Hanjuku Hero FAQ/Strategy Guide

by LastBossKiller

Hanjuku Hero (Famicom) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

Game Data: Developer: Bits Laboratory
Publisher: SquareSoft
Release: Japan - 1988

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Introduction

Hanjuku Hero (or "Half-Baked Hero") is a strategy game for the NES/Famicom. The goal is to conquer the land by overthrowing all of the enemy castles. Movement of your troops on the map is reminiscent of Ogre Battle. You tell your troops where to go, and you watch them move in real time. The battles are very simplistic, but fast paced. And you can take advantage of an elaborate monster summoning system to use powerful monsters to help bring you to victory.

Hanjuku Hero was published by SquareSoft, and although most of their NES era games are sub-par, this game is actually quite good and shows a hint of the quality that we all would grow to expect from this prolific company. Sequels to this game have also been released for SNES and PS2.

How To Play

Getting Started

On the title screen, you can choose to start a new game or continue from a save file. You can only have one saved game at a time.

After choosing to start a new game, you will have three scenario options to choose from:

- 1 紅いにもえよ！若きちしお - "Burning red! Young blood flows"
- 2 ああ！はるかなり我が大陸 - "Ah! A long way from our continent"
- 3 たとえこの生命つきるとも....！ - "Even if I lose my life....!"

The scenarios each have a different map. They are all similar in gameplay, except scenario 1 is the easiest, and it gets harder as you go down the list. All three scenarios will give you the same ending, so you can consider this option to be the difficulty setting for your game. I suggest you start with the easiest one and work your way down since a play through does not take very long and you will benefit from experiencing the gradual increase in difficulty. (An aside: if you push left or right, an eyeball monster will start jumping around this screen).

After selecting a scenario, you will need to enter your name. Use the Japanese "alphabet" to create a name, then select END when you are finished. The game will then begin.

Victory Condition

To win, you must conquer all of the castles on the map. To conquer a castle, move one of your generals to the castle and a battle will be initiated upon arrival. You must defeat all of the enemy generals that occupy the castle to conquer it. Each enemy general will result in a separate battle until they are all defeated.

The Map

To the right is shown an example of the game map. This example comes from scenario 1.

Various flags are scattered about the map, representing which country rules which castle. Your country has a white flag with a blue cross, in the lower-left corner. As you conquer castles, your flag will spread to new locations. When all flags on the map are your country's, you win.

If troops are moving on the map, you will see them represented by small circles. Enemy circles are blue, and yours are orange.

Aside from castles, there are two other special locations on each map. There are four upside down dark triangles, which are located in the upper-left corner of the map in this example. These triangles represent monster nests. These are exempt from your conquest, so you can ignore them completely and still beat the game. Their purpose is for boosting the power of your summon monsters, which will be explained in detail in the "Monster Blessings" section of this FAQ.

Another special location that is on each map is a cave, represented by a small dark green square on the map. In this example, it is just above the center of the map (it is probably hard to see without zooming in). See the "Caves" section of this FAQ for details.

You can press SELECT to toggle your view from the full map to a closer view. From the closer view, you can issue commands to your troops or view stats. Press START to access additional menu commands.

Movement on the Map

Movement of your units is similar to the game Ogre Battle in which you watch your troops move on the map in real time, and a battle is initiated when your unit contacts an enemy unit or castle. To move a unit, place your cursor on the unit (this unit might be inside a castle, in which case you select the castle) and press A. If the unit is not in a castle, select the option いどう ("Move"). The cursor will become a square with the letter "G" (for "goal" perhaps?). Move the cursor to where you want your soldier to move and press A to issue the order to move there.

If the unit is inside a castle, press A over the castle and select しゅうげき ("attack") to begin issuing an order to move. A list of generals at this location will be shown. Move the cursor to one and press A to select them. Their stats will be shown. Press A again and you will be given the chance to select items to take with you (if you have any). See the "Items" section of this FAQ for details. Press B when you're done selecting weapons. The game will ask you to confirm your selection, so select うむっ！("yes") to proceed, or いかん ("unsatisfactory") to cancel the command. Then move the cursor to the position on the map you'd like your troops to move and press A to issue the order.

Units within a castle will automatically have the maximum of four soldiers in their squad when leaving the castle or when engaged in battle (assuming you have this many soldiers in your stock).

If you run into an enemy unit on the map, a battle will be initiated. If two of your units contact each other, they will automatically set up camp and you will have the option to trade items or soldiers between the units. The options are:

- へいし - "Soldiers". Trade soldiers between units.
- もちもの - "Inventory". Trade items between units.
- なにもしない - "Don't do anything else". Exit the menu.

