIGN**—To Mr. Sergeant

**SIGN**—To Keroro

**[16:36]** ---

—Wh-What in the world is this?

**SIGN**—To Uncle

**SIGN**—Put one coin in.

—Keroro

**SIGN**—Goodbye

**[16:39]** ---

—Everyone has withdrawn from the project.

**[16:42]** ---

—What?!

**SIGN**—To Mr. Sergeant

**[16:43]** ---

—My ideas get completely ignored,

—so there is nothing fulfilling about this.

**SIGN**—To Keroro

**[16:48]** ---

—It's wrong for you to expect us

—to come up with ideas,

**[16:51]** ---

—while you think of nothing yourself!

**SIGN**—To Uncle

**[16:54]** ---

—I presented an idea that I thought was fun,

**[16:57]** ---

—so it was a huge shock to have it rejected.

**[16:59]** ---

—Or, like, workers' protest?

**[17:01]** ---

—A difference of sensibilities.

**SIGN**—ku ku ku ku @ ku ku ku ku A difference of sensibilities. ku ku ku ku @ ku ku ku ku ku ku ku ku @ ku ku ku ku

**[17:03]** ---

—No!

**[17:07]** ---

—And here I was, dedicating

—myself to leading this effort!

**[17:10]** ---

—So I'm the sole bad guy here, sir?!

**[17:16]** ---

—In that case, I'll become

—a real bad guy, sir!

**[17:29]** ---

—What the heck? Those guys...

**[17:32]** ---

—My honorable leader.

**[17:34]** ---

—Deroro.

**[17:35]** ---

—Is there something that I, the bad guy,

—can help you with, sir?

**[17:39]** ---

—You know, Keroro-kun,

**[17:41]** ---

—if it's not something you can enjoy yourself,

**[17:44]** ---

—you can't expect others to enjoy it, either.

**[17:48]** ---

—That's right.

**[17:49]** ---

—For example, even when you

—serve food to your customers,

**[17:53]** ---

—you want to serve dishes that

—you think are delicious, right?

**[17:56]** ---

—I think it might be the

—same for making games, too.

**[18:02]** ---

—Deroro...

**[18:04]** ---

—I was...

**[18:05]** ---

—I was wrong, sir!

**[18:10]** ---

—I will draw upon my

—initial enthusiasm once again

**[18:11]** ---

—and make a game that we would

—want to play ourselves, sir!

**[18:16]** ---

—Yes!

**[18:17]** ---

—I'll do it!

**[18:19]** ---

—I'll do it!

**SIGN**—Youth

**[18:21]** ---

—I'll do it, sir!

**[18:27]** ---

—Mr. Sergeant is probably depressed.

**[18:32]** ---

—It'll be good medicine for him.

**[18:38]** ---

—You guys!

**[18:40]** ---

—Mr. Sergeant!

**[18:41]** ---

—I want you to help me once more, sir!

**[18:44]** ---

—This time for sure, it will be our game!

**[18:46]** ---

—Let us make a game that we would

—want to play ourselves, sir!

**[18:53]** ---

—I have been waiting to hear those words!

**[18:56]** ---

—Uncle!

**[19:01]** ---

—Took you long enough to figure that out.

**[19:03]** ---

—Okay, everyone! Let's make

—a real game, sir!

**SIGN**—Keroro Platoon Commence Game Production!!

**[19:07]** ---

—Yeah!

**[19:08]** ---

—Or, like, powers combined?

**[19:10]** ---

—Or, like, you've forgotten  
—about me, haven't you?!

**[19:15]** ---

—Thus, the reborn Keroro Platoon  
—gave rise to a revolutionary game!

**[19:24]** ---

—Complete, sir!

**[19:28]** ---

—A game that you stupid frogs made?

**[19:30]** ---

—Is it actually fun?

**[19:33]** ---

—We made it without any sleep or rest.

**[19:35]** ---

—We are super, super confident  
—of our product, sir!

