Konjiki no Gashbell!! Makai no Bookmark (Import) FAQ

by kyoboy

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Konjiki no Gashbell! Makai no Bookmark FAQ

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|0. Disclaimer |
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Hi, and welcome to my Konjiki no Gash Bell FAQ. You're free to use this guide
for personal use, and if you feel like reproducing it elsewhere, ask for
permission first (it's common courtesy) or else I'll use the 10th spell in my
book to barbeque you! Just kidding.


Revision History
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v1.08 - Added the status abnormalities
v1.05 - Did some minor corrections here and there
v1.00 - Added some cheat codes
      - Listed all the bookmark names & effects I know
      - Finished pretty much all the sections
      - Started the FAQ

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|1. Introduction |
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This game is based on Konjiki no Gash Bell, an anime (and manga) series about
a boy named Kiyomaro that meets Gash Bell!, a demon with thunder powers, and
decides to help him defeat the other demons to become a 'kind ruler'.
About the game, it's some kind of Action RPG, in which you go beating the
enemies to level up, but without turn-based battles.

Let's move on!
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|2. Basics |
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A :        Casts selected spell (hold for improved effect)
B :        Attack
Hold B:    Sets your demon partner to attack the enemy continuously (hold B
           again for him to return to your side)
L :        Hold to select SA partner (up and down) or spell (left or right)
R :        Run
L+R:       SA Attack (uses up 1 SA orb)
Start:     Brings up menu
Select:    Changes selected character


-Pressing the B button many times will unleash a basic combo (which will
 be evolving throughout the game), that can be cancelled anytime into a
 spell or SA Attack.
-The game is pretty much straight-forward (complete all the stages and
 beat the enemies in the way), so there'd be no real reason to make a
 detailed walkthrough for it (besides, I don't even know japanese, to
 start with).
-Here's a list of all the status abnormalities:
 --Poison: you gradually lose HP
 --Doom: you can move, but you can't change character, can't attack and
         can't cast any spell
 --Stun: you can't move for a short time
 --Slow: you slow down
 --Confusion: you can't control the direction you're going to attack or
              cast a spell to


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|3. Characters |
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As you progress through the game, some characters will be joining you,
and you'll be learning more spells as well.
Here are the characters you can select:


Gash Bell
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The main character of the game, helped by Kiyomaro, his human partner.
His red book provides him with thunder spells.


Spell 1: Zakeru
Cost:    5
Desc:    Zaps the enemy with a thunder from his mouth


Spell 2: Rashirudo
Cost:    10
Desc:    Summons a thunder wall that reflects the enemy's attack


Spell 3: Jikerudo
Cost:    7
Desc:    Throws a magnetic ball that stuns the enemy temporarily


Spell 4: Zakeruga
Cost:    10
Desc:    A larger, condensed version of Zakeru
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Spell 5: Rauzakeru
Cost:     15
Desc:     Improves his offensive power


Tio
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The female demon, who along her partner Megumi, shares the wish to become a
'kind ruler' with Gash. Her orange book provides her with defensive spells.


Spell 1: Saisu
Cost:     5
Desc:     Throws a wind wave towards the enemy


Spell 2: Seushiru
Cost:     6
Desc:     Summons a barrier that protects her


Spell 3: Ma Seshirudo
Cost:     10
Desc:     Summons a powerful barrier that protects her against
          stronger attacks


Spell 4: Saifojyo
Cost:     20
Desc:     Summons a giant sword that heals her


Kyanchome
----------


A coward demon, fan of the famous actor Folgore (his partner),
whose yellow book provides him with shape-shifting spells.


Spell 1: Poruku
Cost:     2
Desc:     Turns into a giant ape-like creature, inmune to most attacks,
          though he actually can't attack like that


Spell 2: Poruku:Ladder
Cost:     2
Desc:     Turns into a ladder to bridge between separate mountains


Spell 3: Poruku:Hook
Cost:     2
Desc:     Turns into a hook to let you access higher/lower grounds


Spell 4: Poruku:Boat
Cost:     2
Desc:     Turns into a duck boat to let you cross rivers


Spell 5: Koporuku
Cost:     15
Desc:     Turns tiny-sized, inmune to any attacks, though his attacks
          cause little damage


Spell 6: Invincible Folgore
Cost:     12
Desc:     He and Folgore sing Folgore's song, and recover some HP