Battles

A typical battle screen is shown in the screenshot to the right. During battle, the soldiers for both sides will continually ram into each other. If one side bounces backwards a lot, it indicates that they are weaker than their opponents. As soldiers die, they fly off the screen. When all four regular soldiers die, the general of the squad will start taking damage. The general's remaining HP is shown in the box at the bottom of the window.

You can tap A to make your squad fight harder. The damage they inflict will be increased by doing this. As you tap A, the red gauge at the bottom of the screen will drain. When it is completely drained, the A tapping motivation will no longer do anything.

You can press B to bring up a menu with some useful and necessary command options. They are:

- きりふだ - "Trump card". Use an attack item.
- たまご - "Egg". Summon an egg monster.
- たいきゃく - "Retreat". Escape from the battle. There is a random chance that some (or all) of your soldiers will die while escaping.
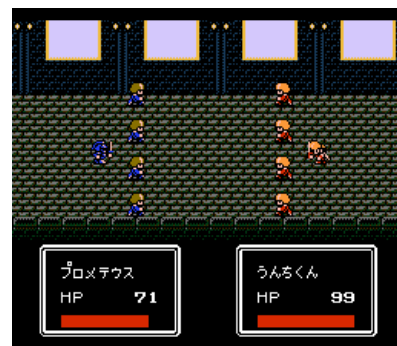
For info on attack items and monster summons, see the "Items" section and the "Egg Monster Summoning" sections below. Luckily, the enemy cannot summon monsters or use items.

Egg Monster Summoning

During battle, press B and select たまご ("Egg") to summon a monster. Only certain generals will have the ability to use a summon monster. If they have summoning ability, it will be indicated on their stat screen by the phrase たまご あり ("have egg").

The monster summoning animation takes a really long time to play and isn't interesting. Press B to skip it.

The battle will become turn-based while using the summon monster, and you'll see a screen such as that shown in the screenshot to the left. The monster's name and HP are shown in the upper-right window. When it is your turn to attack, you will have three command options to choose from. The first two options are attack options, which have different effects depending on which monster you have summoned (see the "Egg Monsters" section of this FAQ for a list). The third option たまごにもどれっ！("Return to the egg!") will send the monster back into the egg. Enemy soldiers have 20 HP during these battles, and the general's HP will vary. The enemy will randomly deal heavy damage to your monster by attacking with all of its soldiers simultaneously.

You cannot summon monsters infinitely. Each time a general uses an egg, their egg will become weaker. The summoned monster will be weaker (usually, sometimes the "weaker" monsters are actually better), and eventually it will become the crappiest monster, Egg Man, with 1 HP who can't hurt the enemy. For example, your main character will summon monsters in the following order: Cyclops, Machine Knight, Oizys, and Egg Man. Different characters will have a different series of monsters to summon. If a summoned egg monster is ever killed, your general will lose the ability to summon monsters indefinitely.

You can recharge eggs by visiting the monster nests (upside down dark triangles on the map) and getting it blessed by the monsters. By doing this, it is also possible to change the monsters that your character summons, and gain the ability to summon some crazy strong monsters. See the "Monster Blessings" section of this FAQ for details.

Items

Items can be used in battle to deal heavy damage to the enemy. Items are generally bought from merchants at the end of the month, but they can also be obtained by special monthly events (see the "Monthly Events and Maintenance" section of this FAQ). A unit can only hold three items at one time. They are assigned to the unit when they depart from a castle. When one of your castles is attacked, you will not have the chance to use an item for that battle.

All items in this game are attack items. The higher the cost, the more damage they do. Some special items are only obtained when a super hero flies one to you (a special event that can occur at the end of the month). His items are exceptionally strong, although beware the Dead Gun (デッドガン) item which will kill everyone on the screen, including yourself. Below is a list of all the items in the game.

|	
アロー - "Arrow"	3
アタクロス - "Atakurosu"	5
ランス - "Lance"	7
フリノテキ - "Feign to be the enemy"	10
レイソード - "Ray Sword"	12
フリニゲル - "Feign retreat"	14
ワープルポ - "Warpulpo"	16
サンダルマ - "Sandalma"	18
ファバード - "Fabard"	20
ネガエリン - "Betrayal"	22
トルネイド - "Tornado"	25
チェンジェ - "Change"	27
デッドガン - "Dead Gun"	Receive from super hero. Kills everyone on screen (including yourself).
タイフーン - "Typhoon"	Receive from super hero.
スラッガー - "Slugger"	Receive from super hero. Usually kills all enemies.

Monthly Events and Maintenance

At the end of every month, one or two random events will occur. These events can result in you gaining extra money, gaining a new general, losing money, or several other possibilities. For a list of events, see the "Event" section of this FAQ.

