

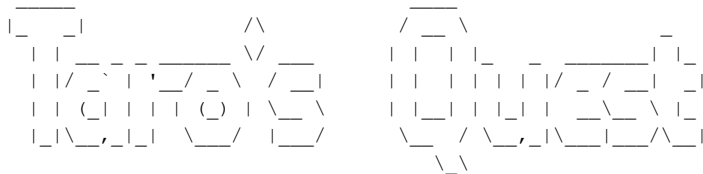
Jajamaru Ninpou Chou FAQ/Walkthrough

by KeyBlade999

Updated to vFinal on May 19, 2015

NOTE TO THE READER!

This is merely a for-reference thing, but it could have a significant impact on how you read this nonetheless. In regards to this FAQ, the First, Second, and Fourth Quests were played from the viewpoint of the U.S. version of this game, which had already been partially completed and localized. Differences include slight item and dialogue changes; for example, in the first quest, you will look for rings in the U.S. version, but proofs in the Japanese version. The context is usually quite obvious (at least upon translation), so be absolutely sure to keep this in mind!!



- **Game:** Taro's Quest (*also known as:* Jajamaru Ninpou Chou)
- **Console:** NES/Famicom
- **File Type:** Formatted FAQ/Walkthrough
- **Author:** KeyBlade999 (a.k.a. Daniel Chaviers)
- **Version:** Final
- **Time of Update:** 8:24 PM 6/13/2014
- **File Size:** 153 KB

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Introduction

Welcome to another one of my FAQs. This FAQ will cover Taro's Quest. Taro's Quest is probably better known under the Japanese release's name, "Jajamaru Ninpou Chou", since Taro's Quest didn't get released in the U.S. The Jajamaru/Taro series has a bit of an interesting history to it; for one thing, most of the games in the series were planned for a U.S. release, but aside from Ninja Taro (for the most part), most of the games were only half-localized at best. Jajamaru Ninpou Chou is little different in that. Still, it came out during an interesting era of gaming, after the release of Dragon Quest (or Dragon Warrior) on the NES which spawned a number of clones in other series, trying to emulate the same success. Not every one of them was successful, but Taro's Quest is a pretty decent one (once you get past the fact that it wasn't officially released outside of Japan).

It's been over twenty years since this game's launch in 1990 by Jaleco. (They usually do sports games from what I've seen, so this was a surprise.) And since then, not a single FAQ has been written for it. Well, there's always a first time for everything, no? Ever since the start of the NES FAQ Completion Project on GameFAQs several years ago - a project designed to get a guide out for every single NES game out there - many people have now been helped because older, rarer, less popular games have gotten guides. So many games, in fact, that all of the North American games have been covered, as have the European games, leaving only those that are homebrews and mostly those released in Japan and the Koreas.

And so, that is how I came upon this game. Thanks for listening to my ramblin'; hope you enjoy!

Basics of the Game

Game Controls

FIELD CONTROLS	
Button	Resultant Effects
D-Pad	Move around
A Button	Open an action menu
B Button	Exit action menus and the like
Start Button	See character status screen
Select Button	N/A

BATTLE CONTROLS	
Button	Resultant Effects
D-Pad	Move cursor
A Button	Confirm choice
B Button	Leave menus; return to "Fight"
Start Button	N/A
Select Button	N/A

Title Screen Details

Only Jajamaru Ninpou Chou will give you trouble in regards to the title screen. There are two options on this Japanese game: the left option is "New Game" and the right option is "Continue". The options on the U.S. version, Taro's Quest, will be the same: top is "New Game", bottom is "Continue". The function and execution of the continue option differs slightly in the two. In the prototype U.S. release, the game basically has a battery back-up similar to most modern RPGs, or even those of its day like Final Fantasy. In the Japanese release, you'll enter passwords. Keep that in mind. In either game, there are shrines in each town to go to where you can save (U.S.) or get passwords (Japan); be sure to write down those of the latter.

After the title screen, in the Japanese version, you get to select one of three text speeds: fast, normal, or slow, in that order. (This is skipped in the U.S. version: for some reason, it almost always is in any game.) After, you get to select one of three quests to take in the game - in order, the first, second, and third quests. The U.S. version skips that and goes straight to the first quest; you'll do them in order there. Part of that is probably because you can't get to the third quest in the U.S. version and skip straight to the fourth. Or something.

Game Interface

The game interfaces will differ somewhat depending on which version you're playing: the unreleased U.S. game (Taro's Quest) and the released Japan version (Jajamaru Ninpou Chou) will differ slightly on the whole for what's playable, including graphics, translations, and the obvious Japanese text. But it's easy enough to draw parallels to each. First, the interfacing in the field.

^{^1}|The U.S. and Japanese versions, under the same situation in the first quest.

Interfacing with stuff in the field is pretty basic. At the top, you can see several things: the character's name (Taro in the U.S. version, Jajamaru in the Japanese version) is the most prominent. Below it in the Japanese version or further to the right in the U.S. version is the character's Level. Next to that, you'll find the HP and MP stats for the character. You've probably played some sort of RPG before and you should be familiar with all of these stats. In case you're not, keep in mind that HP is health, MP measures how much magic can be used, and Level goes up as EXP. is earned from battles; higher levels mean more power!

With you press the A Button, four options appear. In both versions, they're the same: Talk, Magic, Item, and Search. These are pretty basic functions. "Talk" lets you speak with characters; "Magic" lets you use magic in the field; "Item" lets you use an item; "Search" allows you to search for items. Pretty simple, right?

The subsets of "Item" are "Look", "Use", "Equip", "Trade", and "Drop" (left to right, top to bottom, same in both). "Look" lets you see the inventory; "Use" lets you use items; "Equip" lets you equip weapons, clothes, accessories, and amulets (again, left-right, top-bottom); "Trade" lets you give items to the other person; and "Drop" lets you trash items. Trade may seem useless in that it only moves stuff from Taro/Jajamaru to Hannah/Sakura - however, keep in mind that since treasure is normally found with Taro/Jajamaru, and some stuff can't be used by him but only by the princess, it helps to move some stuff around.

^{^2}|The battle interface, again for the same battle in the U.S. and Japan versions.

The battle interface in Taro's Quest/Jajamaru Ninpou Chou is about as much as one could expect from a general RPG, especially a Dragon Warrior clone such as this. You have five basic options: Fight (a basic physical attack), Magic (use spells), Item (use items), Run (try to flee the fight), and Defend (waste a turn, but take less damage).

Battles in this game are pretty simple and generally against one lone enemy. You get to choose an action, then the enemy reacts, and this repeats for a while. As I said, simple. If you opt to use the Fight command, damage will be dealt according to the attacker's Strength and defender's Defense; Magic spells are Defense- and Strength-independent, dealing flat damage, whatever their effect.

When you start having Hannah/Sakura as a part of the party, battles remain against one enemy, amazingly enough. O_o The main thing to note about her command menu is the fifth "Pray" option, which basically is some sort of aid, like raising Defense.

^|3|The stats screen for Taro/Jajamaru at the start of the game in both versions.

Now, for the stats screen... That's a heck of a lot simpler. Everything you could see in the U.S. release would be paralleled in the Japanese release, although Taro looks a lot cooler in the U.S. version. =P In any case, in the lower-left, you'll see the character's name, then level, your money, and the character's earned EXP.

On the right are the following stats, in order. You can see **Level-Up Stats** for more detailed info.

- **Max HP:** The maximum amount of HP (health) the character can have right now.
- **HP:** The current level of HP this character has.
- **Max MP:** The maximum amount of MP (magic) the character can have right now.
- **MP:** The current level of MP this character has.
- **STR:** Standing for Strength, this stat determines the power of "Fight" in battles.
- **SPD:** Standing for Speed, this helps determine battles' turn order.
- **DEF:** Standing for Defense, it determines how much damage you take; the more DEF, the less damage.
- **AGL:** Standing for Agility... Uh, I think this helps with evasion of attacks in battle? =/
- **SKL:** Standing for Skill... Uh, I'm not too sure on this one, either. I think it may help get you more critical hits.

Walkthrough

Huge Note!

First and foremost, read over the **Game Interface** section above.

To those rare few playing the U.S. prototype, Taro's Quest, you'll need to effectively switch to the Japanese version when you're used to the game. Without hacking, you won't be able to get to the third quest, even though it is partially programmed into the game already - mostly the geography, but it is far from playable as a whole. Additionally, you may want to keep in mind that the U.S. and Japanese versions have some notable differences. In case I screw up in some way (since I am playing both versions), here are a few I know of. I usually use both references when possible.

- **You (The Main Character):** Taro in the U.S. version, Jajamaru in the Japanese version.
- **The Princess:** Hannah in the U.S. version, Sakura in the Japanese version.
- **The Helper Character:** A dog in the U.S. version, a monkey in the Japanese version.
- Graphics, names, and general themes do differ between versions of the game.
- You cannot enter the third quest in the U.S. version.

