

Dungeon Kid FAQ/Walkthrough (JIS)

by LastBossKiller

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Dungeon Kid (Famicom)
Guide by E. Phelps, ver. 1.0
(aka LastBossKiller)

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- - - = = = ===== Disclaimer ===== = = = - - -
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---Viewing This Document---

This document contains Japanese text. To view it correctly, set your browser or word processor to view "Shift-JIS" format. For example, if you are using Internet Explorer, using the dropdown menu, go to View -> Encoding -> More -> Japanese (Shift-JIS). You could, instead, open this document with Microsoft Word, and it will ask you about the encoding automatically, allowing you to select Shift-JIS.

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- - - = = = ===== Intro ===== = = = - - -
- - - = = = ===== = = = - - -

Dungeon Kid is a first person RPG released on the NES/Famicom in 1990 and features an "edit mode" in which you can alter the default game and make your own version of the game. This would have been super fun back in the days of the NES, although RPG maker type games have advanced well beyond this game in the modern day. The pre-loaded sample game is fun for a quick, old school RPG if you want a diversion that won't take a lot of time. And who knows? Maybe you can get a buddy to try your version of the game if you want to put some effort into using the edit mode.

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- - - = = = == Game Mechanics = = = - - -
- - - = = = ===== = = = - - -                                [sec1]

```

In the "Game Mechanics" section, I describe the basic elements of the game mode which will be unaffected by any changes in the edit mode.

```

=====
-----= Starting a New Game -----[sec1a]---
=====

```

To start playing the game, choose "Game" on the title screen. You will then see the options:

- はじめて - "Begin". Start a new game.
- つづき - "Continue". Load a saved game.

If you are starting a new game, you will be asked to choose your character names and classes. Under the なまえ ("Name") column, press "A" and up/down to change the letters in your three characters' names. The default names are: ぼく ("Me"), なかま1 ("Ally 1"), and なかま2 ("Ally 2").

You can also change the classes of your characters by changing the settings in the second column, under the title せいかく ("Personality"). The various character classes are listed in the following section.

Choose the しゅうりょう ("Complete") option when you are happy with your character settings.

```

=====
-----= Character Classes -----[sec1b]---
=====

```

When starting a new game, the player has the option to choose three characters among the following classes.

ようせい - "Fairy". Has the highest speed and levels up the fastest of all character classes. Has good magic defense, but low attack power, low HP, and is low MP. Can use magic.

とうぞく - "Thief". A character with decent attack power and HP. Also has high speed, but cannot use magic and will not be a very strong character later in the adventure.

きし - "Knight". This character has great stats all around. He does have a slow level up rate, however, and cannot use magic.

まほうつかい - "Magician". Character with a high maximum MP, but low HP and strength. Also levels up slowly. Can use magic, obviously.

まほうけんし - "Magic Fencer". Above average stats in all categories. Can use magic.

そうりょ - "Priest". This character has decent stats in all categories. Can use magic.

まじゅつし - "Wizard". A fast character with the highest magic potential of all the characters, but has low HP and attack power.

けんし - "Fighter". A fast character with very high attack and defense. Cannot use magic.

ゆうしゃ - "Hero". Above average in all categories. Can use magic.

ばんぞく - "Savage". Has a very high attack power after several levels up, although he seems below average early in the game. Cannot use magic.

とうし - "Fighter". An average character in all categories. Unable to use magic.

せんし - "Soldier". Has high HP and attack power, but is slow. Cannot use magic.

```
=====
-----= Town =-----[seclc]----
=====
```

There is a single town in this game, where you can rest, save your game, buy items, and cure status ailments.

In town, you have the following menu options:

やどや - "Inn"
しょうてん - "Shop"
きょうかい - "Church"
たびにでる - "Depart on journey"
せーぶする - "Save"

Each of these options is explained below:

やどや - "Inn". In the inn, select はい ("Yes") to pay the fee and rest, restoring your HP and MP to maximum. The fee is 10 gold in the sample game, but you can change this in edit mode.

しょうてん - "Shop". In the shop, you have the following menu options:
かいにきた - "Came to buy"
うりにきた - "Came to sell"

If you choose to buy, you have the following options:

ぶき - "Weapons"

ぼうぐ - "Armor"

かぎ - "Keys"

そのた - "Other"

The available items and their prices are adjustable in edit mode.

きょうかい - "Church". In church, you have the following options (the fees are adjustable in edit mode):

いきかえらせる - "Resurrect". Revive a dead party member. The fee is 100 gold in the sample game.

どくのちりょう - "Cure poison". Remove poison status. The fee is 10 gold in the sample game.

のろいをとく - "Remove curse". Remove curse status. The fee is 100 gold in the sample game.

たびにでる - "Depart on journey". Go to the dungeon.

せーぶする - "Save". Brings up the following menu options:

かーとりっじにせーぶ - "Save to cartridge". Regular game save.

たーぼふあいるにせーぶ - "Save to turbo file". A backup save that won't work on an emulator.