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|4. SA Attacks |
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These attacks are somewhat tricky. You'll call your SA partner, and he'll
perform his lv. 1 attack... and then you can choose another SA partner
to perform another attack (pushing A or B button until you get past the
gauge's mark) which level will be the times you had to push the button to
activate it (if you're required to push the button 3 times, it'll perform
a lv. 3 spell).
Sometimes, when finishing the SA Attack, both you and your SA partner
will perform a simultaneous spell.
The spells to choose from will depend on the character used and the initial SA
partner selected (as each combination has a different 'route' of choices),
though the spells may be listed like this:


Gash Bell & Kiyomaro
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Lv 1: Zakeru
Desc: A regular Zakeru spell


Lv 2: Zakeruga
Desc: A regular Zakeruga spell


Lv 3: Baou Zakeruga
Desc: Summons a dragon-shaped thunder


Lv 4: Rauzakeruga
Desc: Charges at the enemy several times


Tio & Megumi
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Lv 1: Saisu
Desc: A regular Saisu spell


Lv 2: Saifojyo
Desc: A regular Saifojyo (heals you)


Lv 3: Giga Ra Seushiru
Desc: A barrier encloses the enemy


Kyanchome & Folgore
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Lv 1: Poruku
Desc: Turns into a cannon and confuses the enemy


Lv 2: Dikaporuku
Desc: Turns into a giant foot that stomps on the enemy


Lv 3: Kopuruku
Desc: Lots of little Kyanchomes attack the enemy


Lv 3: Chichiwomoge
Desc: Folgore dances his famous song and heals you


Brago & Sherry
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Lv 1: Reisu
Desc: Launches a gravity ball towards the opponent

Lv 2: Grabirei
Desc: The gravity around the enemy crushes them against the ground

Lv 3: Gigano Reisu
Desc: Throws a giant gravity ball towards the opponent

Lv 4: Aian Grabirei
Desc: A massive version of Grabirei

Lv 4: Dioga Grabidon
Desc: A giant gravity ball tries to suck the enemy in

Lv 4: Rioru Reisu
Desc: Launches various gravity balls towards the opponent

Kid & Naso Naso ?
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Lv 1: Zegaru
Desc: Throws a laser attack at the enemy

Lv 1: Zegaruga
Desc: Throws a stronger, more condensed attack at the enemy

Lv 2: Zerusen
Desc: Shoots a pair of metal punches at the enemy

Lv 3: Giganozegaru
Desc: Hits the enemy with a spiral energy attack

Lv 3: Ganzu Zegaru
Desc: Takes out a gatling and shoots repeatedly at the enemy

Lv 3: Amu Zegaru
Desc: Runs towards the enemy and punches him with a giant robot hand

Lv 3: Koburuku
Desc: Lots of little Kids attack the enemy

Lv 4: Rajia Zerusen
Desc: Shoots a pair of rocket punches at the enemy

Won Lei & Lee Yen
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Lv 1: Gouredoruku
Desc: Performs a rising attack

Lv 2: Garuredoruku
Desc: Charges at the enemy with a spiral attack

Lv 3: Ganzu Baruren
Desc: Hits the enemy repeatedly with energy balls

Lv 4: Raou Dibauren
Desc: Projects a huge tiger that slashes the enemy several times
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Umagon & Sunbeam
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Lv 1-2: Shudoruku
Desc: Changes into an unicorn and charges at the enemy

Lv 3: Goushudoruku
Desc: A multi-hit version of Shudoruku

Lv 4: Guurupi!
Desc: Changes into an unicorn and shines upon the enemy


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|5. Bookmarks |
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As you progress through the story, you'll get different bookmarks to enhance
your characters.
Red bookmarks are to be used while in battle, and blue, green and yellow
bookmarks must be equipped on the character (purple bookmarks can't be used).
When you meet Kokomero (the mushroom-haired guy), you can ask him to recognize
your unknown bookmarks for you, and you'll be able to combine two bookmarks to
get a new one (note that not all combinations will work out; you might want to
use the 'recipes' below to make sure you get the desired bookmark).
*Note: when you get 100% completion on the bookmarks, Kokomero will tell
you about something called "Igirisu", and you'll be supposed to look for it...
though I'd appreciate a somewhat faithful translation.