For the Third Quest, you will only get info from the Japanese version. While I will go ahead and try my best with this stuff, once I hit that point where the Japanese version must be played - all of the third quest - info on text and translations can be a bit lackluster and tentative (since they were mostly from Google Translate). Expect this stuff to occur.

First Quest

Quest Flowchart

Version Compatibility

- **U.S. Prototype:** Playable
- **Japanese Release:** Playable

- **Hunting Down the Kabuki Samurai**
- **Hunting Magic Rings: The First Ring...**
- **Hunting Magic Rings: The Other Two...**
- **The Secret Book of Ninja & Dark Tengu**

Hunting Down the Kabuki Samurai

TREASURE CHECKLIST

\$50 Magic of Thunder

LOCAL ENEMY BESTIARY					
Enemy Name	Max HP	STR	DEF	EXP.	Money
Attack Dog	13	2	4	2	\$1
Floating Devil	12	2	15	2	\$4
Killer Bear	47	13	47	6	\$14
Ninja Dog	36	11	62	5	\$16
Slime	6	1	6	1	\$1
Wind Elemental	20	5	26	3	\$12

~ Overworld ~

After starting the game and choosing the first quest (as needed), you will meet with a man briefly. You will be thanked for saving the princess, then given **\$50** before being sent on your way in a vague manner. There in the overworld, you will automatically head into town on the Japanese version, but the U.S. version lets you walk manually. Either way, you may want to grind around the overworld for a bit for levels and the rare item or two.

~ Ninja Village ~

NINJA VILLAGES'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Ninja Wing	\$30	Makes you return to the previous town in the field

NINJA VILLAGES'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6
Cloth	\$16	Taro/Jajamaru	Defense +31
Robe	\$15	Hannah/Sakura	None (character not usable)

In the town itself, just northeast of the entrance is an inn. Like most RPGs, staying in an inn will let you restore HP and MP. There's point in doing this (initially) on the Japanese version, but those on the U.S. release will want to at least consider it since they walked here. It costs \$4. West of there is the weapon/armor shop. Remember how to equip items once bought (A Button -> Items -> Equip)? In any case, you may want to grab some Cloth for Taro. While you may be tempted to buy a Robe for Hannah now, it's better to avoid it as Hannah isn't usable in this quest. While having a weapon is always useful, you may want to consider leaving the Shurikens for now in favor of actual items. Then again, there's always overworld grinding. Whatever floats your boat.

Northeast of there, you can find the item shop. There, it wouldn't be too bad of an idea to consider buying some Fruit at least, since it'll heal your HP. Once you level up to Level 5, though, it's obsoleted by the Magic of Feed spell, which only costs 4 MP. If you feel you'll get in trouble, the Ninja Wing is also worth considering since it'll bring you to the previous town, but it is quite expensive given we only started with \$50.

Finally, in the far northwestern corner of the town, you can find a house with a shaman within. Speak with her and you can do several things. In the U.S. version, you can save, or get a password in the Japanese release. You can also pay some money (\$6) to revive characters from death later on. Go ahead and do the first thing here (save/password) so we can move on back in the overworld.

~ Overworld ~

Once you have saved and gone back into the overworld, head to the small building to the southeast of the town. Here, you'll find an animal - dog in U.S., monkey in Japan - that will help you go anywhere in the world for \$10. (Not sure how a dog would spend money, but whatever.) For now, it's pretty pointless since he'll only take you back to the town we just left (Ninja Village). Once you've returned to the overworld, go east and across the bridge, then further east. As you reach the southern border of a forest, you'll see several buildings.

The northern building of the trio is an inn (\$5 cost). The southwestern house has a resident mentioning to cross the river nearby with a log bridge, and the other notes that the next village is that of the Gravekeepers, where one of the mystic orbs can be found. Once back in the overworld, if you go through the forest to the north and head northwest, you can fight some pretty powerful enemies if you need some EXP. grinding. I'd personally grind my way up to Level 3 ~ 5 for the next segment. You can always use the inn to heal up if you need. But the most thing to beware of there are the sturdy enemies: it's almost like a Peninsula of Power thing you'll know about from Final Fantasy.

Once you're ready, go east from the trio of buildings. Past the forest, you'll be at the southern border of a desert. Continue east along it to find a building to go into.

BOSS: Kabuki Samurai

STATS	
Max HP	59

Strength	8
Defense	32
EXP. Earned	16
Money Earned	32
Other Earnings	Magic of Thunder

The Kabuki Samurai is what one would expect of an early-game boss. He's pretty easy. In fact, if you were one of those courageous enough to go for the "Peninsula of Power". Depending on your stats, he should be doing 6 ~ 10 damage to you, with you returning about 4 ~ 6 per hit. If that is the case, you'll be pretty sure to win, so long as you heal partway through the battle. Your first instinct will probably be to use the Magic of Chuckle spell, but don't bother: like statuses in most RPGs, that won't do anything but waste a turn for you.

Just keep it to simple "Fight" attacks, healing through magic or items as needed; you'll do well enough at Level 5+. If you need to run, it's a legitimate option, just be sure to come back fully prepared since he'll be healed again.

After the battle, you'll learn the **Magic of Thunder** spell. In battle, it is accessible under "Orbs" from the Magic menu. It costs 5 MP and deals out 25 damage. ^_^

Hunting Magic Rings: The First Ring...

TREASURE CHECKLIST				
<input type="checkbox"/> Log Bridge	<input type="checkbox"/> Magic of Dark Mist	<input type="checkbox"/> Bomb	<input type="checkbox"/> Ninja Wing	<input type="checkbox"/> \$64
<input type="checkbox"/> Fruit	<input type="checkbox"/> \$150	<input type="checkbox"/> Belt of Mage	<input type="checkbox"/> Red Ring	

LOCAL ENEMY BESTIARY					
Enemy Name	Max HP	STR	DEF	EXP.	Money
Attack Dog	13	2	4	2	\$1
Bear	78	12	40	7	\$12
Dream Eater	22	15	32	12	\$16
Evil Ninja	61	18	26	7	\$16
Floating Devil	12	2	15	2	\$4
Killer Bear	47	13	47	6	\$14
Ninja Dog	36	11	62	5	\$16
Priest	111	17	68	10	\$6
Rock Monster	95	15	143	6	\$20
Shinobi Man	112	63	112	10	\$47
Slime	6	1	6	1	\$1
Wheel Golem	63	12	40	4	\$18
Wind Elemental	20	5	26	3	\$12

~ Gravekeepers' Village ~

GRAVEKEEPERS' VILLAGES'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field
Cake	\$50	Plot event only

GRAVEKEEPERS' VILLAGES'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6

Spear	\$56	Taro/Jajamaru	Strength +12
Bow	\$30	Hannah/Sakura	None (character not usable)
Amulet of Uranus	\$32	Taro/Jajamaru	Speed +30, Agility +24
Amulet of The Moon	\$28	Hannah/Sakura	None (character not usable)

After the battle, head west and through the already-traversed forest if you need an inn to use. Otherwise, go north of where you fought the Kabuki Samurai and across the desert to find a large building. Southeast of there, you can find a place where you can speak to a dog/monkey and pay \$15 to return to Ninja Village. North of there is another house where you can speak with a dude to be told you must bring him cake to restore the log bridge.

As you enter the town, go east and the first building you'll spot is an inn (\$6). Past there, you can buy some weapons and armor in the southeast corner of town. There, you can shell out some cash for a Spear for Taro/Jajamaru. Don't worry about buying anything for Hannah/Sakura, since she won't come into play in this quest. Your choice, though. In the house north of there is a shrine where you can cure yourself of evil spirits (\$3) or buy some water to do that for you (\$5).

In the next section of town, you can find a person saying you are to meet the martial art master Happo across the river. In the southeast house here is the item shop. Among your usual commodities that you want to buy, you need to buy the fifth item, "Cake". This is a requirement since the dude outside of town requests that to rebuild the bridge. So, if you lack the money, grind in the overworld. Finally, in the northeast corner of town is a shrine where you can save and revive.

~ Overworld ~

^sr5]

Back to plot stuff. If you go into the nearby pagoda, you'll learn that the Book of Ninja was stolen by Dark Tengu, a powerful monster. Return to the overworld and head northeast to the bridgekeeper's house, who will restore the bridge if you have the Cake with you. In turn, you'll get the **Log Bridge**. To get it, go to "the Peninsula of Power", as it were - we mentioned it earlier in the last section. Go south in the overworld to where you fought the Kabuki Samurai, then west to the trio of buildings, then northwest to the river. Use the Log Bridge there (at the point in the nearby screenshot) to cross the river.