```
=====
-----= Walking Menu =-----[sec1d]---
=====
```

While exploring the dungeon, press "A" to bring up the following menu options:

まほう - "Magic". After selecting this option, select a character whose spells you want to see or use. Spells are categorized into the following four types: こうげき ("Attack"), ぼうぎょ ("Defense"), かいふく ("Recovery"), そのた ("Other").

もちもの - "Inventory". Selecting this option brings up the following options: つかう ("Use"), わたす ("Transfer"), すてる ("Discard"), みる ("View"). Choose one of these options, then the character whose inventory you want to interact with.

つよさをみる - "View strength". Shows a character's status menu.

```
=====
-----= Status Menu =-----[sec1e]---
=====
```

The status menu shows the following stats:

LV - "Level"

HP - "Hit points"

MP - "Magic points"

EX - "Experience"

ちから - "Strength"

すばやさ - "Speed"

こうげき力 - "Attack strength"

しゅび力 - "Defensive strength"

Press "A" to show the next page, which simply shows you the amount of experience you need to level up.

```
=====
-----= Battle =-----[sec1f]---
=====
```

Battles in this game are just like your typical Dragon Quest clone. Some points to note that often vary from game to game:

- (1) Your characters cannot retarget midturn if the enemy they were set to attack is killed by another party member before they act.
- (2) Experience is shared amongst all party members, so the total experience given by a monster is divided by 3 if all members are alive.
- (3) Each party member can try to run from battle, giving you three chances for success. If one succeeds, all members escape.

```
=====
-----= Battle Menu -----[sec1g]---
=====
```

During battle, each party member can choose from the following actions:

たたかう - "Fight". Regular physical attack.

にげる - "Run".

まほう - "Magic". Cast a spell.

もちもの - "Inventory". Use an item carried by this character.

```
=====
-----= Status Ailments -----[sec1h]---
=====
```

Next to a character's name is shown a single Japanese letter which signifies that character's current condition. Here are the letters and the status they indicate:

げ - Normal.

の - Cursed. Not sure what this does, but it can't be good.

ど - Poisoned. A poisoned character is damaged as he/she walks, but not during battle.

し - Dead.

```
=====
-----= Equipment and Magic -----[sec1i]---
=====
```

Equip weapons by "using" them in your inventory. There is no indication about which items you have equipped, except that the equipped items will be listed in the first two slots of your inventory. Equipment is limited to one weapon and one piece of armor.

Magic is learned by leveling up. All magic users learn the same spells at the same levels. The level a spell is learned at can be adjusted in the edit mode.

```
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- - - = = = ===== Edit Mode ===== - - -
- - - = = = ===== = = = - - - [sec2]
```

```
=====
-----= Getting Started -----[sec2a]---
=====
```

If you choose edit mode and already have a saved game in progress, the game will require you to first delete your save file. It will ask if you want to delete it, with the options: はい ("Yes") or いいえ ("No"). It will then ask you if you really want to, asking you to say "yes" again.

In edit mode, you will see the following menu options:

エディットモード にはいる - "Enter Edit Mode"
さんぷるげーむ のロード - "Load Sample Game"
ターボファイル からロード - "Load from Turbo File"
ターボファイル にセーブ - "Save to Turbo File"

The game comes pre-loaded with a sample game. If you choose "Enter Edit Mode", you will be able to view the sample game and edit it as much as you like. All of your changes will be saved automatically.

If you want to delete your changes and restore the game back to the original sample game, select the "Load Sample Game" option.

The options relating to the turbo file allow you to save or load a backup version of the game. The original game cartridge had a physical switch which could be flipped to "lock" the turbo file and prevent you from saving over it. This means that, if you are playing on an emulator, you won't be able to use the turbo file since you cannot flip a physical switch to make the turbo file accessible. It's ok, since you can save all of your progress anyway. You just won't have an extra backup.

```
=====
-----= Fantasy or Sci-Fi? -----[sec2b]---
=====
```

The first option you have to choose from when you enter edit mode is the following:

ファンタジー - "Fantasy"
SF - "Sci-Fi"

The only difference between the fantasy and sci-fi options is the look of the game. The town, dungeon, character, and enemy graphics will all either be fantasy themed (meaning knights, wizards, goblins and such) or sci-fi themed (aliens, robots, futuristic stuff). The names of the characters and enemies, their abilities, and the map layouts will all be unaffected by this decision.

```
=====
-----= Main Menu -----[sec2c]---
=====
```

After choosing a theme, you will enter the main menu for the edit mode. You can change almost anything in the game, such as the map layout, the enemies and their abilities, dialogue in the game, including the beginning and ending text, and much more. Here are the menu options:

MAP をつくる - "Map Creation"
アイテムのせってい - "Item Settings"
まほう のせってい - "Magic Settings"
みかた のせってい - "Ally Settings"
てき のせってい - "Enemy Settings"
まち のせってい - "Town Settings"
そのた のせってい - "Other Settings"

Each of the options in this menu is explained in its own section below.

