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INTRODUCTION  
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Hello and welcome to my FAQ on one of the oldest RPG games around. Faxanadu is a game on the NES which was created by Hudson. In my eyes Faxanadu is the best game that ever came out on the NES, this is why I wanted to write a FAQ on this game. Faxanadu probably is the most under rated game ever on the NES, when you think of the NES you automatically think of Mario Bros., Legend of Zelda or Donkey Kong. But Faxanadu is unknown to a lot of gamers. Although I only found out about Faxanadu about a year ago, it was still a great experience. And with the NGC, PS2 and XBox that means something. In this FAQ I'll go through as much as I can tell you. First off I'll start with the main thing, the walkthrough, then I'll handle the extra's of the game.

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WALKTHROUGH  
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See the Guru in the church-like building to receive the Ring of Elf. Notice the apparent eyelid spasm when he talks, everyone in the game seemingly has this affliction. Then die, yes die at the hand of either the jumping skull at the east end of town or the spiky clumps. You'll revive with full life and magic at the Guru.

See the King all the way at the West end of town and get \$1500:

Use the money to buy a Hand Dagger(\$400), Deluge(\$400), J Key(\$100), and a few Red Potions(\$160). SPECIAL TRICK here. if you spend all of your \$1500 you can return to the king and get some more. Leave Eolis through the door locked with a "Jack" key at the East end of town and follow the path to Apolune. Directly before Apolune is a tool shop with some pretty expensive stuff that isn't necessary until later. In Apolune buy a Small Shield(\$800), J(\$140). Continue East through the town and follow the path to the Tower of Trunk, for which you will need a Jack key. Follow the path in the Tower until you get to the Wyvern, stand here while fighting to minimize damage:

Defeat the Wyvern to gain the Mattock.

Leave the Tower and go East one screen and use the Mattock on the two orange blocks, and continue on the path to Forepaw. In Forepaw, buy the Studded Mail(\$2500), Long Sword(\$1600), Wing Boots(\$2800), Q(\$500), J(\$200). Now leave town through the East end and go Southeast until you reach a screen where there is an open sky. In the next screen, where there is also an open sky, use the Wing Boots and fly all the way up to speak to a man standing on a floating platform. This guy says some weird stuff that I really don't understand, then he says something about starting the flow of the 3 Fountains. He directs you to the Tower of Fortress, which is Northwest of Forepaw, in order to acquire the Joker Key. Now go back to Forepaw, and instead of going down, climb the ladder up, and then climb the ladder where the phantom and the guy who shoots fireballs is. Follow the path along the platform until you reach a door with a J lock, this is the Tower of Fortress. In the Tower of Fortress follow the path and jump on the platforms and the climb the ladder here:

Head right once you climb the ladder until you come across another ladder, then climb the ladder and walk left to climb another ladder.

Follow the path which goes Northwest until you come to the room with the Serpent , kill the Serpent and continue right to pick up the Elixir which is in the room next to the Stone Dropper. If you'd like you can kill the Stone Dropper to receive a complimentary pair of Wing Boots. For the next leg of this journey, if you run out of life, the Elixir will be used and you will regain all your health and magic but you will need to get another Elixir (you must have an Elixir in order to give to the Old Man). Now go back to where you climbed the first ladder you saw; this time at this point, continue right one screen and climb this ladder and continue Northwest.

head right and speak to the Old Man who will request your Elixir to revive a spring. Now return to where you turned right after climbing the ladder in the picture in Step 16, instead, climb up on the platform with the Mushroom Man. Continue West, and fight another Wyvern:

Then visit the Guru in the house in the next scene to get the Joker Key, now you can leave the Tower of Fortress by heading in a Southwest direction. Go to the small tower Southeast of Forepaw and enter with the JO Key. Avoid the Wyvern by taking a hit, and then speak to the Old Man. The first time, the spring will flow, speak to him a second time to receive the Ruby Ring. Now leave and go back to the screen with the Tower of Fortress and push the top of the fountain to get the water flowing again; this will cause the ladder to come down on the left side of the screen. Go up the ladder and use a Q Key to open the door to the mist world and be prepared to not see well. Go all the way West, then North, then East and go behind the pillar to enter Mascon.