On the other side, continue to be aware of monsters: while not quite as bad as before, they'll still be powerhouses. I recommend grinding to around Level 10 ~ 15. In the houses west of the river, you get told a number of things. These include beware of rock monsters and needing a boat to get through the forest cave. The southernmost building is an inn (\$8). In the northernmost, you can play a game for \$20 - basically a gambling game for money, where the odds are 50% to win and lose each.

In the westernmost, you will meet Happo. After the scene there, take note of the cave to the west, but we can't yet go there. Instead, go to the east and back to the river. Right where the river meets the ocean, face east and cross with the Log Bridge to get to the other side. (This is where those Rock Monsters lie, so look out! Other extremely difficult monsters lie here!) Once in this area, go along the path northward to the shoreline, then southeast through the forest to find some buildings. The first is an inn (\$14), the second mentions a Red Ring similar to what Happo spoke of, and the fourth is an item shop. Not much special there.

OVERWORLD ITEMS SHOP #1		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Sickle	\$100	Weapon for Taro/Jajamaru: Strength +9
Ninja CLT	\$100	Armor for Taro/Jajamaru: Defense +48
Robe+1	\$110	None (character not usable)

Anyways, cross the desert further to the north and you'll find a building inside which you'll find the Great Yaksha.

BOSS: Great Yaksha

STATS	
Max HP	112
Strength	34
Defense	143
EXP. Earned	16
Money Earned	\$32
Other Earnings	Magic of Dark Mist

After the relative ease of fighting the Kabuki Samurai, Great Yaksha is definitely a slap in the face: it has double the highest Strength and equal the highest Defense of any monster insofar, and we were already having trouble in the overworld! You probably should make your way to Level 12 ~ 15 for this battle.

The most influential thing in this battle will be your magic. Early on, you should spam the Magic of Thunder orb against Yaksha: it always deals a flat 25 damage, about 20% of his HP, although it won't always hit... You won't be able to stand all of his hits in one go, since they'll deal out 15 ~ 35 damage per attack. Hopefully, you bought some Burgers in the Gravekeepers' Village to facilitate your healing needs:

let those do the healing, since MP is currently unhealable! It may waste a turn, but it's better that losing too much MP and losing because you couldn't hit him enough with Thunder. In any case, if you run out of MP, you should have done enough damage to where simple Fight attacks will suffice.

After the fight, you will get the **Magic of Dark Mist's** orb! It's a useful spell if you're in dire situations as it causes instant death, but it's pretty rare to take actual effect. In any case, after the battle, head west and north to find a cave and a building. The building is one of those places where you can basically warp to (right now) the Ninja's and Gravekeepers' Villages. Enter the cavern nearby.

~ **Oceanside Cavern** ~

As you enter the cavern, go north along the eastern of the two paths, then south at the fork. Walk onto the chest you see in the room at the dead-end and Search to find the **Star of Power**. For now, though, that will be it. Leave the cave.

~ **Overworld** ~

Once you return to the overworld, head east and through the narrow, forested path between the mountain ranges for a while. You'll soon come upon an item shop as the path widens.

OVERWORLD ITEMS SHOP #2		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field
Bone	\$200	Plot event only

You can probably buy some Burgers and other useful stuff there, but that's about it. Do buy a Bone, though, since you will need that to move forward. Go north and further along those mountain ranges and you'll find, at the very end of the next peninsula, a place where you can speak with a dog. Thanks to the Bone, you'll go onto the next village.

~ **Port Town** ~

PORT TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Gun Powder	\$30	Deals out 20 damage in battle
Burger	\$20	Restores 80 HP
Ninja Wing	\$50	Makes you return to the previous town in the field

PORT TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6
Sickle	\$100	Taro/Jajamaru	Strength +9
Ninja BLD	\$250	Taro/Jajamaru	Strength +36, Skill +34
Gauntlet	\$80	Taro/Jajamaru	Defense +26, Agility +16
Ninja Mail	\$200	Taro/Jajamaru	Speed +26, Defense +70

When you arrive in this village, you'll be next to the shrine for reviving and saving. To the far south is another inn as well. North of the revival shrine is one to remove evil spirits. Southeast of there is an items shop. It contains the usual commodities. The most notable is the Gun Powder: since you can't use the Magic of Thunder a lot without running out of MP, this could be a decent substitute. South of there, you can find a very useful weapon/armor shop - if you can, buy the Ninja BLD, Gauntlet, and Ninja Mail: they're all very, very helpful!

^sr6]

Speaking of the weapon/armor shop... See that well nearby, just to the south? Get on the tile south of it and use Search, like in the nearby screenshot: you'll find a **Bomb** like this, which will let us proceed further through the Oceanside Cave I mentioned earlier! That's about it for here; leave town and head into the overworld.

~ Overworld ~

Once here, you can only go a bit eastward and speak with the dog/monkey to go somewhere for \$20. Head to the Ninja Village and leave heading east to the trio of buildings, then northwest to the peninsula. Cross the river twice (north, then east) like before and go along the forested path to the buildings near the desert. Go north of there to where the Great Yaksha was fought, then northwest and north to the cave.

^sr7|

~ Oceanside Cavern ~

Once inside the cave, go north, this time along the western northbound path. At the end, you should see a slightly-raised tile: it is the tile Taro is facing in the nearby screenshot. Face it and use the Bomb to get rid of the blockage. Head east and north from there to come across several chests. Stand on each of them and Search to find a **Ninja Wing**, **\$64**, **Fruit**, and **\$150**. Once done, go north and downstairs to the next floor. On the next floor, head eastward for a bit. As you approach the chests, a boss fight occurs!

BOSS: Dragon

STATS	
Max HP	112
Strength	50
Defense	143
EXP. Earned	1
Money Earned	\$37
Other Earnings	N/A

You had best prepare for a difficult battle with this one. For the most part, your attacks will manage around 20 ~ 30 damage if you actually bought the Ninja BLD as you should have earlier. Even with your best equipment, though, the Dragon will manage to land 25+ damage on you with each turn, which will wipe you out in about five turns, depending on your level. In any case, there's nothing special to this battle. If you're level is a bit low, you'll want to focus on using the Magic of Thunder or Gun Powder items, or you can outright attack when you hit Level 12 or so since your Strength should be high enough then to manage at least the same level of damage. You'll need to heal every now and then to avoid risking failure, so be sure to use those Burgers!

After the battle, go east and you'll find two items in the chests: **Belt of Mage** and the **Red Ring**. The Belt of Mage is a pretty decent accessory to use, so do equip it unless you prefer the Strength-centric Gauntlets. In any case, we're done with the Red Ring.

Hunting Magic Rings: The Other Two...

TREASURE CHECKLIST

Sun Mirror Green Ring Cursed CLT Paw of Wyvern Tiara Blue Ring

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	STR	DEF	EXP.	Money
Big Worm	18	2	32	2	\$8
Cutter	22	18	18	16	\$30
Dark Ninja	128	110	160	31	\$64
Dark Priest	80	47	176	1	\$63
Djinn	96	56	95	29	\$31
Evil Moth	79	40	28	15	\$32
Fighter	144	53	112	29	\$111
Fish Lord	111	42	95	29	\$64
Giant Bear	175	63	128	32	\$80
Great Viper	80	32	80	18	\$32
Gray Fairy	96	48	35	16	\$56
Hell Scorpion	95	40	18	15	\$40

Illusionist	127	79	143	21	\$64
Kraken	54	30	70	12	\$21
Lesser Demon	64	16	176	16	\$29
Rock Monster	95	15	143	6	\$20
Snow Wolf	96	50	96	21	\$52
Vampire Shell	64	24	111	20	\$56

^sr8|

~ **Overworld** ~

After collecting the Red Ring, backtrack out of the Oceanside Cave. Once in the overworld, use the nearby dog/monkey place and spend \$20 to go to Port Town. Once there, return into the overworld and look to the north. There is just one spot in the forest with no trees on it whatsoever: it's pointed out quite directly in the nearby screenshot. Go onto that tile and you'll meet Mr. Catfish, who will travel with you and provide a submarine for your own nefarious purposes. >_> In any case, use another dog/monkey traveling place to go back to Ninja Village. Once there, heal up and stock up if you must, then leave town heading east. At the trio of buildings, go northwest and cross the river with the Log Bridge, this time only once. From there, go west, past the buildings, and into the forest cave.

~ **Forest Cavern** ~

As you enter the cavern, you'll see some water off to the northeast. With Mr. Catfish a part of your party, you can now go into that water and ... well, I'm not sure what you do, but you can cross. Once across, go northwest and use the Bomb on the slightly-raised tile to destroy the barrier, then search for a **Sun Mirror** in the chest. We'll need this later, so hold on to it. That's all here, so leave.

~ **Overworld** ~

Backtrack to the river and, from there, sail northward onto the island. There, you can buy Knoiti CLT for \$2,500. They aren't for Taro/Jajamaru, though, so don't really bother for now. If you head to the far northwest corner of the map from here, you can walk onto the center of the northwesternmost island and go along a linear, almost-monsterless (though those that appear are tough) path. At the end, in the southeastern corner, you can go south to find some stairs, but first open the chest to the north for the **Green Ring**! Just one to go! Use the stairs to return to the overworld.