```
=====
-----= Map Creation -----[sec2d]---
=====
```

When you choose the "Map Creation" option, you will see an image in the upper-left corner of the screen that represents a portion of the in-game map. This portion is one quadrant of one of the floors in the game. You can choose

to look at a different quadrant by moving the cursor to the small map in the upper-right corner of the screen and selecting a different quadrant.

The upper-right corner of the screen also shows the current floor that you are viewing, as indicated by the "H", which represents "height". Confusingly, the higher the "H" value, the lower the in-game floor number. So, if you set a staircase leading upwards, it will lead to the floor with the next lower "H" value. The values "X" and "Y" represent the horizontal and vertical positions on the map that the cursor is hovering over.

On the right side of the screen are several icons that can be used to place things on the map. Each of these icons will be explained in detail below. Here are what the icons represent:

Wall	Treasure	Stairs up	Stairs down
Door	Locked door	Trap	Warp tile
Enemy	Hint	Start	End
Wall fill	Maze test	Floor up	Floor down
			Menu

Here are the explanations for each icon:

Wall - Select this icon, then move the cursor over the map and press "A" to place walls at the indicated position. Press "B" to remove walls, leaving a blank space.

Treasure - Select this icon, then place the cursor over the map and press "A" to place a treasure at the indicated position. You will then need to choose what's in the treasure. The options are: おかね ("Money"), とらっぷ ("Trap"), and ITEM. Treasure with money always give 10 gold. If you select "trap", indicate the type of trap: どく ("Poison"), けが ("Damage"), or のろい ("Curse"). If you choose "item", you will then have to choose which item, which can be anything in the game. You can place a maximum of 15 treasure chests on each floor. When you select the treasure icon, the game will tell you how many treasure chests you are still able to set.

Stairs up - Sets a staircase leading to the next floor upwards (which means the floor with one lower "H" value). It automatically places a staircase leading downwards on the upper level. You can set a maximum of 5 staircases (up or down combined). Cannot be placed on the highest floor (H = 1).

Stairs down - Sets a staircase leading to the next floor downwards (meaning the next highest "H" value). It automatically places a staircase leading upperwards on the upper level. You can set a maximum of 5 staircases (up or down combined). Cannot be placed on the lowest floor (H = 8).

Door - Places an unlocked door on the map. It must be set in a location that allows the player to pass from one blank tile to another on the opposite side, and it must be placed in a location where there are walls on the sides of the door. In other words, they can only be placed in locations where it would make sense to have a door.

Locked door - Places a locked door on the map. Must be placed with the same criteria that an unlocked door would be placed (see above). If you set a locked door, you will be asked to select the key which will unlock it. You can place a maximum of 5 locked doors on each floor.

Trap - Place a trap on the map. These traps simply do damage to the player and there is no limit to the number of traps per floor.

Warp tile - Place a warp tile on the map. You will then be asked to select

the location that this will warp you to. You can even make it warp you to a different floor if you like by using the arrow icons to move to a different "H" level and setting the connecting warp tile wherever you like. You can have a maximum of 5 pairs of warp tiles in the whole game.

Enemy - This places a non-random encounter with an enemy on the map. After placing it on the map, you will be asked to choose which enemy the player will battle, out of the entire list of created enemies. You can place a maximum of 10 non-random encounters on each floor.

Hint - Places a "Hint Message" on the map. These display text when the player walks over them, which you can set by using the "Other Settings" option from the main menu. You can place a maximum of 5 hint messages in the whole game.

Start - Place this on the map to indicate where the player begins exploring the dungeon when they enter it from town. This can only be set in one location in the entire game.

End - Place this icon on the map to indicate where the player must go to beat the game. When the player walks over this tile, the ending text is shown and the game ends. It can only be placed in one location in the entire game.

Wall fill - This will cover the entire quadrant you are viewing with walls.

Maze test - Select this option, then select a location within your map, to walk around your map from the player's perspective. Press "B" to return to the editing screen.

Floor up - Changes the floor that you are viewing/editing to the one with the next highest "H" value.

Floor down - Changes the floor that you are viewing/editing to the one with the next lowest "H" value.

Menu - Return to the main menu screen.

```
=====
-----= Item Settings -----[sec2e]---
=====
```

Under item settings, you can change several aspects of game items, such as how strong a weapon is, it's value in gold, and whether or not it's sold in town. You will have the following four options:

- ぶき - "Weapons"
- ぼうぐ - "Armor"
- かぎ - "Keys"
- そのた - "Other"

Under the weapons menu, you can change the name of a weapon by changing the text under the なまえ ("Name") column. You can change the attack power of the weapon by changing the value under the column こうげき力 ("Attack Strength"), which can also be a negative number if you want the weapon to be a cursed item. Change the value under the ねだん ("Cost") column to change how much the item costs in the shop. You can place an asterix (*) on the far right column to indicate whether or not the item is sold in the shop.

The armor menu works the same as the weapons menu, except you adjust the しゅび力 ("Defensive Strength") of the item, which can be negative for cursed items.

In the keys menu, you can change the names of the keys, their value, and whether or not they are sold in stores.

Under the "Other" menu, you can change the names and values of the items in the game and whether or not they are sold in stores. Unfortunately, you can't change the effects that the items have.