You will gain gold depending on how much income your castles bring in. Each castle has a set amount of gold it will contribute to your income, which can be viewed from the castle's stat menu (see the "Menus" section of this FAQ), next to the word しゅうにゅう ("income").

You also need to pay your generals. The amount of gold payed to each general per month is shown in the general's stat menu next to the word ちんぎん ("wages"). If your total money, shown at the top of the screen, becomes negative, you will need to fire some of your generals until you can afford to pay everyone you have.

The command options available to you at the end of the month are shown in the screenshot to the right. Each command is explained below:
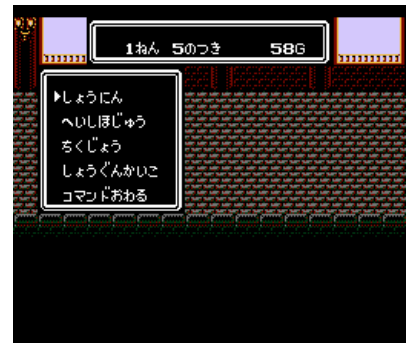
- しょうにん - "Merchant". Purchase items. A maximum of five items can be bought per month, and which ones are available is random. Move the cursor to an item and press A to purchase it.
- へいしほじゅう - "Replenish soldiers". Increase the number of soldiers you have in reserve. When selecting this, the number of soldiers you currently have will be shown next to the word げんざいは ("at present"), and the maximum number of soldiers you can hire is shown next to the word けついん ("vacancies"). Press up/down to adjust the number of soldiers you want to hire, shown at the bottom of the screen, then press A. It costs 1 gold per soldier.
- ちくじょう - "Fortification". Increase the level of your castles. A higher level castle allows for hiring more soldiers. When selecting this option, a list of your castles is shown and their current level. An exclamation mark (!) will be shown next to castles with a general present. Only castles with a general can be upgraded. After selecting an eligible castle, a list of generals present will be shown. The value next to each general corresponds to how good they are at building, which affects how expensive the build is. The cost to build is 20 minus this stat value for the general you choose.
- しょうぐんかいこ - "Discharge generals". Remove a general from your army. When selecting this option, a list of your generals will be shown and how much you pay them per month in wages. Select the general you want to fire and press A. Their stats will be shown, and the game will ask you to confirm your choice. Choose うむっ！ ("yes") to proceed, or いかん ("unsatisfactory") to cancel.
- コマンドおわる - "End commands". Exit and return to the game map.

Caves

Each map has a cave you can enter. If one of your units enters the cave, they will vanish for the rest of the month. At the end of the month, during the random event screen, a soldier will announce that your unit has returned from the cave with treasure. You will see three treasure chests and be given the choice to open one. The options are ひだりの ("left"), まんなかの ("center"), and みぎの ("right"). Choose one chest and you will receive an item. The unit which entered the cave will appear randomly in one of your castles.

Monster Blessings

Each map has four monster nests, which are represented by upside down dark triangles on the map. If a unit enters one of these locations, they will battle some monsters. If you win the battle, these monsters will offer to bless your egg. Choose うむっ！("yes") to receive the blessing, or いかん ("unsatisfactory") to refuse.

Receiving the blessing might give you the ability to summon more powerful monsters, but the system is somewhat complicated. Here's how it works. There are four different kinds of monsters: Goblins (ゴブリン), Gargoyles (ガーゴリル), Water (ウォーター), and Gryphons (グリフォン). Let's say that your egg has been used to the point that it is going to summon Egg Man if you use it again (meaning you've already used it three times). We'll say your egg is at level 1 now. Level 1 = Egg Man. Now if you receive the blessing from one of the monsters, your egg will become level 2, and a different monster will appear when the egg is used. The level 2 monster will depend on which general you are using. For example, your main character will always summon Oizys with a level 2 egg, but the general named Helen will always summon Half Merman.

Now if you want to upgrade your egg to level 3, you must receive the blessing from a different type of monster than you used to get the level 2 blessing. You can upgrade your egg to level 4 by getting a blessing from a third kind of monster (different than the first two), and to upgrade it to level 5 (the maximum), you must get a blessing from the fourth and final kind of monster. So a fully charged egg has received a blessing from all four monster types. The monsters that you will summon at levels 3 through 5 will depend on the order in which you visited the monsters. So for example, if your main character received the blessing in this order: Water, Gryphon, Goblin, Gargoyle, he will summon the monsters (in order from first to last) Hades, Cyclops, Machine Knight, Oizys, and Egg Man. However, if he received the blessing in this order: Gryphon, Water, Goblin, Gargoyle, he will summon the monsters King Dragon, Hydra, Geras, Oizys, and Egg Man.