Once there, head far east and you'll find another island on the map. There, you'll find a small building for a boss battle.

BOSS: King Tortoise

STATS	
Max HP	192
Strength	56
Defense	207
EXP. Earned	16
Money Earned	\$32
Other Earnings	Magic of Fire Bolt

This battle is moderately difficult at best; the previous dungeon we went through has some tougher enemies. In any case, this boss mostly sticks to simple physical attacks dealing 15 ~ 35 damage per hit, depending on your level. You won't be able to rely much on your physical attacks for this battle, though: even 255 Strength will barely break 40 damage. You'll want to abuse the Magic of Thunder for what you can, as well as Gun Powder items, for the battle.

For winning the battle, you'll get the **Magic of Fire Bolt**. It costs 12 MP to use and is great in that it deals out 80 HP of damage! The only problem is that it doesn't hit quite often: more often than Dark Mist, but it could be a lot better... In any case, head southwest. You'll quickly find a town and one of those dog/monkey-will-take-you-anywhere-for-\$30 places.

~ **Isles Town** ~

ISLES TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Amulet of Mars	\$120	Taro/Jajamaru	Strength +16, Speed +42
Amulet of Venus	\$120	Hannah/Sakura	None (character not usable)
SWD of Falcon	\$1,000	Taro/Jajamaru	Strength +70, Speed +91

Robe+4	\$500	Hannah/Sakura	None (character not usable)
--------	-------	---------------	-----------------------------

In the town itself, you'll quickly find the weapon shop. There, stick to the SWD of Falcon and Amulet of Mars - I'm starting to think we won't get Hannah/Sakura at any point, so why even bother spending money on the b-- *ahem* In any case, there is also an inn (\$25) near the town entrance. That's about it for shops: nothing item-related here, so you'll have to use the dog/monkey outside of town to go anywhere for restorative items. In any case, at the northwest side of town is the woman to revive and save the game. Someone around town will also mention the Sun Blade for defeating Dark Tengu later, but ... well, it's later. Once you're done, return to the overworld and go north into the castle.

~ Isles Castle ~

Once you enter the castle, go east, north, and along to the stairs. On the second floor, head west to find some **Cursed CLT** in a chest. It raises Agility by a significant 101 points, in case you like that. If you want, return to the first floor and go to the northwestern part of the floor and head up those stairs. There's no point, though; all there is is an old man telling you to go to Devil's Isle for the Blue Ring. So leave and return to the overworld.

~ Overworld ~

Return to the sea and sail far east to the northeasternmost part of the map. There, you'll find a lone house (dog/monkey place) on the land, the only way to access those northern snowy lands. If you head northwest, you can enter a large town.

~ Snow Town ~

SNOW TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$50	Makes you return to the previous town in the field

SNOW TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Sickle	\$100	Taro/Jajamaru	Strength +9
Spear	\$56	Taro/Jajamaru	Strength +12
Shuriken+1	\$600	Taro/Jajamaru	Strength +54
Cloth	\$16	Taro/Jajamaru	Defense +31
Iron Fur	\$700	Taro/Jajamaru	Agility +99

In the southwestern part are the item shop and inn (\$20). There's not much special in the item shop, though, except the usual commodities. The northwest corner is the shrine to remove evil spirits. The northeast corner houses a gambling house similar to that where you found Happo. Finally, the southeast corner has the weapon/armor shop and the revival/saving house. There's little of point here you couldn't have already gotten, so don't bother with the shop.

^sr9|

~ Overworld ~

Once you've returned to the overworld, head northeast through the mountains to find a sky-blue ice field, similar to that pictured nearby. There, face the ice and use the Sun Mirror you got earlier to melt it, making you able to cross it. Once on the other side, go south and east to the next cave.

~ Snow Cavern ~

When you enter the cave, head north at the fork and go along the linear path to find a chest. Within is a **Paw of Wyvern** - it induces a 63-point increase in Speed when used in battle. Backtrack to the north/south fork near the entrance, this time heading south, then east and north along the path. As you continue on, a room will open up to the north with a chest visible within; open it for a **Tiara**. Return into the hall and go east and north and along the path for a bit and through the dark opening.

As you enter it, you'll fight a basic Illusionist; nothing more than you've fought before. The woman within will you the **Blue Ring**, too!

The Secret Book of Ninja & Dark Tengu

TREASURE CHECKLIST				
<input type="checkbox"/> Sun Blade	<input type="checkbox"/> Book of Ninja	<input type="checkbox"/> Gun Powder	<input type="checkbox"/> Burger	<input type="checkbox"/> Fruit
<input type="checkbox"/> Burger	<input type="checkbox"/> Pure Water	<input type="checkbox"/> Fruit		

LOCAL ENEMY BESTIARY					
Enemy Name	Max HP	STR	DEF	EXP.	Money
Arch Demon	120	95	159	29	\$70
Cursed Warrior	104	63	120	32	\$68
Dark Ninja	128	110	160	31	\$64
Fighter	144	53	112	29	\$111
Giant Snake	138	63	144	28	\$30

~ Overworld ~

Now that you have found the three Magic Rings, return to the overworld of the snowy area and backtrack to the dog/monkey's transport place. There, return to Ninja Village and go east to the building trio and northwest, then across the river. Go west to some more buildings and into the westernmost of them. There, Happo will give the **Sun Blade**! Seeing as it boosts Strength by 88 and Skill by 40, it's a nice idea to equip it, wouldn't you say?

Now, you are left pretty stuck, eh? No idea where Dark Tengu's hideaway is? You'd be surprised how early we found it in this quest. Do you remember where the Great Yaksha was? There was a large tree to the east of there. That's the hideaway. (If you went south of the northwestern island on the map, a woman there will tell you this stuff.) To find this place, go northeast of the river near Happo's, then along the path to the buildings. You can head southeast and across the water for a shop, if you want...

OVERWORLD ITEM SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Life Bow	\$550	None (character not usable)

... but it's pretty useless since Hannah/Sakura won't be here. Due north of there, past the river, is a large tree. Face it and use the Sun Blade to reveal a cave underneath. Enter.

~ Dark Tengu's Lair ~

When enter the cave, go east and along the path. As you turn westward, you'll see a man and a chest to the north. This man helped find the Secret Book of Ninja, but has been severely injured by Dark Tengu. He requests that the book be returned to Ninja Village, for Dark Tengu is too strong. The chest contains the **Book of Ninja**. Don't see why he bothered putting it in a chest, but whatever.

I personally deem he is insane based on that action alone, and thusly believe Dark Tengu is able to be defeated. So let's trek onward: go south out of this room and head west and along the path. You'll soon reach a north/west fork. Go north. (Going west and along that semi-lengthy path leads to an area where you must use the Bomb to reach an **empty** chest. Gah.) For a while, this path is pretty linear. As you reach some water, go south and open the chests for **Gun Powder** and a **Burger**. Nice! If you go east of the brownish path to the north, you can go along the first northbound hall for some **Fruit**. (Hey, we *are* under a tree.) The remaining path yields a **Burger**, **Pure Water**, and more **Fruit**.

Now, go along that brown path.

BOSS: Dark Tengu

STATS	
Max HP	190
Strength	204
Defense	132
EXP. Earned	0
Money Earned	\$0
Other Earnings	N/A

I'll give that dude earlier some credit. Dark Tengu is a very powerful enemy. While his Defense is not the highest we've seen, it's definitely better than most of the enemies we've fought insofar. And, other than the Dark Ninja, almost no enemy comes remotely close to his offensive power.

Dark Tengu is also capable of using the Magic of Feed to heal himself on occasion. Your own power with the Sun Blade should be able to exceed that by a half-decent margin: you should be able to do 30 ~ 45 damage per hit by now. If not, this is always a good place to grind. Then again, even with max Strength,

you'll only do about 50 damage at hit. In any case, Dark Tengu also uses attacks and, even with the best equipment, expect 30 ~ 50 damage per hit. You'll probably need to heal every three or four turns just to survive.

There is a noteworthy convenience, though! When Dark Tengu heals himself via the Magic of Feed, he seems to always do it *twice*, taking up two turns. On that second turn, you can probably manage to either heal yourself if need be, or try your luck with the 80-damage Fire Bolt orb.

After that difficult fight, you'll return to Ninja Village. There, speak with the people to the north to end this quest!