```
=====
-----= Magic Settings =-----[sec2f]----
=====
```

When you select "Magic Settings", you will be able to adjust parameters related to spells. There are four menu options to choose from:

こうげきのまほう - "Attack Magic"
ぼうぎょのまほう - "Defensive Magic"
かいふくのまほう - "Recovery Magic"
そのた のまのう - "Other Magic"

Each spell has a number associated with it, indicated on the left side of the screen. You can change the name of each spell by changing the text under the なまえ ("Name") column. You can change the level at which the spell is learned by changing the number under the LV ("Level") column, and you can change the MP cost needed to cast the spell by changing the number under the MP column.

For attack magic, you can change the strength of the spell by changing the number under the こうげき力 ("Attack Strength") column. For defensive magic, change the amount that the spell increases a character's defense by changing the value under the ぼうぎょ力 column. For recovery magic, change the amount of HP that is recovered when casting the spell by changing the number under the かいふく力 ("Recovery Strength") column.

```
=====
-----= Ally Settings =-----[sec2g]----
=====
```

In the "Ally Settings" menu, you see the following two options:

きゃらくたーみる - "View Characters"
せっている - "Setup"

If you choose "View Characters", you will see all of the playable character graphics available in the game (they look different if you choose the fantasy or sci-fi option), and a number corresponding to each one. You use these numbers to refer to the graphic to select it, so remember the number if you're interested in using a graphic.

If you choose the "Setup" command, you will see the following options:

じぶん - "Yourself"
なかま1 - "Ally 1"
なかま2 - "Ally 2"

Change the number next to these to change which graphic will be used for each character. This does not affect the character classes that are used during the game. That option is set by the player when they start a new game.

```
=====
-----= Enemy Settings =-----[sec2h]----
=====
```

When you select the "Enemy Settings" option, you will first be presented with

the following two options:

きゃらくたーみる - "View Characters"

せっている - "Setup"

If you choose "View Characters", you will see all of the available enemy graphics in the game (they look different if you choose the fantasy or sci-fi option), and a number corresponding to each one. You use these numbers to refer to the graphics, so remember the number of the graphic you're interested in using. In this screen, you have the options すすむ ("Go Forward") and もどる ("Go Back"), so you can view other pages with more enemies.

Choose the "Setup" option to make changes to enemy stats.

In the setup mode, you will be shown the stats of a single enemy, whose number is indicated next to the phrase: てき NO. ("Enemy number"). Change this value by putting the cursor over the number, pressing "A", then pressing up or down. Press "A" to set the number when you're happy with the enemy number. All of the stats shown will be automatically refreshed to reflect the current statistics of the chosen enemy. There are a maximum of 40 different enemies.

There are two pages of stats to set for each enemy. Change the page shown by using the options at the top of the screen: ページ1 ("Page 1") and ページ2 ("Page 2").

The adjustable stats on page 1 are:

てき NO. - "Enemy Number".

なまえ - "Name".

#ふるあにしゅつげん - "Appears on floor #". Change the # to change which floor the enemy appears on during random encounters. You can also set it to とくていのばしょ ("Special Locations") to specify that the enemy only appears in non-random encounters.

だんたいこうどう/たんどくこうどう - "Group Behavior" or "Independent

Behavior". Choose whether this enemy appears in groups with other monsters or alone.

グラフィックNO. - "Graphic Number". Select which graphic is used to represent this enemy, using the numbering system that you can see by selecting "See Characters" from the previous menu.

HP - "Hit Points".

こうげき力 - "Attack Strength".

ぼうぎょ力 - "Defensive Strength".

すばやさ - "Speed".

The adjustable stats on page 2 are:

まほう ぼうぎょ力 - "Magic Defense".

つかえるまほう - "Magic It Can Use". Select a spell that the enemy can cast.

Choose なし ("None") if you don't want it to have a spell. See the "Spells" section of this guide for the list of spells.

まほう - "Magic". You can set a second spell here that the enemy can use.

プレイヤーにあげる - "Gives the player". Set the experience, gold, and droppable items that the player receives when defeating this enemy.

EXP - "Experience".

おかね - "Money".

アイテム - "Item". Select なし ("None") if the enemy doesn't drop any items. See the "Items" section of this faq for the list of items.

てき メッセージ - "Enemy Message". Choose a pre-battle message that is displayed when the enemy appears, like "I congratulate you on making it this far!" The message dialogue is set in the "Other

Settings" option from the main menu. Set the message number to zero if you don't want this enemy to display a pre-battle message.

```
=====
-----= Town Settings =-----[sec2i]---
=====
```

In the town settings, you can make changes to the text shown and a few other things when you visit town locations. You see the following three options:

- やどや - "Inn".
- しょうてん - "Shop".
- きょうかい - "Church".

In the inn, you can change the innkeeper's dialogue (top window) and change the fee for resting (bottom window).

In the shop, you can change the shopkeeper's dialogue. The prices for the items are changed elsewhere, from the "Item Settings" option in the main menu.

In the church, you can change the priest's dialogue (top window) and the prices for the following three services:

- いきかえらせる - "Resurrect".
- どくのちりょう - "Cure poison".
- のろいをとく - "Remove curse".