Red bookmarks
--------------

001: Wakana
Recipe: 095x1 + 094x1
Effect: Recovers 50 HP

002: Hamachi
Recipe: 001x1 + 094x1
Effect: Recovers 100 HP

003: Mejiro
Recipe: 002x1 + 094x2
Effect: Recovers 200 HP

004: Buri
Recipe: 003x1 + 094x3
Effect: Recovers 300 HP

005: Kanburi
Recipe: 004x1 + 094x4
Effect: Recovers all HP

006: ? no Tane
Recipe: 095x1 + 090x1
Effect: Recovers 30 MP

007: ? no Shinnu
Recipe: 006x1 + 090x1
Effect: Recovers 50 MP

008: ? no Tsubomi
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Recipe: 007x1 + 090x2
Effect: Recovers 80 MP


009: ? no ?
Recipe: 008x1 + 090x3
Effect: Recovers 120 MP


010: ? no ??
Recipe: 009x1 + 090x4
Effect: Recovers all MP


011: Mikan
Recipe: 001x1 + 006x1
Effect: Recovers 30 HP and MP


012: Iyokan
Recipe: 002x1 + 007x1
Effect: Recovers 100 HP and MP


013: ? Mikan
Recipe: 005x1 + 10x1
Effect: Recovers all HP and MP


014: Hiko ?
Recipe: 011x1 + 017x2
Effect: Recovers 30 HP and MP of entire party


015: Ori ?
Recipe: 012x1 + 017x2
Effect: Recovers 100 HP and MP of entire party


016: ? no ?
Recipe: 013x1 + 018x2
Effect: Recovers all HP and MP of entire party


017: ??
Recipe: 095x1 + 088x5
Effect: ?


018: ? Ki ??
Recipe: 017x1 + 088x1
Effect: ?


019: Gedoku
Recipe: 001x1 + 092x1
Effect: Removes poison status


020: Oharai
Recipe: 006x1 + 089x1
Effect: Removes doom status


021: Mahi ? Shi
Recipe: 001x1 + 088x1
Effect: Removes stun status


022: ??
Recipe: 001x1 + 091x1
Effect: Removes slow status


023: Relax
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Recipe: 001x1 + 090x1
Effect: Removes confusion status

024: Moudoku
Recipe: 019x2 + 092x1
Effect: Casts poison status on yourself

025: Juuzo
Recipe: 020x2 + 092x1
Effect: Casts doom status on yourself

026: Masui
Recipe: 021x2 + 092x1
Effect: Casts stun status on yourself

027: Donka
Recipe: 022x2 + 092x1
Effect: Casts slow status on yourself

028: Sakuran
Recipe: 023x2 + 092x1
Effect: Casts confusion status on yourself

029: Mikiwanu
Recipe: 095x1 + 092x3
Effect: Can recognize an unknown bookmark


Blue bookmarks
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030: ??
Recipe: 095x1 + 093x1
Effect: Raises strenght by 1

031: ??
Recipe: 030x1 + 093x1
Effect: Raises strenght by 2

032: ??
Recipe: 031x1 + 093x1
Effect: Raises strenght by 3

033: ?
Recipe: 032x1 + 093x3
Effect: Raises strenght by 5

034: ?
Recipe: 033x1 + 093x3
Effect: Raises strenght by 7

035: ???
Recipe: 034x1 + 093x3
Effect: Raises strenght by 10

036: Baltoro
Recipe: None (got by levelling Gash up to lv. 30 and asking Kokomero)
Effect: Raises strenght by 20

037: ? no ? Ri
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Recipe: 095x1 + 089x1
Effect: Raises defense by 1

038: ? no ? Ri
Recipe: 037x1 + 089x3
Effect: Raises defense by 2

039: ? no ? Ri
Recipe: 038x1 + 089x3
Effect: Raises defense by 3

040: ? no ? Ri
Recipe: 039x1 + 089x3
Effect: Raises defense by 5

041: ?? no ? Ri
Recipe: 040x1 + 089x3
Effect: Raises defense by 7

042: ?? no ? Ri
Recipe: 041x1 + 089x3
Effect: Raises defense by 10

043: Kikuropu
Recipe: None (got by levelling Tio up to lv. 30 and asking Kokomero)
Effect: Raises defense by 20