In Mascon, buy a Large Shield(\$3500), Thunder(\$1200), & Q(\$600). Leave Mascon in the East and take a slight detour by hopping along to the end of the first screen and then falling through the crack. Continue East on this platform for a couple of screens until you can climb a ladder, then go to this neat shop that sells a Death(\$9800), Elixir(\$4300), and an Hour Glass(\$5600), items hard to come by elsewhere(as well as cheap Red Potions for \$300). Once you buy what you'd like, it's time to find a Guru. Now follow the lower path South of the shop until you reach a burning house, in which you can receive some info from some unfazed residents. Now go North, then East until you reach 3 doors, choose the middle to reach the Guru. From the Guru, head Northwest on the upper platform to reach a half missing building--the Tower of Suffer--for which you will need a Q Key. In the Tower, take the right ladder, then go North and then East, killing many Tall Things with Many Legs along the way until you reach a ladder to the upper platform, then follow the platform till here:

Climbing this ladder will lead to a Wyvern that I prefer to avoid by using Wing Boots, because on the next screen there is another difficult Wyvern. For this Wyvern, you will need a lot of magic and Red Potions. My preferred strategy is to use magic and a few slashes to force him into the wall and then attack him when he swoops down. When he is defeated, he will leave the Pendant, which is supposed to raise your attack power, but I've noticed it seems to do the opposite. O well. This step is not necessary if you have a spare pair of Wing Boots. Return to Forepaw to buy a pair of Wing Boots(\$2800), and have a Q so you can return to the mist area. Now head back to near the Guru near the Tower of Suffer, but instead of climbing the the ladder go West to here:

Use Wing Boots and climb the ladder at the West side of the screen, and follow the path to the Last Mist Town; it is quite ambiguous as to whether this is still part of Mascon. Buy a Full Plate(\$5200) and K(\$1500). Follow the path East of town, when you can go North or East for 2 screens, go East until you reach a house where you can buy Fire magic(\$3000), my personal magic of choice. Now go back West 2 screens and climb the ladder and going North on the screen immediately to the East. After going North, go West until you reach two red buildings, go in the left one to receive some info. Continue on the path until you reach a building at a dead end, use the K Key to get in. In the Tower of Mist go East until you reach a Wyvern, go North here and avoid the next Wyvern and fall through a floor crack to end up on the right side of the southern Wyvern. Now continue East, and walk along the upper platform until you reach a large monster that looks basically like a torso . This is the guardian of the Black Onyx. Quickly descend the ladder making sure you have at least half health to absorb a hit or two. Now stand in the middle of the screen, so that the monster should be jumping right over your head, back and forth. Now anticipate his jump, and jump slightly before he leaves the ground, then strike at the apex of your jump. You should score a hit, but if you jump too late you'll get hit. This method works for this creature later in the game as well. Now you can leave the Tower of Mist or just die. Now go a few screens East of the Tower where there are 2 red houses(you went into the left one earlier). Now go back into the left door to get the Ace Key (you can return and get another A if you need to). Now enter the right building on that screen, using the A Key to enter the World of Branch. Follow the path until it forks East-West. Go East until you reach the town of Conflate. Pick up a Magic Shield(\$9800), Giant Blade (\$8500), and you'll need to have two spare K Keys from the previous town. Head directly West from Conflate and use a K to get in the door. Continue West a couple screens and face another one of those big torsos, use the same strategy and receive the Battle Helmet. Now go to 2 screens West of Conflate, where a path goes North; follow the path and use a K Key to get in the door. Follow the path for a few screens and enter another door- note you will need a K if you wish to return to Conflate past this point, unless you die. Go East a screen to here:

Then go South. Head East until you reach a dead end with another Torso, this one guarding the Battle Armor. After killing the Torso, head West one screen, then North to pick up the Magical Rod. After doing this, a great example of bad NES programming takes effect. After going West a few screens, you will be forced to head North on the ladder. When you get to the top, however, you will not be able to get up without getting knocked back down by the swordsman. There are three possible solutions to this small difficulty: use Wing Boots, an Hour Glass, or as usual, die. The drawback of dying is that you will need to buy another K to return here. Or as /ric has kindly pointed out: "You'll notice that when you're at the top of a ladder, and continue to press upwards, your player "flashes" between climbing position and standing position. If you "tap" the upward arrow and release it at the right moment, this will leave you in standing position at the top of the ladder. In this particular spot of the branch world, you can use this trick to hit the blue swordsman without having to walk into him and get bumped down. Now go back to the screen you couldn't reach, no matter which way you got back head North for two screens, then East, then North again. Get onto the

upper platform, then head East and go down to reach the town of Daybreak.