For a full list of the summon monsters you will get with each monster visit order, see the "Egg Monster Pathways" section of this FAQ.

If you have already defeated a particular monster type one time, you don't have to defeat them again. You can visit them at any time to receive a blessing without further battles. When receiving the blessing, the animation is very slow. Press B to make it go fast.

Menus and Stats

Start Menu

Press START while outside of battle to open a menu screen with the following options:

- わがくにのじょうたい - "Status of our country". Selecting this options brings up sub menu options:

  - ステータス - "Status". See the "Status Menu" section below for details.
  - しょうぐん - "Generals". See the "Generals Status Menu" section below.
  - しろ - "Castles". See the "Castles Status Menu" section below.
  - きりふだ - "Trump Cards". Shows a list of all the items in your inventory.

- じかんのながれ - "Flow of time". Change the speed of the game, which affects how quickly units move on the map and how fast a month will pass. The options are はやい ("fast"), ふつう ("normal"), and おそい ("slow").
- セーブ - "Save". Save your game. Select うむっ！("yes") to proceed, or いかん ("unsatisfactory") to cancel.

Status Menu

View this menu by pressing START while outside of battle, then selecting わがくにのじょうたい ("status of our country") and ステータス ("status"). The parameters shown in this menu are:

- ゴールド - "Gold". Your current money in hand.
- そうしゅうにゅう - "Total income". The amount of money you gain per month.
- そうちんぎん - "Total wages". Amount of money you pay to your generals per month.
- しろ - "Castles". The number of castles under your control.
- しょうぐん - "Generals". The number of generals under your command.
- へいし - "Soldiers". The number of soldiers under your command.
- たまご - "Eggs". The number of monster summoning eggs in your possession.

Generals Status Menu

View this menu by pressing START while outside of battle, then selecting わがくにのじょうたい ("status of our country") and しょうぐん ("generals"). A list of all your generals will be shown. Select one and the following parameters will be shown for that particular general:

- HP - Hit points.
- せんとう - "Battle". This character's strength during combat.
- ないせい - "Domestic affairs". The higher this stat, the less gold you have to pay to upgrade castles using this general.
- ちんぎん - "Wages". Amount of gold you must pay to this general per month.
- たまご - "Egg". Indicates if this general carries a monster summoning egg. If they do, it will say あり ("has"). If not, it will say ない ("doesn't have").

Castles Status Menu

View this menu by pressing START while outside of battle, then selecting わがくにのじょうたい ("status of our country") and しろ ("castles"). A list of all your castles will be shown. Select one and the following parameters will be shown for that particular castle:

- Country that controls it.
- Name of the castle.
- しゅうにゅう - "Income". Amount of gold you receive per month by owning this castle.
- レベル - "Level". The level of the castle, which affects how many soldiers you can hire at one time.
- All generals stationed at this castle will be listed.

Maps

Scenario 1
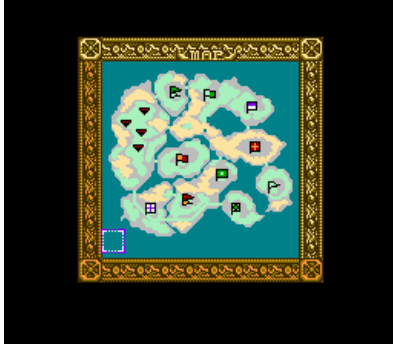
The cave is located just above the center of the map.

The monster nests are located in the upper-left corner. In order from top to bottom, they are the Water, Gryphon, Gargoyle, and Goblin nests.
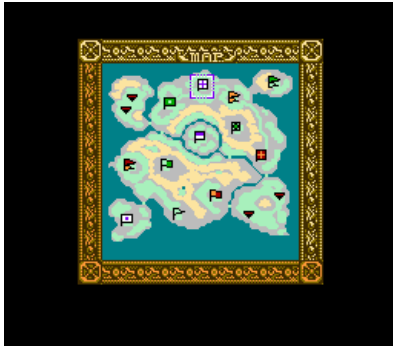
Scenario 2

The cave is located just a little Southwest from your starting castle.

The monster nests are located in the Southern region of the map. They are, in order from left to right, the Water, Gargoyle, Gryphon, and Goblin nests.

Scenario 3

The cave is located near the middle of the Southern end of the map.

The monster nests are located in the Northwest and Southeast corners of the map. In the Northwest, the nests are the Gargoyle (top) and Goblin (bottom) nests. In the Southeast corner, they are the Gryphon (left) and Water (right) nests.

Events

At the end of every month, one or two of the events depicted below will occur.

Good Harvest: Gain extra income for this month.