```
=====
-----= Other Settings =-----[sec2j]---
=====
```

Selecting the "Other Settings" option allows you to change some of the text in the game. The options are:

- オープニングメッセージ - "Opening Message"
- エンディングメッセージ - "Ending Message"
- ヒント メッセージ - "Hint Message"
- テキ メッセージ - "Enemy Message"

Change the opening message to change the text that is shown when a player starts a new game, so that you can change the story of the game.

Change the ending message to change the text that is shown when a player beats the game.

Hint messages are displayed when you walk onto certain tiles in a dungeon. You could use it as an NPC in the dungeon that says, "Hi, you should go North to find the super awesome item!", or it could say something descriptive like, "This room smells like a bathroom stall." You can have a maximum of 5 different hint messages displayed in the game.

Enemy messages are displayed at the beginning of battle when you encounter certain enemies. You can set which enemies say these messages in the "Enemy Settings" option from the previous screen. They are generally something like, "I am impressed you made it this far, but now you will die!" You can have a maximum of 5 different enemy messages.

This section is a walkthrough for the sample game that Dungeon Kid comes pre-loaded with.

```
=====
-----= The Beginning =-----[sec3a]-----
=====
```

At the beginning, set your character names and classes. See the instructions at the beginning of this faq for help. I used the default character classes, but there are surely better classes to use. The どうし ("Fighter") class was particularly bad late in the game for me.

You see the introductory story: "In a time when the world was still full of swords and magic, there was a kingdom rich in forests and water. There was one town called Pixel in which a strange wizard appeared and kidnapped all of the young girls. Having heard rumors of this occurrence, you, the hero, have arrived at Pixel to help."

You begin the game inside of town. You have 150 gold and no items. First, enter the Shop (しょうてん). In the shop, you can buy (かいにきた) or sell (うりにきた) items. Obviously, we need to buy items. You can choose to buy items from the following categories:

ぶき - "Weapons"
ぼうぐ - "Armor"
かぎ - "Keys"
そのた - "Other"

See the "Weapons", "Armor", "Keys", and "Items" sections below if you want a translation of the item names and their strengths and effects. If you have much RPG experience, then you will probably have a good idea of what to do. All of the characters can equip any weapon or armor, so I recommend buying 3 Common Staves, 2 Hemp Clothes, and one Leather Armor since this is all you can afford.

Save your game using the せーぶする ("Save") option in town, then selecting かーとりっじにせーぶ ("Save to cartridge").

Enter the dungeon by selecting the option たびにでる ("Depart on journey").

In the dungeon, equip your weapons and armor by "using" them. Use them by pressing "A" to bring up the menu, then selecting みちもの ("Inventory"). Choose a character, then select つかう ("Use"). Place the cursor over the item and press "A" to equip it. There is no indication that the item is equipped, but if you have more than two items in your inventory, the ones that are equipped will be the first two items listed.

As in any RPG, you first want to level up a few times by fighting the weaker enemies near the dungeon entrance. Return to town to rest and save periodically.

One step North and one step West from the entrance, a message will appear that says: "I am the village elder. Hurry, save everyone!"

When you are confident with delving further into the dungeon, you can seek a treasure chest that contains a Short Sword on this floor in the Northwest corner. There is also a Leather Armor in the Northeast corner.

You will want to accumulate gold and upgrade your equipment whenever possible.

=====

-----= The Door Key =-----[sec3b]---

=====

The first boss can be found by going up some stairs in the Southeast corner of the first floor. On the second floor, make your way to the Northwest corner to battle the enemy: Sneak Thief (こそどろ). Defeat it to get the Hawk Eye (たかのひとみ). With the Hawk Eye in your inventory, an auto-map feature will automatically appear in the upper-right corner of the screen as you wander the dungeon. The current floor and your x/y-position are also shown.

Return to the first floor, then go up the stairs that are directly North from the entrance. From there, make your way to the Northern portion of the map to find an encounter with the second boss: Orc Leader (おーくのかしら). Defeat him to get the Door Key (どあのかぎ).