Second Quest

Quest Flowchart

Version Compatibility

- **U.S. Prototype:** Playable
- **Japanese Release:** Playable

- **Sea Crossing**
- **Generic Overworld Trek**
- **Chopping Some Wood**
- **Slaying the Nyudo King**

Sea Crossing

TREASURES CHECKLIST

Magic of Blizzard Bomb Fruit Smoke Bomb Spear Pure Water

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	STR	DEF	EXP.	Money
Big Worm	18	2	32	2	\$8
Eater	11	2	20	2	\$2
Gelatinous Head	36	6	47	3	\$8
Giant Toadstool	11	1	18	2	\$2
Mushroom Boss	23	5	32	3	\$4
Slime	6	1	6	1	\$1

~ Overworld ~

When you begin this second journey, your stats and items will automatically be wiped clean, so you begin with a fresh slate: no magic, no items, no max-level stuff, nothing. Reacquaint yourself with the slightly-altered battle system in the overworld: for the most part, the main difference is the use of Hannah/Sakura. She makes things a bit easier as you can now attack twice if need be. Head southeast and towards the town.

~ Town of Inns ~

TOWN OF INNS'S ITEMS SHOP

Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

TOWN OF INNS'S WEAPON/ARMOR SHOP

Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6
Cloth	\$16	Taro/Jajamaru	Defense +31
Robe	\$15	Hannah/Sakura	Defense +26
Blade	\$36	Taro/Jajamaru	Strength +10
Bow	\$30	Hannah/Sakura	Strength +6

Near the town entrance, you'll find an inn if you need to stay and heal your HP; it costs \$4. Just north of there is the weapon/armor shop. There, you probably should grind in the overworld a while to build up some money so you can buy some weapons and armor: if the first quest taught you anything, it's that things get hard quick. I'd go for the Blade for Taro/Jajamaru and the Robe for Hannah/Sakura at minimum, though overall I'd prefer the Cloth, Robe, Blade, and Bow.

In the northeast corner of town, you can find the items shop, notably mimicking the shop from Snow Town in the first quest. =P In any case, the Fruit are what you ought to settle for initially, since your initial max HP values won't exceed more than 20 for a while, and Burgers are definitely not very useful until even further down the road. South and west from there is the shrine to save and revive, so do that, then leave.

~ Overworld ~

Just east of town is one of those dog/monkey carrier places, only able to take you to the previous town for now, so it's not very useful. Head to the east and south of town and, amidst the forest, you will find a building. There, you can buy Egg Plants for \$50. Don't ask why, but I think it's a good idea to just do it. **(Note: You can use one like you would Fruit or something to access a sound test!)** In fact, return to the Town of Inns and approach the eye-monster dude in the center of town, then talk with it. It will untransform back into the human Musashi.

Return to the Eggplant shop, then head southwest and through the small mountain pass, then go south to a trio of buildings. The northernmost is an inn for \$5, and the other two provide generic info: such as the Egg Plant being able to remove transformations, and the next cave being impassable due to fallen rocks. In any case, head southeast from there and into the house to find a boss!

BOSS: Oni

STATS	
Max HP	56
Strength	12
Defense	111
EXP. Earned	16
Money Earned	\$32
Other Earnings	Magic of Blizzard

This boss battle should be pretty easy. For the most part, the Oni will only do Fight attacks equating to 2 ~ 6 damage, depending on whether you bought the armor I recommended back in the Town of Inns.

Your hits won't do exceedingly well here, since the Oni has a whopping 111 Defense on his side. If you exceed 3 or 4 damage, you're a little *overleveled*. =P In any case, this is an exercise in endurance. If you've gotten Hannah/Sakura to Level 3, you should be able to manage with several Magic of Feed spells, and *maybe* a little Fruit. But it's pretty easy.

^sr10|

After the battle, Taro/Jajamaru will receive the **Magic of Blizzard** spell/orb! Although, for some reason, it won't actually appear in the magic menu initially. >_> Worry not, though - once Taro/Jajamaru has actually leveled up enough, he'll be able to use it, definitely in time for the next boss!

Anyways... Go to the west of there and find the beach. As you may recall from speaking with Musashi earlier, he lost some of his belongings there; specifically, one he didn't know that would help us out. At the northern portion of the beach, there is a tree different from the adjacent forest. If you "Search" on that tile, as shown in the nearby screenshot, you'll find a **Bomb**, which, like in the first quest, can be used to break down the fallen rocks in the caves. The cave we must now enter is literally within sight just to the southeast of there, so go on in!

~ Trans-Oceanic Passage ~

In the cavern, go southwest and you'll see a tile on the ground slightly brighter - like it's more "raised" - than the rest. Face it and use the Bomb to decimate it, opening up the path. From there, continue to the west and you'll see two people and three chests. The chests contain some **Fruit**, a **Smoke Bomb**, and a **Spear**. The Spear is a weapon for Taro/Jajamaru that boosts Strength by 12. Head south from there and, as the path opens up, you'll see someone else to the west. Speak with them if desired, but the main feature here is to the west and north: the chest near the water, which contains some useful **Pure Water**.

Generic Overworld Trek

TREASURES CHECKLIST

<input type="checkbox"/> Magic of Sutra	<input type="checkbox"/> Burger	<input type="checkbox"/> Gunpowder	<input type="checkbox"/> Bugle	<input type="checkbox"/> Laugh-Gas	<input type="checkbox"/> Fruit	<input type="checkbox"/> Robe+2
<input type="checkbox"/> Eye of Vulcan						

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	STR	DEF	EXP.	Money
Dirt Golem	53	12	40	7	\$29
Earth Bug	32	8	32	5	\$12
Gazer	64	18	40	10	\$26
Killer Wolf	63	14	40	5	\$18
Marman	88	30	63	15	\$30
Master Ninja	85	32	95	13	\$24
Parasol Claw	144	20	25	26	\$80

~ Overworld ~

Once on the other side of the cave, head southeast and you'll find three buildings. The southernmost one is an \$8 inn, while the other two provide generic info. Go back to the cavern and head south from it. Once you reach the open, forested area, go southeast. Just outside of town is a dog/monkey that'll take you elsewhere for \$12. Ignore it for now and just go to the castle town.

~ Fudo Town ~

FUDO TOWN'S ITEMS SHOP

Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

FUDO TOWN'S WEAPON/ARMOR SHOP

Item Name	Cost	Equipped By	Stat Changes
Chain Mail	\$100	Taro/Jajamaru	Defense +78
Robe+1	\$150	Hannah/Sakura	Defense +47
Broad Ax	\$240	Taro/Jajamaru	Strength +32
Amulet of Uranus	\$32	Taro/Jajamaru	Speed +30, Agility +24
Amulet of The Moon	\$34	Hannah/Sakura	Defense +31

When you enter town, to the west of the entrance you'll quickly find an inn (\$8) and an item shop. The item shop remains the same as from the Town of Inns, so there's little to go for. You should Level 8 ~ 10 by now, though, so you'll want to reconsider buying some Burgers now. The weapon and armor shop is in the southwest corner of town. There, you'll want to consider buying the Chain Mail, at the minimum, though the Amulet of the Moon and Robe+1 make a nice combo for the princess as well. Throw in the Broad Ax and Amulet of Uranus too, if you can.

Just north of there is the shrine for saving and reviving. If you head in the central pagoda of the town, you'll learn that someone has stolen the Enma Blade, a sword of extreme power, even capable of defeating the Nyudo King. In fact, we need it to kill him... In any case, go east, north, and west around the moat to find the shrine for removing evil spirits if you need to. After you're done here, leave.

~ Overworld ~

In case you spoke with everyone in town, Mr. Fox to the northeast of Fudo is immediately a prime suspect in the Enma Sword theft. However, he won't do much for now. Return to the trans-oceanic cave and go east to the building trio again. Heal up if needed, then go east and across the bridge. Go southwest and east from there and you'll find the usual gambling house. To the northeast of there, you'll find four buildings: of note, an inn for \$14, a save/revive shrine, and a dog/monkey transport area. Be sure to use them well, for to the east lies one of those boss houses!

BOSS: Demon Spider

STATS

Max HP	128
--------	-----

Strength	56
Defense	160
EXP. Earned	16
Money Earned	\$32
Other Earnings	Magic of Sutra

This boss battle should be somewhat difficult, but not enough to deter you from it. The Demon Spider is definitely a lot more powerful than the Oni from before. If you bought the armors/amulets back in Fudo Town, you shouldn't be taking much more than 10 ~ 20 damage per hit, which will suffice well enough for this battle. You'll just have to heal every now and then, or, if the princess is leveled up enough, you can have her use the Magic of Reinforce to boost your Defense by 32 points. The Demon Spider mostly sticks to plain physical strikes, so that'll be it for what to worry about.

As far as damage is concerned, you should be able to deal 5 ~ 15 damage per hit, depending on who's attacking. (In case you haven't figured it out yet, Hannah/Sakura's intended to be your white mage.)

That'll finish this battle quickly enough with only minor trouble. You could also try the Magic of Blizzard, earned from fighting the Oni from before. It deals out a flat 24 damage about half of the time on this fight, so it's pretty good.