Bad Harvest: Gain a very low income for this month.

General Addition: You will gain a new general. But you must choose one from a set of three. Before choosing, the three generals announce their stats. Then they are mixed up, ball under the cup style. Try to keep an eye on the general you want and select him/her after they stop moving. The options are ひだりの ("left"), まんなか の ("center"), and みぎの ("right"). This is surprisingly hard, expect to guess wrong often.

Beggar: This guy gives a speech about how poor he has become. He wants you to give him money. The options are 5, 10, or 15 gold. If you choose the wrong amount, he won't go away and you'll have to give him more money. So keep guessing until you guess the right amount.

Super Hero: This guy brings you a powerful item. He will bring you either the Dead Gun (デッドガン), the Slugger (スラッガー), or the Typhoon (タイフーン).

Fortune Teller: Tells you the status of one of your general's eggs. If you've been paying attention to your egg summons, you won't learn anything from this person.

Earthquake: An earthquake will damage one of your castles, causing its level to be reduced by one.

Treasure: If one of your characters enters the cave, you will see this treasure chest screen at the end of the month. Choose one of the chests to get an item. The options are ひだりの ("left"), まんなかの ("center"), and みぎの ("right").
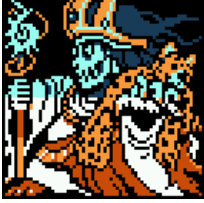

Assassin: Pay this thing a small fee to attempt to assassinate an enemy general. I have never had success with this event.

Egg Monsters

Below I list all of the egg monster summons I came across.

	Amazon (アマゾン) HP: 727 Attack 1: カドモスのけん - "Cadmus' Sword". Attack single enemy. Attack 2: キマイラのけん - "Chimera Sword". Attack four times.
	Apate (アパテー) HP: 108 Attack 1: とりもちこうげき - "Torimochi attack". Attack single enemy. Attack 2: リティア - "Ritia". Paralyze all enemies.
	Ares (アレス) HP: 1250 Attack 1: きる - "Cut". Instantly kill one enemy. Attack 2: けんを　かざす - "Raise sword overhead". Attack four times.
	Asura (アシュラ) HP: 1999 Attack 1: じゅうしんけん - "Brutal heart sword". Attack four times (80+ damage). Attack 2: くじゃくけん - "Peacock sword". Attack four times (50+ damage).

	Bighead (ビッグヘッド) HP: 245 Attack 1: かみつく - "Bite". Attack single enemy. Attack 2: ずつき - "Head butt". Attack single enemy.
	Candelore (キャンドロー) HP: 135 Attack 1: ろうをたらす - "Wax spill". Attack single enemy. Attack 2: マッチをする - "Strike match. Attack four times.
	Cerberus (ケルベロス) HP: 153 Attack 1: かみつく - "Bite". Attack single enemy. Attack 2: しっぽをふる - "Tail swipe". Defense of all enemies is reduced by half.
	Cyclops (サイクロプス) HP: 328 Attack 1: にくだんこうげき - "Human bullet attack". Attack single enemy. Attack 2: ほうがんなげ - "Shot put". Attack single enemy.
	Devil Woman (デビルウーマン) HP: 252 Attack 1: キック - "Kick". Attack single enemy. Attack 2: みみたぶぜめ - "Earlobe trombone". Paralyze all enemies.
	Dragon (ドラゴン) HP: 777 Attack 1: ふぶきをはく - "Blizzard breath". Attack four times. Attack 2: アイ　ウェーブ - "Eye wave". Attack four times.
	Echo (エコー) HP: 119 Attack 1: こだま - "Echo". Attack four times. Attack 2: なぞのラッパ - "Mysterious trumpet". Paralyze all enemies.
	Egg Man (エッグマン) HP: 1 Attack 1: エッグチョップ - "Egg chop". Seems to always miss. Attack 2: エッグキック - "Egg kick". Seems to always miss.
	Elf Dragon (エルフドラゴン) HP: 333 Attack 1: ランクーバ - "Rankuba". Attack four times. Attack 2: はばたく - "Flap". Reduce defense of all enemies.
	Geras (ゲーラス) HP: 198 Attack 1: ひっかく - "Scratch". Attack single enemy. Attack 2: クサイいきをはく - "Spew bad breath". Cut all enemies' HP in half.
	Golem (ゴーレム) HP: 666 Attack 1: こんごうけん - "Vajra fist". Attack single enemy. Attack 2: へんぺいそく - "Flatfoot". Attack single enemy.
	Hades (ハデス) HP: 30666 Attack 1: デビルオーラ - "Devil aura". Attack 2: サイコバーン - "Psycho burn".
	Half Merman (はんぎょじん) HP: 126 Attack 1: もりこうげき - "Harpoon attack". Attack 2: あしひれキック - "Fin kick".