**[19:36]** ---

—So? What do you expect us to do?

**[19:39]** ---

—Before we offer it for sale,  
—we would love to hear

**[19:42]** ---

—the candid opinion of the  
—average gamer, sir.

**[19:45]** ---

—Yeah.

**[19:48]** ---

—Wh-What's this?

**[19:50]** ---

—Existing game consoles

**[19:52]** ---

—cannot fully render our  
—grand vision, after all, sir.

**[19:55]** ---

—And aren't the controllers oddly huge?

**[19:58]** ---

—No, no, that kind of thing  
—will be a given in future games.

**[20:02]** ---

—So, Sarge, what about  
—the crucial game software?

**[20:05]** ---

—Oh, pardon me.

**[20:08]** ---

—Th-This many?

**[20:10]** ---

—Our ideas kept getting bigger and bigger,

**[20:12]** ---

—so it ended up being a 256-disc  
—set of DVD-ROMs, sir.

**[20:15]** ---

—256 discs...?

**[20:17]** ---

—Never mind that!

**[20:18]** ---

—Go on! Please get right  
—to trying it, sir.

**SIGN**— Super Keroron Quest

**[20:28]** ---

—Wow, it looks pretty authentic.

**SIGN**— Main Menu

**SIGN**— Story Mode

—Free Mode

—2-Player

—Coop Mode

—Training Options

**[20:31]** ---

—So the controls are the same  
—as your typical RPG, huh?

**[20:34]** ---

—An intuitive interface is a  
—basic must, after all, sir.

**[20:38]** ---

—Huh? We get thrown into  
—a jungle right from the start?

**[20:46]** ---

—Wha?!

**[20:46]** ---

—Wh-Wh-Wh-Wha...

**[20:48]** ---

—It came leaping out of the screen!

**[20:51]** ---

—TVs connected to this game console

**[20:53]** ---

—gain the ability to give  
—substance to objects!

**[20:55]** ---

—This is truly a Pekoaponian first!

**SIGN**— Pekoaponian First!!

—(Patent pending)

**[20:59]** ---

—The controllers!

**[21:00]** ---

—What?!

**[21:01]** ---

—Come on! Shoot it before it gets you!

**[21:03]** ---

—So we just have to shoot it, right?!

**[21:08]** ---

—We did it!

**[21:09]** ---

—Wait...

**[21:11]** ---

—Oh, this is the stage that I came up with!

**[21:15]** ---

—How are we supposed to  
—fight something like this?!

**[21:17]** ---

—I'm passing on this stage!

**[21:19]** ---

—You lose!

**[21:28]** ---

—Wh-What are we supposed to do here?

**[21:30]** ---

—It has begun!

**[21:32]** ---

—This is where the stage  
—we came up with starts.

**[21:35]** ---

—We can't take these guys down  
—or run away from them!

**[21:38]** ---

—The difficulty is too high!

**[21:40]** ---

—Oh, come on. Put forth a little effort,  
—and you'll clear it easily, sir.

**[21:44]** ---

—No way that's true!

**[21:46]** ---

—And the controller keeps  
—morphing like mad, too.

**[21:48]** ---

—I can't put up with a  
—nonsensical game like this!

**[21:52]** ---

—Why, you!

**[21:54]** ---

—That's the greatest insult you  
—could fling against a game creator!

**[21:57]** ---

—In that case,

**[21:59] ---**

— I will show you how it's done, sir!

**[22:01] ---**

— Are you paying attention, sir?!

**[22:03] ---**

— Watch carefully...

**[22:08] ---**

— We got you!

**[22:08] ---**

— Poor Sergeant Keroro has  
— been sucked into the game world!

**[22:09] ---**

— Help me!

**[22:11] ---**

— Sarge!

**[22:12] ---**

— Stupid frog!

**[22:15] ---**

— Play your games one hour per day.

**[22:17] ---**

— Don't forget to save often.