In Daybreak, buy a Tilte if you'd like (\$15000), and 2 K's (\$1200 each). Return to the town of Conflate, using a K on the way and speak to the Guru there to procure the Ring of Dwarf. Now go all the way back to Daybreak. Note: this return trip to Conflate may be avoided if you died before and "woke up" in Conflate. As long as you have the two Battle equipments, you should be able to obtain the Ring. Regardless, back in Daybreak, head East out of town and enter the door for which the Ring of Dwarf is required. Stay on the bottom platform, and fall down the approaching pit while bearing to the right. Now walk into the Final Town (it's not the house, but the entrance on the right side of the screen). After making preparations in the town, leave the town and climb the ladder to go South then keep following the path, heading East when it forks. Now climb the ladder, disregarding the door for now. Go East, then North, then East again, then South to reach a small platform adjacent from a very small platform under a door. Jump on that platform and enter the door. Go East, South, then East; climb the platform, continue East past the , go North and quickly try to reach the door on the right side of the screen because the ghosts are infinite unless you defeat the thing that creates them. This next boss is King Grieve, , King of the Dwarves, who also happens to look nothing like a dwarf. For a nice trick of defeating Grieve, check the "Tips" section. Grieve is very difficult because his fire is completely unavoidable and the only way to defeat him is to have plenty of Red Potions. The most important thing to remember is to not physically touch him as this depletes a great deal of life. To attack him either strike him on the head or use magic on his head. Here's a tip from RG on defeating King Grieve: When fighting King Grieve, the programers supply you with an hour glass in the castle. Make use of it just before entering the king's room. He'll still be moving around, but he won't be shooting any fireballs.

If you are careful about not running into him, you can win without using a single red potion. After defeating King Grieve, you will get the Dragon Slayer, which allows you to equip the Battle equipment as well (they are actually automatically equipped when the Dragon Slayer is equipped). And now you look totally badass in your knight gear. Then head South, West, then South where you will see a castle; it is a guru. The Guru will give you the Demons Ring, and tell you to kill the Evil One at Dartmoor. If you need to return to the Final Town to stock up, do so, and again make sure you have a few Red Potions. Now follow the same path you used to go to King Grieve, but instead enter the first door you come across, then the second door in the small enclosed area to enter Dartmoor. Beware: Dartmoor is an infinite maze if you don't follow the correct pattern. From the entry screen, go South, South again, West, South, and South, until you reach a platform with three small spikes. Kill them to get some very convenient health, now go West on the upper platform, then North, North, North, until you see one last Torso , which can be easily avoided. Or a shortcut, as recommended by Mew seeker: In the Final Dungeon, you can get down to the Ointment and then use a pair of Wing Boots to go right away to the Final Boss unharmed! Go in the door on the left side of the screen and face the Evil One. The Evil One is not quite as difficult as King

Grieve. Avoid making contact with it, and jump and it hit in the mouth. Occasionally use magic to repel to the far side of the screen and use Red Potions when your health gets low. Once the Evil One is defeated you will be teleported back to the King.

Now sit back and enjoy the ending!

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RANKS  
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Title	Experience Needed	Gold to Start With
Novice	0	0
Aspirant	1000	500
Battler	2200	800
Fighter	3500	1200
Adept	4800	1600
Chevalier	6200	2100
Veteran	8000	2800
Warrior	10000	3500
Swordman	12500	4300
Hero	15000	5200
Soldier	18000	6200
Myrmidon	22000	7500
Champion	26000	9000
Superhero	30000	10500
Paladin	35000	13000
Lord	45000	15000

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ITEMS  
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Items

Red Potion Eolis  
Wing Boots  
Hour Glass  
Mattock  
Ointment  
Glove  
Elixir  
Poison  
Key J (Jack)  
Key Q (Queen)  
Key Jo (Joker)  
Key K (King)  
Key A (Ace)

Special Items

Ring of Elf  
Ring of Ruby  
Ring of Dwarf  
Demons Ring  
Pendant  
Black Onyx

Magical Rod

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FINAL WORDS  
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Thank you for looking at my FAQ on Faxanadu, I hope this FAQ was of some use to you. For questions mail me at [lsguides@gmail.com](mailto:lsguides@gmail.com). Thanks again and good bye.

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