	Hydra (ヒュドラ) HP: 277 Attack 1: ウォーター - "Water". Attack single enemy. Attack 2: まきつく - "Twine around". Paralyze single enemy with high probability.
	Imothra (イモスラ) HP: 222 Attack 1: いとをはく - "Spit thread". Reduce attack power of all enemies. Attack 2: サナギになる - "Become a chrysalis". Become a chrysalis. After three turns, Imothra becomes Elf Dragon.
	King Dragon (キングドラゴン) HP: 892 Attack 1: ほのおをはく - "Fire breath". Attack single enemy. Attack 2: つばさをひろげる - "Spread wings". Attack four times.
	Koro-pok-guru (コロボックル) HP: 35 Attack 1: たたかう - "Fight". Attack single enemy (no damage). Attack 2: あいさつする - "Greet". Attack four times (<10 damage per hit).
	Machine Knight (マシンナイト) HP: 205 Attack 1: なぐる - "Strike". Damage single enemy. Attack 2: ロケットパンチ - "Rocket Punch". Attack four times.
	Maneater (しょくじんか) HP: 241 Attack 1: かぶりつく - "Bite". Attack single enemy. Attack 2: かふんをまく - "Scatter pollen". Reduce attack power of all enemies.
	Man-Faced Fish (じんめんぎょ) HP: 184 Attack 1: かじる - "Bite". Attack single enemy. Attack 2: はねる - "Pounce". Attack single enemy.
	Medusa (メデューサ) HP: 369 Attack 1: ひらてうち - "Slap". Attack single enemy. Attack 2: にらむ - "Gaze". Paralyze single enemy with high probability.
	Minotaur (ミノタウロス) HP: 228 Attack 1: ぶんなぐる - "Knock". Attack single enemy. Attack 2: たんかをきる - "Speak sharply". Paralyze all enemies.
	Momos (モーモス) HP: 162 Attack 1: どくばり - "Poison needle". Attack 2: においぶくろ - "Sachet".
	Nymph (ニンフ) HP: 69 Attack 1: うっふんウインク - "Oof wink". Attack four times (<10 damage per hit). Attack 2: どくがのりんぷん - "Poison scales". Paralyze all enemies with high probability.
	Nyx (ニュクス) HP: 232 Attack 1: ナイトメア - "Nightmare". Attack four times. Attack 2: ブラッキー - "Blackie". Accuracy of all enemies is reduced by half.
	Oizys (オイジュース) HP: 144 Attack 1: ずつき - "Head butt". Attack single enemy. Attack 2: じゃがいも - "Potato". Chance to paralyze all enemies.
	Pandora (パンドラ) HP: 512 Attack 1: おにび - "Will-o-wisp". Attack single enemy. Attack 2: ファイヤー - "Fire". Attack single enemy.
	Phonos (フォノス) HP: 444 Attack 1: がんせきパンチ - "Rock punch". Attack single enemy. Attack 2: さつじんこうせん - "Kill beam". Attack four times.

	Puchi Devil (プチデビル) HP: 98 Attack 1: とびげり - "Dropkick". Attack single enemy. Attack 2: リトルモアモア - "Little Moa Moa". Causes all enemies to become children. Their stats are severely reduced.	
	Rimosu (リーモス) HP: 179 Attack 1: むしゃぶりつく - "Jump into the fray". Attack single enemy. Attack 2: なめる - "Lick". Attack single enemy.	
	Scorpion Centipede (サソリムカデ) HP: 287 Attack 1: ちをすう - "Blood suck". Attack single enemy. Attack 2: ハサミこうげき - "Scissor attack". Attack four times.	
	Slug Man (ナメクジおとこ) HP: 265 Attack 1: だえきをはく - "Spit". Attack single enemy. Attack 2: ねんえきこうげき - "Mucus attack". Paralyze all enemies.	
	Sparta (スパルタ) HP: 288 Attack 1: とびかかる - "Pounce". Attack single enemy. Attack 2: しっぽの　ムチ - "Tail whip". Attack single enemy.	
	Tiphon (ティフォン) HP: 598 Attack 1: へびこうげき - "Snake attack". Attack single enemy. Attack 2: ほえる - "Howl". Attack four times (<20 damage per hit).	
	Unicorn (ユニコーン) HP: 216 Attack 1: つのでつく - "Horn thrust". Attack single enemy. Attack 2: キックする - "Kick". Attack single enemy.	
	Wizard (まじゅつし) HP: 239 Attack 1: ライディーン - "Raideen". Attack four times. Attack 2: アフマド - "Ahmad". Paralyze single enemy.	