044: Yasashisa
Recipe: 095x1 + 091x1
Effect: Raises magic power by 1

045: Shitashimi
Recipe: 044x1 + 091x3
Effect: Raises magic power by 2

046: Omoiyari
Recipe: 045x1 + 091x3
Effect: Raises magic power by 3

047: Atatakasa
Recipe: 046x1 + 091x3
Effect: Raises magic power by 5

048: Shinrai
Recipe: 047x1 + 091x3
Effect: Raises magic power by 7

049: Sonkei
Recipe: 048x1 + 091x3
Effect: Raises magic power by 10

050: Sofisu
Recipe: None (got by levelling Kyanchome up to lv. 30 and asking Kokomero)
Effect: Raises magic power by 20

051: Bantamu
Recipe: 001x1 + 037x1
Effect: Raises max HP by 20

052: Fesseru
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Recipe: 001x1 + 039x1
Effect: Raises max HP by 50


053: Midoru
Recipe: 001x1 + 040x1
Effect: Raises max HP by 100


054: Hebii
Recipe: 001x1 + 042x1
Effect: Raises max HP by 200


055: ??
Recipe: 006x1 + 044x1
Effect: Raises max MP by 20


056: ??
Recipe: 006x1 + 046x1
Effect: Raises max MP by 50


057: ??
Recipe: 006x1 + 047x1
Effect: Raises max MP by 100


058: ??
Recipe: 006x1 + 049x2
Effect: Raises max MP by 200


059: ?? no Gaki
Recipe: 095x1 + 030x2
Effect: Raises strength, defense and magic power by 1


060: ?? no Gaki
Recipe: 095x2 + 032x2
Effect: Raises strength, defense and magic power by 3


061: ?? no Gaki
Recipe: 095x2 + 034x2
Effect: Raises strength, defense and magic power by 5


062: (a "T" upside-down)
Recipe: 037x5 + 033x1
Effect: Raises strenght by 5, lowers defense by 10


063: (a "C" rotated left 45 degrees)
Recipe: 030x5 + 040x1
Effect: Lowers strength by 10, raises defense by 5


064: (#062 and #063)
Recipe: 062x1 + 063x1
Effect: Raises strenght and defense by 5


065: ? Shii ??
Recipe: None
Effect: Raises strength, defense and magic power by 20



Green bookmarks
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066: ??
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Recipe: 018x1 + 088x30
Effect: Powers up Gash's SA Attack

067: ??
Recipe: 018x1 + 089x30
Effect: Powers up Tio's SA Attack

068: ??
Recipe: 018x1 + 090x30
Effect: Powers up Kyanchome's SA Attack

069: ??
Recipe: 018x1 + 091x30
Effect: Powers up Brago's SA Attack

070: ??
Recipe: 018x1 + 092x30
Effect: Powers up Kid's SA Attack

071: ??
Recipe: 018x1 + 093x30
Effect: Powers up Won-Lei's SA Attack

072: ??
Recipe: 018x1 + 094x30
Effect: Powers up Umagon's SA Attack

073: Dokyoke
Recipe: 024x3 + 070x1
Effect: Prevents against poison status

074: Noruiyoke
Recipe: 025x3 + 067x1
Effect: Prevents against doom status

075: Mahishirasu
Recipe: 026x3 + 066x1
Effect: Prevents against stun status

076: Slow Nashi
Recipe: 027x3 + 069x1
Effect: Prevents against slow status

077: Nuiseki
Recipe: 028x3 + 068x1
Effect: Prevents against confusion status

078: Naomi
Recipe: None (Naomi, the girl in the park, will give it to you)
Effect: Prevents against all status

079: Kokatsu no ?
Recipe: 024x3 + 080x1
Effect: You lose 2 HP gradually

080: ?? no ?
Recipe: 051x5 + 059x3
Effect: You recover 2 HP gradually

081: ?? no ?
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Recipe: 055x5 + 059x3
Effect: You recover 1 MP gradually

082: ?? no ?
Recipe: 055x5 + 059x3
Effect: You recover 2 HP and 1 MP gradually

083: Moruha
Recipe: 058x1 + 079x1
Effect: Improves critical attack rate

084: Erusu
Recipe: 010x1 + 069x1
Effect: ?

085: Joker
Recipe: 084x3 + 069x1
Effect: ?

086: ??
Recipe: 016x5 + 044x5
Effect: ?

087: ??
Recipe: 018x5 + 044x10
Effect: You can seldom perform SA attacks without using up SA orbs (maybe
        depending on your HP?)