=====

-----= The Radiant Sword =-----[sec3c]---

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With the Door Key, you will be able to get the Radiant Sword, which is the best sword in the game. Return to the Northwest corner of floor 2F, where you fought the Sneak Thief. Then go directly South to find a locked door. Use the Door Key to pass through the door.

Beyond the door, you can find a warp tile that will take you to 1F. Nearby is the third boss: Lich (りっちー). Defeat him to get the Radiant Sword (かがやきのけん). The character equipped with this will be able to kill most enemies in the game in one hit, making your life much easier.

=====

-----= The Secret Key =-----[sec3d]---

=====

Make your way to the floor B1 by going down some stairs located just East of the dungeon entrance (you can use the Door Key to reach it quickly via a "shortcut").

On B1, in the Southeast corner, you can find a chest containing a Flair Staff (ひらめきのつえ).

Go toward the Northern part of the map to find a locked door. Use the Door Key to pass through and take some stairs to floor B2.

Near the Northeastern part of the floor, you can find the next boss: Hell Knight (へるないと). Defeat him to receive the Secret Key (ひみつのかぎ).

=====

-----= Endgame =-----[sec3e]---

=====

Go down the stairs in the Northeastern part of B2 to reach floor B3.

On B3, you can get the Cursed Clothes (のろいのごろも) in the Northwestern corner. You don't want to equip it, but you can sell it for a lot of money in town.

Just a little Southwest from the stairs, you can find a locked door. Use the Secret Key to pass the door and find the Light Key (ひかりのかぎ).

In the Southwest region of the map, you can find another locked door. Use the Light Key to open it and get the Wisdom Armor (えいちのよろい), the best armor in the game.

Head toward the center of the map to find another locked door. Use the Light Key to open it. In the next room, you can fight the fifth boss: Tsurira (つりーら), although this is optional. Win to get the Magic Sword of Ruin (はめつのまけん). It is a cursed item that you can sell for a lot of money.

Go up the stairs near Tsurira, and use several flights of stairs to get to floor 2F, where you can battle the last boss: Demon Incarnation (あくまのけしん).

I won this battle with all my characters at level 10. My Hero was equipped with the Radiant Sword and attacked each turn. He was also equipped with the Knight Armor. My Fighter was equipped with a War Sword and Shell Breastplate and was almost completely useless. I had my Wizard cast its strongest magic attack spells which were mildly effective. The Wizard was equipped with a Flair Staff and the Wisdom Armor. With this party, the battle was pretty easy.

When you beat the last boss, you get the Glory Key (えいこうのかぎ). Open the door just to the West by using the Glory Key and you will see the ending text message, which basically just says the villagers are happy that you restored peace.

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- - - = = = == Equipment and Items == = = = - - -
- - - = = = ===== = = = - - - [sec4]
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---Weapons-----
Here are the weapons as they are set in the sample game:

- Common Staff (ただのつえ) - ATK +3. Value: 20 Gold.
- Short Sword (こがたのけん) - ATK +8. Value: 450 Gold.
- Flair Staff (ひらめきのつえ) - ATK +12. Value: 1200 Gold.
- War Sword (いくさのつるぎ) - ATK +24. Value: 2500 Gold.
- Piercing Spear (つらぬきのやり) - ATK +48. Value: 5000 Gold.
- Stardust Staff (ほしくずのつえ) - ATK +52. Value: 8000 Gold.
- Radiant Sword (かがやきのけん) - ATK +100. Value: 10000 Gold.
- Magic Sword of Ruin (はめつのまけん) - ATK -24. Value: 10000 Gold.

---Armor-----
Here is the armor as set in the sample game:

- Hemp Clothes (あさのふく) - DEF +1. Value: 20 Gold.
- Leather Armor (かわのよろい) - DEF +4. Value: 40 Gold.
- Silk Robe (しるくのろーぶ) - DEF +6. Value: 480 Gold.
- Great Robe (いだいなろーぶ) - DEF +12. Value: 2000 Gold.
- Shell Breastplate (かいのむねあて) - DEF +20. Value: 4000 Gold.
- Knight Armor (きしのよろい) - DEF +40. Value: 8000 Gold.
- Wisdom Armor (えいちのよろい) - DEF +60. Value: 10000 Gold.
- Cursed Clothes (のろいのころも) - DEF -24. Value: 5000 Gold.

---Keys-----
Here are the keys as they are set in the sample game:

- Door Key (どあのかぎ) - Value: 10000 Gold.
- Secret Key (ひみつのかぎ) - Value: 10000 Gold.

Light Key (ひかりのかぎ) - Value: 10000 Gold.
Glory Key (えいこうのかぎ) - Value: 10000 Gold.

---Items-----