Egg Monster Pathways

The order in which you receive blessings from monsters will determine which monsters you are able to summon. In the tables below are listed all of the monsters that you can summon by receiving blessings in the orders specified.

Each general has a core monster that their egg is based around. For example, when you start the game, you will notice that your main character will summon Cyclops, then Machine Knight, then Oizys, and finally Egg Man. Oizys is the core monster for your main character's egg. This is because it is the monster that is summoned before Egg Man. Therefore, the blessings imparted to the main character's egg will follow the sequences in the "Oizys Egg Pathways" chart below. The other core monsters are Half Merman, Puchi Devil, and Koro-pok-guru. I didn't include a chart for Koro-pok-guru because I didn't have much luck successfully achieving new monsters with his egg. Either his egg works differently, or his egg is inferior.

These charts show what monster your egg will summon after receiving a blessing from each type of monster, in a particular order, when starting from an egg that is reduced all the way down in power to where it will only summon Egg Man. Let's try an example. Let's say you are using a general who has Oizys as the core monster. We will then need to look at the "Oizys Egg Pathways" chart. Let's say we get a blessing from the Gargoyles first. Look at the entry in the chart with the large box that says Gargoyle on it. Below Gargoyle, it says Oizys. So our egg will now summon Oizys (as we should already know since Oizys is the core monster). Now, we can look at the chart and look at the next column to the right to see that if we get a blessing from the Water monsters or from the Gryphons, we will be able to summon Rimosu, but if we get a blessing from the Goblins, we will be able to summon Momos. Let's say we choose to get a blessing from the Water monsters, so now we have Rimosu. The next entry to the right simply says "Bighead". It doesn't say what monsters to get a blessing from. This is because it doesn't matter what monsters we use, as long as it is not the Gargoyles or the Water monsters since we already used them. So let's say we get a blessing from the Goblins. Now we can summon Bighead. Finally, we get a blessing from the Gryphons, and we can now summon Golem.

Oizys Egg Pathways								
Water Oizys	**Gryphon** Machine Knight	Cyclops	Hades	**Gargoyle** Oizys	**Water** Rimosu	Bighead	Golem
	Gargoyle Machine Knight	Scorpion Centipede	Asura		**Gryphon** Rimosu	Maneater	Tiphon
	Goblin Geras	Sparta	Ares		**Goblin** Momos	Wizard	Pandora
Gryphon Oizys	**Water** Geras	Hydra	King Dragon	**Goblin** Oizys	**Water** Momos	Nyx	Phonos
	Gargoyle Man-Faced Fish	Slug Man	Dragon		**Gryphon** Cerberus	Minotaur	Medusa
	Goblin Man-Faced Fish	Devil Woman	Amazon		**Gargoyle** Cerberus	Unicorn	Elf Dragon

Half Merman Egg Pathways							
Water Half Merman	**Gryphon** Momos	Wizard	Ares	**Gargoyle** Half Merman	**Water** Oizys	Machine Knight	Sparta
	Gargoyle Momos	Wizard	Phonos		**Gryphon** Oizys	Machine Knight	Hydra
	Goblin Momos	Nyx	Medusa		**Goblin** Oizys	Geras	Slug Man
Gryphon Half Merman	**Water** Cerberus	Minotaur	Elf Dragon	**Goblin** Half Merman	**Water** Candelore	Man-Faced Fish	Devil Woman
	Gargoyle Cerberus	Unicorn	Cyclops		**Gryphon** Candelore	Man-Faced Fish	Bighead
	Goblin Cerberus	Unicorn	Scorpion Centipede		**Gargoyle** Candelore	Rimosu	Maneater

Puchi Devil Egg Pathways							
Water Puchi Devil	**Gryphon** Candelore	Unicorn	Amazon	**Gargoyle** Puchi Devil	**Water** Echo	Rimosu	Wizard
	Gargoyle Candelore	Unicorn	Devil Woman		**Gryphon** Echo	Momos	Wizard
	Goblin Candelore	Machine Knight	Bighead		**Goblin** Echo	Momos	Nyx
Gryphon Puchi Devil	**Water** Half Merman	Geras	Bighead	**Goblin** Puchi Devil	**Water** Apate	Cerberus	Nyx
	Gargoyle Half Merman	Man-Faced Fish	Maneater		**Gryphon** Apate	Oizys	Minotaur
	Goblin Half Merman	Man-Faced Fish	Maneater		**Gargoyle** Apate	Oizys	Minotaur

Note that your main character's egg starts primed to summon Hades if you receive a blessing from the Gargoyles before you use the egg. The same goes for your starting general Zeus (ゼウス). The egg for your starting general Venus (ヴィーナス) starts primed to summon Ares if she gets a blessing from the Gryphons before using the egg.