Yellow bookmarks
----------------

088: ?
Recipe: None (found anywhere)
Effect: contains a hint to make #066

089: ?
Recipe: None (found anywhere)
Effect: contains a hint to make #067

090: ?
Recipe: None (found anywhere)
Effect: contains a hint to make #068

091: ?
Recipe: None (found anywhere)
Effect: contains a hint to make #069

092: ?
Recipe: None (found anywhere)
Effect: contains a hint to make #070

093: ?
Recipe: None (found anywhere)
Effect: contains a hint to make #071

094: ?
Recipe: None (found anywhere)
Effect: contains a hint to make #072
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095: ??
Recipe: 088x1 + 089x1
Effect: ?

096: ??
Recipe: 014x7 + 015x7
Effect: ?

097: ??
Recipe: 020x10 + 086x1
Effect: ?

098: ???
Recipe: None
Effect: ?

099: Sebasu
Recipe: 049x1 + 061x1
Effect: speeds up spells' improvement gauge

100: Fein
Recipe: None (got by getting a 100 hit combo and asking Kokomero)
Effect: speeds up your character

101: Vulcan
Recipe: 102x1 + 103x4
Effect: you get more experience from enemies

102: Hako
Recipe: None (found in the castle)
Effect: ?

103: Waribashi
Recipe: None
Effect: ?

104: ? no Recipe
Recipe: 029x1 + 001x1
Effect: shows the recipe for #002

105: ? no Recipe
Recipe: 029x1 + 006x1
Effect: shows the recipe for #008

106: ?? Recipe
Recipe: 029x1 + 019x1
Effect: shows the recipe for #019

107: ?i Recipe
Recipe: 029x1 + 030x1
Effect: shows the recipe for #031

108: ?i Recipe
Recipe: 029x1 + 037x1
Effect: shows the recipe for #040

109: ?i Recipe
Recipe: 029x1 + 044x1
Effect: shows the recipe for #046
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110: ?i Recipe
Recipe: 104x1 + 105x1
Effect: shows the recipe for #085

111: Rauzakeru
Recipe: None (got after finishing the game)
Effect: The character you equip this on gets a 0-cost Rauzakeru spell

112: Seushiru
Recipe: None (got after finishing the game?)
Effect: The character you equip this on gets a 0-cost Seushiru spell

113: Koporuku
Recipe: None (got after finishing the game?)
Effect: The character you equip this on gets a 0-cost Koporuku spell


Purple bookmarks
----------------

114: Kokoro
Got by: defeat one of the various bosses

115: Yobidashi
Got by: defeat one of the various bosses

116: Load
Got by: finish the game

117: ?? no ?
Got by: ?

118: ?? no ?
Got by: ?

119: ?? no ?
Got by: ?


Hidden bookmarks
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I guess these bookmarks can only be gotten by cheating. They show up
in the bookmark list, and work properly, but they don't add up on the
completion percentage (and there is the chance that they may screw
up your game, though I'd doubt that).

120: Zakeru (yellow)
Got by: use the cheat code below with XX=71
Effect: The character you equip this on gets a 0-cost Zakeru spell

121: Zakeruga (yellow)
Got by: use the cheat code below with XX=72
Effect: The character you equip this on gets a 0-cost Zakeruga spell

122: 101 ?? (purple)
Got by: use the cheat code below with XX=79

123: ?? no ? (purple)
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Got by: use the cheat code below with XX=7A


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 |6. Cheat codes |
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Here are the cheats I found for the VBA. Use them with caution,
and all that stuff.

Effect: Get any bookmark after combining
Code: 3200728E:00XX
Desc: Select a couple of bookmarks to form a valid combination, and
      before combining them, replace XX with the number of the bookmark
      you want to get minus one (in hexadecimal)
*Note: to get the purple bookmarks, add two to the result
*Note 2: this is a GameShark code

Effect: Defeat instantly the last boss (1st phase)
Code: 020002CE:0001
Desc: It'll only require a hit to defeat the last boss (don't defeat
      him with the cheat on)

Effect: Defeat instantly the last boss (2nd phase)
Code: 020001D2:0001
Desc: It'll only require a hit to defeat the last boss (don't defeat
      him with the cheat on)



Well, that should be it for now.
As always, if you got any corrections or suggestions to make, send me a
e-mail with a subject similar to: "Gash Bell FAQ" to the address written at
the top of this FAQ, and you'll be credited.
Please do not e-mail me to ask questions about the actual series (use Google).

Thank you for reading (or simply scrolling) this far!! See ya!
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