Here are the items as they are set in the sample game. The effects of the items cannot be changed in edit mode, only their names and values:

Medical Herb (やくそう) - Restores some HP to a single ally. Value: 40 Gold.
Ointment (ぬりぐすり) - Restores some HP to a single ally. Better than Medical Herb. Value: 200 Gold.
Miracle Apple (きせきのりんご) - Resurrect a single ally to full HP. Value: 5000 Gold.
Antidote (どくけしそう) - Remove poison from a single ally. Value: 30 Gold.
Ostrich Foot (だちょうのあし) - Warp back to the dungeon entrance. Value: 80 Gold.
Lizard Tail (とかげのしっぽ) - Escape from battle. Value: 80 Gold.
Goddess Protection (めがみのまもり) - Increases the user's magic defense. Value: 100 Gold.
Hawk Eye (たかのひとみ) - With this in your inventory, an auto-map feature will appear in the upper-right corner of the screen, the current floor, and your x/y-position. Value: 1 Gold.

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- - - = = = ===== Spells ===== = = = - - -
- - - = = = ===== = = = - - - [sec5]

The spells in this game are arranged into four categories:
こうげき ("Attack"), ぼうぎょ ("Defense"), かいふく ("Recovery"), and
そのた ("Other"). I list all of the spells and their effects below.

---Attack Magic-----

These are the spells as programmed in the sample game. You can change the names, level at which they are learned, attack strength, and MP cost in edit mode. All spells damage a single enemy.

とろう - Learned: LV 1, Attack Strength: 8, MP cost: 1.
ひだるん - Learned: LV 3, Attack Strength: 15, MP cost: 2.
たーざ - Learned: LV 5, Attack Strength: 30, MP cost: 4.
すたーざ - Learned: LV 6, Attack Strength: 45, MP cost: 5.
らいん - Learned: LV 8, Attack Strength: 70, MP cost: 6.
らいんぐ - Learned: LV 10, Attack Strength: 100, MP cost: 8.
だやん - Learned: LV 11, Attack Strength: 140, MP cost: 12.
だらやす - Learned: LV 14, Attack Strength: 255, MP cost: 20.

---Defensive Magic-----

These are the spells as programmed in the sample game. You can change the names, level at which they are learned, defensive strength increase, and MP cost in edit mode.

ばろ - Increase defense of single ally. Learned: LV 1, Defensive Strength: 3, MP cost: 1.
あばろ - Increase defense of single ally. Learned: LV 3, Defensive Strength: 6, MP cost: 2.
ばらん - Increase defense of entire party. Learned: LV 8, Defensive Strength: 9, MP cost: 12.
なばろん - Increase defense of entire party. Learned: LV 10, Defensive Strength: 15, MP cost: 20.

---Recovery Magic-----

These are the spells as programmed in the sample game. You can change the names, level at which they are learned, amount of HP they restore, and MP cost in edit mode.

るふ - Heals single ally. Learned: LV 3, HP Recovery: 6, MP cost: 1.
るふす - Heals single ally. Learned: LV 4, HP Recovery: 12, MP cost: 3.
すたるふ - Heals entire party. Learned: LV 9, HP Recovery: 24, MP cost: 15.
らいるふす - Heals entire party. Learned: LV 10, HP Recovery: 45,
MP cost: 40.

---Other Magic-----

These are the spells as programmed in the sample game. You can change the names, level at which they are learned, and MP cost in edit mode. You cannot change their effect.

すーびー - Put enemies to sleep. Learned: LV 7, MP cost: 8.
だむん - Seal the enemies' spells. Learned: LV 4, MP cost: 3.
がらば - Use while standing over a treasure chest to learn the contents.
Learned: LV 2, MP cost: 1.
あーれい - Warps you back to the dungeon entrance. Learned: LV 7, MP cost: 8.
ろぴんぐ - Increase ally's attack strength. Learned: LV 9, MP cost: 8.
ちっぷす - Increase ally's speed. Learned: LV 3, MP cost: 3.
しえいる - Increase ally's magic defense. Learned: LV 8, MP cost: 3.
いげいむ - Revive a dead ally. Learned: LV 11, MP cost: 20.

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- - - = = = ===== Enemies ===== - - -
- - - = = = ===== = = = - - - [sec6]

Here are the enemies as they are set in the sample game, organized by which floors they appear on.

Floor 2F:

Pumpkin (ばんぶきん) - HP: 20, Atk: 13, Def: 6, Spd: 15. Magic def: 0.
Spells: None. Exp: 26, Gold: 20, Drops: None.
Orc (おーく) - HP: 21, Atk: 16, Def: 12, Spd: 8. Magic def: 0.
Spells: None. Exp: 15, Gold: 20, Drops: None.
Shade (しえーど) - HP: 3, Atk: 5, Def: 25, Spd: 20. Magic def: 0.
Spells: None. Exp: 16, Gold: 20, Drops: None.
Zombie (ぞんびー) - HP: 30, Atk: 25, Def: 15, Spd: 3. Magic def: 30.
Spells: None. Exp: 30, Gold: 20, Drops: Medical Herb.
Mercenary (ようへい) - HP: 25, Atk: 24, Def: 13, Spd: 20. Magic def: 10.
Spells: None. Exp: 22, Gold: 20, Drops: None.
Big Beetle (おおかぶと) - HP: 18, Atk: 14, Def: 8, Spd: 8. Magic def: 10.
Spells: None. Exp: 18, Gold: 20, Drops: None.

Floor 1F:

Slime (すらいむ) - HP: 15, Atk: 5, Def: 1, Spd: 1. Magic def: 99.
Spells: None. Exp: 4, Gold: 10, Drops: None.
Highway Robber (おいはぎ) - HP: 6, Atk: 7, Def: 4, Spd: 3. Magic def: 0.
Spells: None. Exp: 3, Gold: 20, Drops: None.
Killer Bee (きらーびー) - HP: 3, Atk: 3, Def: 5, Spd: 8. Magic def: 0.
Spells: None. Exp: 1, Gold: 10, Drops: None.
Skeleton (すけるとん) - HP: 8, Atk: 12, Def: 5, Spd: 1. Magic def: 30.
Spells: None. Exp: 6, Gold: 10, Drops: Medical Herb.
Roper (ろーぱー) - HP: 22, Atk: 5, Def: 2, Spd: 1. Magic def: 99.
Spells: None. Exp: 6, Gold: 10, Drops: None.

Floor B1:

Wight (わいと) - HP: 40, Atk: 32, Def: 20, Spd: 5. Magic def: 10.
Spells: None. Exp: 80, Gold: 40, Drops: None.

Hiruhiru (ひるひる) - HP: 25, Atk: 28, Def: 18, Spd: 10. Magic def: 0.
Spells: None. Exp: 70, Gold: 40, Drops: Short Sword.

Ghast (がすと) - HP: 10, Atk: 1, Def: 25, Spd: 35. Magic def: 50.
Spells: すーびー, たーざ. Exp: 60, Gold: 1, Drops: Ostrich Foot.

Sorcerer (そーさらー) - HP: 20, Atk: 1, Def: 20, Spd: 15. Magic def: 10.
Spells: とろう, たーざ. Exp: 75, Gold: 55, Drops: Antidote.

Ogre (おーが) - HP: 60, Atk: 38, Def: 14, Spd: 5. Magic def: 0.
Spells: None. Exp: 100, Gold: 100, Drops: None.

Big Spider (おおぐも) - HP: 35, Atk: 30, Def: 10, Spd: 24. Magic def: 0.
Spells: None. Exp: 72, Gold: 0, Drops: None.

Adept (あでふと) - HP: 30, Atk: 22, Def: 15, Spd: 14. Magic def: 30.
Spells: るふ, ばろ. Exp: 64, Gold: 30, Drops: Medical Herb.

Floor B2:

Troll (とろろ) - HP: 90, Atk: 60, Def: 18, Spd: 12. Magic def: 0.
Spells: None. Exp: 110, Gold: 120, Drops: Hemp Clothes.

Bubbleman (ばぶるまん) - HP: 45, Atk: 50, Def: 25, Spd: 25. Magic def: 20.
Spells: たーざ, すたるふ. Exp: 95, Gold: 60, Drops: Flair Staff.

Handman (はんどまん) - HP: 100, Atk: 53, Def: 20, Spd: 10. Magic def: 0.
Spells: すたーざ. Exp: 225, Gold: 0, Drops: None.

Enchanter (えしゃんたー) - HP: 35, Atk: 25, Def: 17, Spd: 30. Magic def: 10.
Spells: らいん, すーびー. Exp: 108, Gold: 120, Drops: Ostrich Foot.

Ball Monster (ぼーるおばけ) - HP: 30, Atk: 48, Def: 40, Spd: 45.
Magic def: 50. Spells: None. Exp: 120, Gold: 80, Drops: None.

Sylph (しるふ) - HP: 10, Atk: 1, Def: 1, Spd: 99. Magic def: 99.
Spells: すーびー. Exp: 50, Gold: 0, Drops: Medical Herb.

Gnome (のうむ) - HP: 30, Atk: 1, Def: 100, Spd: 99. Magic def: 99.
Spells: None. Exp: 50, Gold: 0, Drops: Antidote.

Salamand (さらまんど) - HP: 10, Atk: 120, Def: 1, Spd: 20. Magic def: 45.
Spells: None. Exp: 50, Gold: 0, Drops: Ointment.

Undine (うんでね) - HP: 10, Atk: 1, Def: 1, Spd: 99. Magic def: 99.
Spells: None. Exp: 50, Gold: 0, Drops: Lizard Tail.

Floor B3:

Necromancer (ねくろまんさー) - HP: 75, Atk: 25, Def: 35, Spd: 45.
Magic def: 30. Spells: らいんぐ, だやん. Exp: 270, Gold: 210,
Drops: Miracle Apple.

Swordman (そーどじん) - HP: 52, Atk: 85, Def: 65, Spd: 30. Magic def: 15.
Spells: すたるふ, らいるふす. Exp: 210, Gold: 120, Drops: War Sword.

Shark (しゃーく) - HP: 60, Atk: 75, Def: 55, Spd: 30. Magic def: 50.
Spells: None. Exp: 180, Gold: 100, Drops: None.

Dragon (どらごん) - HP: 180, Atk: 110, Def: 50, Spd: 15. Magic def: 20.
Spells: すたーざ. Exp: 350, Gold: 250, Drops: Miracle Apple.

Armorman (あーままん) - HP: 80, Atk: 52, Def: 120, Spd: 10. Magic def: 99.
Spells: None. Exp: 100, Gold: 100, Drops: None.

Black Hole (ぶらっくほうる) - HP: 40, Atk: 100, Def: 64, Spd: 10.
Magic def: 99. Spells: None. Exp: 100, Gold: 120, Drops: None.

Priest (ぷりーすと) - HP: 80, Atk: 60, Def: 30, Spd: 32. Magic def: 25.
Spells: らいるふす, なばろん. Exp: 240, Gold: 250, Drops: Ointment.

Bosses:

Sneak Thief (こそどろ) - HP: 13, Atk: 15, Def: 10, Spd: 20. Magic def: 30.
Spells: None. Exp: 31, Gold: 25, Drops: Hawk Eye.

Orc Leader (おーくのかしら) - HP: 75, Atk: 28, Def: 18, Spd: 12.
Magic def: 10. Spells: None. Exp: 120, Gold: 300, Drops: Door Key.

Lich (りっちー) - HP: 70, Atk: 10, Def: 35, Spd: 35. Magic def: 50.
Spells: すーびー, だやん. Exp: 350, Gold: 100, Drops: Radiant Sword.

Hell Knight (へるないと) - HP: 90, Atk: 70, Def: 35, Spd: 25. Magic def: 30.

Spells: None. Exp: 200, Gold: 50, Drops: Secret Key.

Tsurira (つりーら) - HP: 200, Atk: 95, Def: 50, Spd: 1. Magic def: 30.

Spells: None. Exp: 1500, Gold: 0, Drops: Magic Sword of Ruin.

Demon Incarnation (あくまのけしん) - HP: 255, Atk: 110, Def: 65, Spd: 30.

Magic def: 65. Spells: らいんぐ, らいるふす. Exp: 0, Gold: 0,

Drops: Glory Key.

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I hope you found this guide useful. If you have information that you'd like to contribute or other suggestions for how the guide can be made better or if you find any mistakes, please send it to lastbosskiller@gmail.com. I will give you the proper credit for your help.

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