^sr11|

After the battle, you'll receive the **Magic of Sutra** orb. This spell for Taro/Jajamaru costs 10 MP and has a somewhat rare chance of killing the enemy in one hit. It's not recommended for use outside of desperate non-boss situations. Anyhow, it seems like you have nothing left to do here. **WRONG!** To the north of there, like in the nearby picture, you can see a large tree. Just south of its southeast tile - the one circled in the screenshot - you can walk there to find a town!

~ Valley Town ~

VALLEY TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Battle AMR	\$580	Taro/Jajamaru	Defense +80
Robe+3	\$260	Hannah/Sakura	Defense +96

Holy crap, monsters! Run for your lives!

... >_>;

In any case, don't really worry about them. In the northeast corner of town, you can buy some newer armor. The Battle AMR is fairly pointless if you already have the Chain Mail on, since it's only a two-point difference, so don't worry over that. But the Robe+3 is definitely something to buy, so, yeah, buy it. There's nothing else to buy here, but there is plenty more to do.

^sr12|

Firstly, you see that pond in the center of town, right? There is a hidden treasure room near there. You can look in the nearby screenshot for it's pointed-out location. Otherwise, from the tile next to the pond's southeast corner, walk south one tile and west three to find it. Within are eight treasures: a **Burger**, **Gunpowder**, a **Bugle**, **Laugh-Gas**, **Fruit**, **Robe+2**, and an **Eye of Vulcan!** ^_^ You should be familiar with most of these items from the first quest of the quest (or at least how to use them). The Bugle is used to boost Strength by four in battle, but it can be used a lot!

Next, if you go into the northwesternmost house of the town... What?

BOSS: Kettle

STATS	
Max HP	95
Strength	36
Defense	176
EXP. Earned	1
Money Earned	\$1
Other Earnings	N/A

I will say it again - what? In any case, we're fighting a freakin' Kettle, and I don't know why. It's a pretty simple battle, though - it's not like a Kettle would be able to do anything beyond a basic physical attack. Generally, they should be hitting for 5 ~ 15 damage, or even less, especially with that new armor you might want to have on. Its sheer resilience is the main problem: you probably won't do over 10, 15 damage a hit with your offense-centric Taro/Jajamaru. Stick him to using the Magic of Blizzard for now.

I will translate the monster's post-battle speech (the Kettle owner) - "No one has ever defeated my Kettle before! Examine the Tuzura Box." ... Doesn't he kinda look like the monster from *Alien* (on the U.S. prototype)? Or at least the final boss from Conker's Bad Fur Day on the N64? In any case, outside go south and speak with the monster near the fence. Use Search on the lime-green chest to get an **Ax**. This will let us cut down those impeding trees in the overworld! Anyhow, that'll do it, too...

Chopping Some Wood

TREASURES CHECKLIST

Enma Blade Magic of Atomic Anex Card AMR of Buddha Crest of Fuma

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	STR	DEF	EXP.	Money
Dark Bishop	68	35	53	1	\$1
Devil Eye	144	60	111	16	\$42
Dirt Golem	53	12	40	7	\$29
Earth Bug	32	8	32	5	\$12
Flying Eye	96	64	50	31	\$144
Gazer	64	18	40	10	\$26
Giant Toad	111	48	79	24	\$48
Killer Wolf	63	14	40	5	\$18
Marman	88	30	63	15	\$30
Master Ninja	85	32	95	13	\$24
Night Stalker	76	22	47	15	\$32
Ogre	95	38	144	28	\$8
Parasol Claw	144	20	25	26	\$80
Toad Boss	127	72	144	32	\$150

~ Overworld ~

Once you're back in the overworld, go south and west back to the cluster of buildings. From there, to the west, you should be able to see the shoreline just past a small mountain range. Head northeast along said range, but on the other side, so that you soon come upon a small tree. Use the Ax to cut it down. To the east, you can see a wide path - it's actually pretty short and culminates in a mostly-generic shop.

OVERWORLD ITEMS SHOP

Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Ninja Wing	\$30	Makes you return to the previous town in the field
Burger	\$20	Restores 80 HP
Helmet	\$100	Accessory for Taro/Jajamaru: Defense +18, Agility +20
Tiara	\$100	Accessory for Hannah/Sakura: Skill +79

It's okay if you need some Burgers, but most of the rest is negligible unless you have money to throw around. If you go further north, you'll find a fox to speak with, ironically speaking of searching "three steps north of Mr. Fox's house" to search for something.

^sr13|

That "something" is actually relatively unique in that it couldn't be found earlier. You will need to manually backtrack to Fudo Town, or use one of those dog/monkey places or something. Northeast of the main town is a house alone in the forest. It has three tiles of plains to its southeast, but that's it. Inside is a bluish ... fox, I guess ... that will initially claim to not be a thief. Outside of the house (after having entered), go north three tiles such that two tiles of forest separate you and the house. (Like in the nearby screenshot.) Use "Search" and you will find the **Enma Blade!** It is more than 2.5x more powerful than the earlier weapons that Taro/Jajamaru could equip, so grab it!

There's no need to return to Fudo Town to return it, so remember where the red fox is that told you of Mr. Fox's possession of the "something"? Head east from there to the shore, then north and west and north from there. As you reach the mountainous northern border (of what this quest allows), you'll see a dense forest off to the west. Except for one tile. Ignore it for now, though we will pay more attention to it later when we have the Armor of Buddha. Head far to the east and through the desert. At the cluster of buildings, speak with the people within the western three for some helpful info and the remaining one for a rest (\$15).

Go south and west and south some more from there and you'll soon find another boss house.

BOSS: Demon Knight

STATS	
Max HP	159
Strength	53
Defense	192
EXP. Earned	16
Money Earned	\$32
Other Earnings	Magic of Atomic

The Demon Knight is by far the toughest enemy we've seen so far this quest. His resilience alone prevents you from doing damage much higher than 5 ~ 10 damage, and his attacks will usually hit you for 25 ~ 35 points of damage. Luckily, he sticks mostly to physicals, so we shouldn't have a problem with that.

So, strategy? You'll want Taro/Jajamaru to focus on the offensive part of the action, devoting himself initially to the use of the Magic of Blizzard a bunch: since it does 24 flat damage, it's worth a shot. The same can be said for him using the Gunpowder you found back in the Valley Town. Hannah/Sakura should devote herself to the curative bits: initially using the Magic of Reinforce once or twice per character (alternating, of course!) to provide a large boost in Defense (32 points per cast). After that, you will probably need her to use the Magic of Feed (preferably Feed Two: learned around Level 11) to heal up, or just have her use Burgers. Other than that, she'll probably want to simply Defend each turn to conserve MP, since you probably don't have a *lot* of healing items and will need to heal several times during this battle.

After the battle, you will get the lethal **Magic of Atomic** spell for Taro/Jajamaru. This spell costs 10 MP and deals a flat 100 damage to the enemy! However, it also deals a flat 25 damage to both of your characters, so look out for that. Anyhow, back in the overworld, go south and you'll find the next town.

~ Fuma Town ~

FUMA TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Blade	\$34	Taro/Jajamaru	Strength +10
Moon Blade	\$1,000	Taro/Jajamaru	Strength +50, Skill +54
Cloth of Mage	\$800	Hannah/Sakura	Defense +77, Skill +48
Amulet of Mars	\$100	Taro/Jajamaru	Strength +16, Speed +42
Amulet of Venus	\$100	Hannah/Sakura	Speed +16, Skill +21

Near the town entrance is an inn in which you should spend \$15 for the full healing, especially after that brutal boss fight. Just north of there is the weapon and armor shop. You'll probably want to get the Moon Blade there at least, though the rest is pretty much "if you feel like it". Much further north of there is the man who will remove evil spirits from you. That's about it, though. West of the armor/weapon shop is a castle to enter.

~ Fuma Castle Dungeon ~

As you enter, go east, north, west, and south to find a chest. Open it to get the **Anex Card**. Go north to the corner, then east and along the path to see a chest in the distance. As you try entering the room, however...

BOSS: Kabuki Man

STATS	
Max HP	160
Strength	64
Defense	184
EXP. Earned	52
Money Earned	\$180
Other Earnings	N/A

This ... Well, this is actually the easiest boss you'll probably ever fight, mostly thanks to the Magic of Atomic. Heck, I only throw it in here because of the obvious plot-based reason that it's blocking our

chest! In any case, have Taro/Jajamaru use the Magic of Atomic twice and you'll win this battle: the Kabuki Man won't kill both of you in a single turn anyhow.

After the battle, go north and open the chest to find an **AMR of Buddha**. Definitely have Taro/Jajamaru equip this, since it is a 120-point boost in Defense! (And 35 Skill, but I don't care about that. =P) Leave the building and return now to the overworld.