Strategies

General

I play this game very aggressively. I immediately attack two or three enemy castles on the first turn, and take no unnecessary time to rest in between exploits. The reason is that you gain more income with each castle you command. Thus, you can afford more resources if you succeed in this aggressive approach. It prevents you from being slowly drained of your funds and soldiers, which could put you in a precarious position. For example, in the first scenario, I will send one unit to attack the castle nearby to the East, and another unit to attack the castle to the Northeast. After capturing the East castle, I will send the general who successfully captured that castle to attack the next one to the Northeast, while sending my third general (who has remained on the starting castle) to the East castle to defend it since there is another castle nearby that might send an attacking party.

I will always avoid battles outside of castles if I can. These battles won't do you any good. The enemy won't lose any of their generals when they are defeated in the field, nor will they lose a general if they attack your castle. At least if they attack your castle, you will immediately have your soldiers replenished after the battle, and it seems you get a stat bump when fighting in your castle.

Battles

During battle, I will first test the enemy's strength. I will tap A quickly and watch which team bounces backwards the farthest. If the enemy flies back, then you are in good shape for this battle. If your team flies back, then the enemy is strong. You will need some help to win this battle. You can either summon an egg monster or use an item. Early in the game, you won't have any items, so summon a monster. Don't hoard your monster summons too much. As I stated before, you want to capture enemy castles as quickly as possible.

When one of your generals has used their monster summon twice, their monster will be too weak to rely on for further attacks. After that point, you want to buy strong items so you can use them to heavily damage the enemy during battle. Two or three powerful items will likely be enough to overthrow any castle.

Monthly Expenses

The most important thing to spend your money on at the end of the month is soldiers. You need to make sure you always have a healthy store of soldiers to be able to both defend your castles and to capture enemy castles. After that, purchase some of the more expensive attack items. For every two items you purchase (maybe more if you're playing scenario 3), you will likely be able to capture a new castle. Finally, if your supply of money is healthy, you can upgrade some of your castles. Only make the upgrade if a general is stationed at a castle with a high ないせい ("domestic affairs") stat so the upgrade is cheap.

Monster Blessings and Caves

Although the monster summoning aspect of this game seems to be heavily emphasized, I found it too inconvenient and time consuming to be of use. I didn't have enough generals to both defend my castles to spare any for a long trek to the monster nests. So I just ignored the monster blessings and I did well.

The cave on the map also seemed to be a waste of time. I always received weaker items from those expeditions, so I would recommend against going out of your way to visit the cave unless you have a general that you can spare.

Ending

A heads up: After viewing the ending, the screen will say めでたし　めでたし. From this time forward, don't push anything or else you will return to the title screen. Wait approximately 30 seconds and you will see the staff credits. I translate the ending text below:

1. Year, # month. (Your name) unified the land.

Congratulations!! (Your name)...! At long last, the war that engulfed this continent has ended. The soldiers and the people of our land rejoice!! Now then, I would like to introduce to (your name)....! From across the sea, the princess of the country of North Collins, Eris!

I had heard the rumors about you and wanted to meet you.

(Your name)! Congratulations on your wedding!

この うんちくん とともに！

........!!........
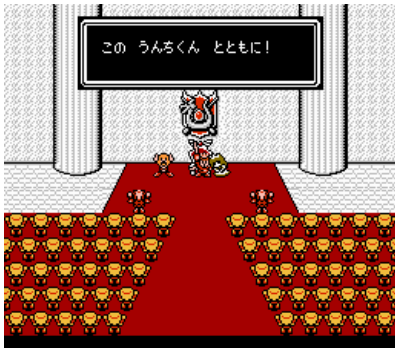
........Cough........Everyone, nice work. We were able to unify the land with the strength of you gentlemen. From now on, I want you to use your strength for peace.

Together with (your name)!

(The screen goes dark and says めでたし　めでたし - "Congratulations Congratulations". Don't push anything or you return to the title screen. Wait ~30 seconds to see the staff credits accompanied by some monster animations).

ふっむ〜たっ！

メインプログラム　かなやま もとゆき

Conclusion

I hope this guide helped you with Hanjuku Hero! It was pretty fun, and it may be worth looking into the sequels. If you have anything to contribute, questions, or suggestions, please send me an email at lastbosskiller[at]gmail[dot]com.

I want to thank EvilNinja725 for inspiration to do this game and for his high quality FAQs that remind me to try harder on my own. And I also want to thank the NES FAQ Completion Project contributors and followers, and the writers at GameFAQs for a fun place to investigate old games.