**[22:27] [SONG] ---**

— Invaders!

**[22:27] [SONG] ---**

— Shinryakusha!!

**[22:34] [SONG] ---**

— Invaders!

**[22:34] [SONG] ---**

— Shinryakusha!!

**[22:36] [SONG] ---**

— Please give me love.

— Give me lots, lots more.

**[22:36] [SONG] ---**

— Ai o kudasai motto motto kudasai

**[22:39] [SONG] ---**

— Come on, it's not like

— you'll have less of it.

**[22:39] [SONG] ---**

— li ja nai no heru mon ja aru mai shi

**[22:43] [SONG] ---**

— I want to live my life for you,

**[22:43] [SONG] ---**

— Anata no tame ni ikite ikitai

**[22:47] [SONG] ---**

— As long as you'll let me live

— in the lap of luxury.

**[22:47] [SONG] ---**

—Zeitaku sasete kureru nara

**[22:50] [SONG] ---**

DO YA DO! What comes next in the dream?

**[22:50] [SONG] ---**

DO YA DO Yume no tsuzuki

**[22:54] [SONG] ---**

DO YA DO! Let me see what happens.

**[22:54] [SONG] ---**

DO YA DO Misasete yo ne

**[22:58] [SONG] ---**

I'll give it my darnedest best and do it,

**[22:58] [SONG] ---**

Ganbari-makutte yattaru de

**[22:59] [SONG] ---**

But even then, I'll take a break  
once in a while.

**[22:59] [SONG] ---**

Sondemo tama ni wa hito-yasumi

**[23:01] [SONG] ---**

How's that? How's that? How's that?

**[23:01] [SONG] ---**

Dosu ka? Dosu ka? Dosu ka?

**[23:03] [SONG] ---**

How about something like this?

**[23:03] [SONG] ---**

Konnan de dossu ka?

**[23:05] [SONG] ---**

When you're in that  
critically desperate situation,

**[23:05] [SONG] ---**

Zettai no zetsumei no pinchi wa

**[23:08] [SONG] ---**

Shake your hips and fake it!  
Dancing, dancing!

**[23:08] [SONG] ---**

Koshi futte gomakase danshin danshin!

**[23:12] [SONG] ---**

I want love and courage,  
and to be popular! (I want it...)

**[23:12] [SONG] ---**

Ai to yuuki to ninki hoshii yo~ (Hoshii~)

**[23:19] [SONG] ---**

I'll do it with spirit and guts!

**[23:19] [SONG] ---**

Konjou to kiai de yarimasu

**[23:23] [SONG] ---**

For crabbiness, drink milk for calcium!

**[23:23] [SONG] ---**

Ira-ira ni wa gyuunyuu de karushiumu!

**[23:27] [SONG] ---**

If things don't go well,

**[23:27] [SONG] ---**

Umaku ikanai nara

**[23:31] [SONG] ---**

That's because you are a stupid kid...

**[23:31] [SONG] ---**

Sore wa "bouya dakara sa..."

**[23:39] [SONG] ---**

Invaders!

**[23:39] [SONG] ---**

Shinryakusha!!

**[23:52] ---**

Lavie here. What should we do  
to stay cool during the summer?

**[23:56] ---**

I have a suffocatingly fired up  
big brother in the family,

**[23:58] ---**

and I can't even buy wind chimes,  
to say nothing of an air conditioner unit.

**[24:01] ---**

I do have a round paper fan  
I received as a gift, though.

**[24:03] ---**

Oh, I'm so sorry for asking  
such a strange question.

**[24:05] ---**

Never mind that. Next time we have  
before and after shots by yours truly.

**[24:08] ---**

"Keroro's Extreme Makeover:  
Dramatic Renovations Edition, Sir!"

**[24:12] ---**

"Dororo: Here I Come!  
Fateful Showdown, Sir!"

**[24:16] ---**

These two stories.  
How's that?

**[24:18] ---**

Ge-Gero!