^sr14|

~ *Overworld* ~

Once you've returned to the overworld, we need to backtrack a bit. Head north a while back to the desert, then west. Similar to the nearby screenshot, as you come across the forest, there should be a single blank tile in it. There is something hidden there, as I mentioned last time: since we have the Armor (AMR) of Buddha, we can do stuff there. Specifically, you need to stand on the end of the bridge nearby to obtain the **Crest of Fuma!**

Now backtrack to Fuma Town.

Slaying the Nyudo King

TREASURES CHECKLIST

Pure Water Talisman

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	STR	DEF	EXP.	Money
Cursed Warrior	104	63	120	32	\$68
Dark Bishop	68	35	53	1	\$1
Dark Stalker	112	79	42	32	\$62
Death Ninja	136	128	72	32	\$95
Demon Head	64	22	79	28	\$58
Devil Eye	144	60	111	16	\$42
Dragonfly	52	56	48	28	\$80
Flying Eye	96	64	50	31	\$144
Giant Toad	111	48	79	24	\$48
Ogre	95	38	144	28	\$8
Samurai	175	79	95	40	\$176
Toad Boss	127	72	144	32	\$150

~ *Overworld* ~

Once you've returned to Fuma Town, Crest of Fuma in hand, heal up and the like there. Then continue south in the overworld. The path is pretty linear; as you reach the southeast corner of the continent, you'll come upon some buildings. One of them is a shop...

OVERWORLD ITEMS SHOP

Item Name	Cost	Effect
Burger	\$20	Restores 80 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Ninja Wing	\$30	Makes you return to the previous town in the field

... but the supplies are generic. The other is an inn (\$8), so that's a bit more useful. If you head to the northwest from there, you'll soon come upon an open area populated by many buildings. These are the suburbs of Edo City, as it were. There are eight buildings total.

HUGE, HUGE NOTE!

You probably recall those bosses wherein you would fight them in a house and you'd get a magic spell for winning, right? If you tried to enter those houses again, nothing would (really) happen. However, here, in these enemies' houses, you can re-enter as much as desired for EXP./money grinding or, more importantly, **to get items**.

The easternmost building is a battle against a Samurai! It's not really a boss or anything; mostly, just spam the Magic of Atomic on him until he's dead. He could drop the **Amulet of Pluto**, though. Similar tactics can be employed - after healing, obviously - in the house to the southwest versus the Death Ninja, who can drop a **Shuriken-1**. The one northwest of the Samurai house against a Demon Head, who can drop a **Beard of Mage**. Definitely grind for this latter item, since it restores 40 MP. The house west of the Death Ninja house is another Samurai, with another Demon Head to the north, a Samurai to the northwest, and a Death Ninja in the northwesternmost house.

However, there is a weapon's shop in the house just southeast of the second Death Ninja's... It sells Robe+5 for \$3,000; buy it for Hannah/Sakura, since it raises Defense by 127. Now, just go north into Edo City...

~ Edo City ~

Despite the initial appearance, especially when it comes to the shops, you'd think there's an inn, item shop, and armory here. Nope. Sorry to disappoint ya. Make your way east, north, and west and into the castle dungeon. There, go north, west, and north and along the path for a bit. Eventually, there will be a north/east fork. Go north and along to another fork, this one north/south. Go south this time, then west when you're presented with the next fork, and west in the open room. This will take you to a chest with **Pure Water** inside.

^sr15|

Now, then. One of the main things my research into this game dragged up was an issue of incompleteness of the U.S. prototype of this game, particularly regarding the Talisman item in the second quest. Some places claimed there was no Talisman programmed (yet) into the U.S. game: this is false, for there is one, and it is completely usable! While quests one, two, and four had sufficient data to get you through them - with this second quest being the only one to require "awkward" methods to get around without the Talisman - quest three remained incomplete. In any case, my rambling aside, you are supposed to use the Talisman item to fight the boss, the Nyudo King. This **Talisman** is in the open room to the northeast of the Pure Water chest, at the spot in the nearby screenshot. (As soon as you exit the hall to the Pure Water, go five spaces north and four east, then "Search".)

Backtrack to the north/west fork from which you exited the narrow hall. Go north and east into another hallway. There soon is an east/west fork - go east and north and along the path for a while. At the end, you'll fight the Nyudo King!

BOSS: Nyudo King

STATS			
Statistic	No Talisman	With Talisman	Change
Max HP	255	190	-65
Strength	255	130	-125
Defense	255	194	-61
EXP. Earned	160	152	-8
Money Earned	\$255	\$250	-\$5
Other Earnings	N/A	N/A	-

The earning of the Talisman, as mentioned earlier, is a **huge** influence on the difficulty of this battle. Without it, the battle is nigh impossible without having five Living SWD's - a strategy you can use pretty well, and my main one while I thought the Talisman unobtainable in the U.S. prototype. >_> With the Talisman, the boss can still hurt you pretty badly, but especially with that 125-point drop in Strength, you can definitely tolerate him better.

In any case, below are two strategies - one a typical grinder, and one a roundabout strategy partially reliant on luck and items.

THE FIRST STRATEGY:

- Grind to Level 31 without the Talisman, or about Level 20 with it.
- Grind up a ton of Beard of Mage items from the Demon Heads outside town.
- Try to equip the highest-Defense equipment possible. Strength is almost negligible.

This boss under this strategy is basically RPG hell incarnate, with or without the Talisman, if you want to fight him hand-to-hand. You will almost certainly have to grind your characters to Level 20+, and I bet you're only around Level 16 ~ 18 now. Be sure to have the best possible equipment for this battle. In any case, let us assume you thusly get enough Strength and Defense to max your own out at 255. Your hits will *still* do 15 ~ 25 points of damage, and that's with the Talisman. And, really, maxing out Defense doesn't do you much better. For the most part, like you, the Nyudo King can use Defense-piercing magic: in other words, he can always do a constant 30 or 40 points of damage. Defense is good enough in that it does help prevent what physical attacks *may* occur, but I don't even think I saw one. Those that do happen should be hitting for 35 ~ 60 damage.

So, strategy? This will be a grind of about 15~60 minutes, depending on your luck and possession of a Talisman. As I said earlier, each hit will deal out about 15 ~ 25 damage. Assuming an average of 20 damage total per turn, you will need to wait out about 10 turns to finish this battle. On that note, we can also assume 35 damage on average will be dealt to your allies each turn, meaning you need to have

Hannah/Sakura use the Magic of Feed Up - a full HP heal - whenever someone falls below 40 HP, which will happen every 3 ~ 5 turns, probably. Hence, that's why I requested the Beard of Mages - MP healing. The Magic of Feed Up will fully heal you, and that's better than any Big Mac.

Each and every turn, you should attack. I know it's not going to do a lot of damage, but Taro/Jajamaru is just wasting his time by using damage or status spells. Hannah/Sakura should mostly stick to attacking as well, until she's needed for healing.

THE SECOND STRATEGY:

- No need to grind with a Talisman, but without one you want Level 20 or so.
 - Grind against enemies inside the Edo City castle, especially Dragonflies for their Living SWD rewards.
 - You'll need five Living SWD's to win without the Talisman, and four with it. Fill the rest of the slots with healing stuff. Give Hannah/Sakura two of the SWD's.
 - You may want additional SWD's on the off-chance the Nyudo King heals. I recommend bringing eighteen total, really, which is every fillable slot, enough for 3.6 full battles.
-

This is by far the simpler strategy, one even able to beat the Nyudo King without the Talisman. It requires you to have five Living SWD's, or four with the Talisman. These are usable items dropped by Dragonflies in the Edo City dungeon and nearby overworld. They deal out a flat 60 damage - keep in mind that this pierces the enemy's Defense similar to magic spells, and does a LOT more damage than your basic attacks. (Magic remains ineffective, still, so this is all the better!)

On the first two turns, you'll want both characters to throw a Living SWD - a total of 120 damage per turn, and 240 total. This immediately will kill the Nyudo King (240 > 190), so you have no more work to do if you came with the Talisman.

Otherwise, I do this because I recommended you grind up to Level 20 for this boss: a reasonable level, and it gives you around 150 HP to work with. That means you can survive three or four turns pretty easily. After those two turns, you're likely to be in danger of losing a character (since you are likely slower than the Nyudo King), so have Taro/Jajamaru throw the killing sword while Hannah/Sakura heals. While this may seem redundant, keep in mind that the Nyudo King could heal himself, which would probably stop the SWD from killing, but you don't want a weak character for the next turn.

It's pretty simple, though, eh? =P

After the battle, backtrack out of the castle. Speak with everyone outside and you'll be able to go on to the **Fourth Quest** in the U.S. version, or the **Third Quest** or whatever else in the Japanese release.

Third Quest

Quest Flowchart

Version Compatibility

- **U.S. Prototype:** Unplayable
 - **Japanese Release:** Playable
-

If you're crazy enough to want to try this quest on the U.S. version anyways, you can try using the following GameGenie codes: EPAALS and SPYAAS. These will alter the RAM address 0x0503 to 152 (\$98 in hex), and RAM address 0x0570 to 157 (\$9D in hex). This will place you outside of the first town in the third quest overworld: just be careful to immediately deactivate them or screwy stuff occurs. **And don't fiddle with them:** landing in the wrong place in the overworld, like in mountains, can cause boss battles as random encounters - you might even encounter them *normally* here. You won't likely get much into this quest anyways: NPCs generate unrelated text from elsewhere in the game and crap like that, certain bosses block your way, you lack needed items, and game-breaking bosses often appear in the overworld.

Also be sure to note that much of this text was translated, and done so via Google Translate, so many of them are quite tentative (and especially don't make sense, but I don't know much Japanese, so...).

-
- **Traversing the Mainland**
 - **Finding the Last Two Magic Orbs**
 - **Finishing the Quest**

Traversing the Mainland

TREASURES CHECKLIST

Cold Winter spell

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	STR	DEF	EXP.	Money
Abu-Oh	10	2	16	2	\$2 ;Green Fly
Gi-ya	16	3	20	2	\$2 ;Black Fly
Kopon	40	4	15	3	\$18 ;Gold Slime
Manokiri	31	7	24	5	\$14 ;Gastly-like Ghost
Merarihyon	28	6	38	3	\$8 ;Pink-Robed Man
Wide	6	1	6	1	\$1 ;Red Slime

~ Hinode Town ~

HINODE TOWN'S ITEMS SHOP

Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

HINODE TOWN'S WEAPON/ARMOR SHOP

Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6
Cloth	\$16	Taro/Jajamaru	Defense +31
Robe	\$15	Hannah/Sakura	Defense +26
Blade	\$36	Taro/Jajamaru	Strength +10

Typical of the Japanese version, your hand is held straight to the first town of the overworld. Feel free to speak with everyone in the town and learn some gibberish. If you're playing the Japanese version for the first time, enjoy the themes semi-reminiscent of Super Mario Bros. 3, for some reason. In the southernmost part of town is the woman to give you passwords and revive characters; go ahead and visit so you can use the dog/monkey outside of town to go back here when needed.

In the northwestern corner of town is the weapon and armor shop. Not much you should be unfamiliar with at this point, pro player (I hope) - stick to the Cloth and Robe for now. Next to there, heading east, is the inn, costing \$8. You shouldn't need it, really... The remaining shop, just a bit more to the east, is an item shop, selling pretty generic wares. If you're going to buy stuff from there, I'd stick to a few Fruit for now until I got the Magic of Feed on Hannah/Sakura (Lv. 3). In any case, that's about it for here.

~ Overworld ~

Just north of town, you can find the dog/monkey to take you elsewhere for a fee, although there's no point in that right now. Head further north for a bit and you'll see a cave near the shoreline. First, though, note that you can find the usual gambling house to the northeast at the end of the peninsula: it's the usual odd-or-even game of chance, with an initial ante of \$10. As for the cave?

Inside the cave, go north, east, and along the path to another staircase. At the next floor, go east and north to some halls. Go into the big, open room to the northeast, then exit it to the north. Speak with the old man, then backtrack out of the cave into the overworld again. Once there, go south and southwest through the narrow mountain pass. If you continue south and east when you can, you'll be able to examine a large statue (just speak with it), but it doesn't do much. Go west to the river and you should be able to see a bridge to cross.

Once on the other side, go southeast and you'll find four buildings. The second of these is an inn costing \$5, so go for it. The fourth is an items shop.

OVERWORLD ITEMS SHOP

Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP

Daikokunogofu	\$24	Accessory for Taro/Jajamaru: Speed +30, Agility +24
Buddha's Fu	\$22	Accessory for Hannah/Sakura: Speed +16, Skill +21

Other than the Fruit or Burgers - depending on how much you've grinded - there's not much worth buying, so don't bother all that much. Leave the buildings and head northwest to the rocky desert, then north from there between the two rivers. Eventually a log bridge will be seen off to the west; cross it and head southwest. Cross the next bridge and head southeast from there to find a boss house.

BOSS: Shi Iken

STATS	
Max HP	70
Strength	13
Defense	95
EXP. Earned	0
Money Earned	\$0
Other Earnings	Cold Winter spell

This has to be one of the weaker bosses of the game, to be honest - only 70 HP? We've been through a heck of a lot worse. That aside, this boss won't hesitate to hurt you, especially if your Defense still hasn't been boosted by the Cloth or Robe I mentioned back at the first town we visited. Without them, you can expect to get hit for 5 ~ 20 damage, but only half-or-less of that otherwise. Damage-wise, it's mostly a grind. Unless you went back and bought some weaponry, you will still have pretty low Strength stats. That in mind, keep Taro/Jajamaru on his offensive role - he won't do much more than 3 ~ 6 damage per attack, which will make this take a *while*. Hannah/Sakura is better left to her white mage role with the Magic of Feed, or Magic of Reinforce when there's nothing to do.

This battle will yield a useful magic spell: the **Cold Winter spell**. In battle, this orb will allow you to, for 4 MP, deal out a flat 28 damage! After the battle, go north and across the bridge into the desert again. Continue on past it and you'll find a castle and a few buildings near the shoreline. The southwest building is your usual dog/monkey transport house, and the northeast house is a random person house. As for the town?

~ Medetai Town ~

MEDETAI TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

MEDETAI TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Sickle	\$100	Taro/Jajamaru	Strength +9
Chain Katapira	\$60	Taro/Jajamaru	Defense +78
Paw Ohorai	\$30	Hannah/Sakura	Strength +5
Nishijunofuku	\$120	Hannah/Sakura	Defense +64

The two buildings you'll find next to the town entrance are the inn (\$20) on the left and the item shop to the right. The item shop sells the same stock as it did before, so there's little to really mention other than perhaps to stock up on Fruit, or maybe Burgers if you have grinded a little too much. Just north of there is the weapon and armor shop. There, I highly recommend buying the items for \$100 and \$120 - they're armor for both of the characters, and, as you can see above, have a very high level of Defense. You may also want to consider investing in a Sickle right about now, since it could probably double Taro/Jajamaru's Strength, depending on your level.

Shopping spree aside, if you go north of the southeast corner of town, you should find a shrine where you can get a password and revive characters if wanted. North of the inn is the shrine to remove evil spirits from you, or to buy Pure Water to facilitate that need. Other than that, just be sure to speak with everyone and leave town.

Finding the Last Two Magic Orbs

TREASURES CHECKLIST

<input type="checkbox"/> Ninja Wing	<input type="checkbox"/> Dragon Katana	<input type="checkbox"/> Suiton spell	<input type="checkbox"/> Yen's spell
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LOCAL ENEMY BESTIARY

Enemy Name	Max HP	STR	DEF	EXP.	Money	
Cough Dragon	60	32	176	9	\$48	;Silver Lobster
Dogimon	80	32	80	18	\$32	;Floating Corpse
Easy-Ki	40	14	176	8	\$18	;Gray Rock Golem
Flaming Rock	63	15	48	6	\$32	;Faceless Red Human
Funayurei	144	20	25	26	\$80	;Purplish Ghost
Jason	100	54	160	33	\$10	;Axe-wielder
Kamimori Crab	54	30	70	12	\$21	;Red Lobster (lol)
Kopon	40	4	15	3	\$18	;Gold Slime
Liu of Warashi	127	52	159	32	\$100	;Gold Dragon
Manokiri	31	7	24	5	\$14	;Gastly-like Ghost
Merarihyon	28	6	38	3	\$8	;Pink-Robed Man
Mereotoko	85	22	58	29	\$48	;Red Snake
Mr. Otani	32	14	160	8	\$28	;Purple Hermit Crab
Najio	94	40	74	22	\$120	;Rapier-wielder
Opoke Jellyfish	48	10	50	8	\$22	;Jellyfish
Pyogami	111	41	95	16	\$10	;Green-Clothed Man
Snail	64	24	111	20	\$56	;Red Hermit Crab
Suikiga	53	11	46	8	\$12	;Blue-Gray Human
Suininga	128	48	80	18	\$66	;Purple-Robed Ninja
Testimony	22	18	18	16	\$30	;Red Gastly Ghost

~ Overworld ~

Once you've left town, head east and through the forest to a river. Cross the bridge there and you'll find another forest on the other side. There, if you walk onto the blank tile - you will have to, really, in order to go through the forest - you'll find someone quite familiar: Mr. Catfish! As with the first quest, all you now need to do is approach seawater and walk onto it to cross! In fact, get on the ocean using the nearby river delta.

Explore what you want for now. For the most part, everything north of the main continent you've been traveling is just ocean with a sparse few islands. When you're ready, go back to the northwest part of the continent - big beach, castle town, remember? - and sail west to the whirlpool barrier and south. Eventually, you'll arrive on a large chunk of land: continue south to find a town and one of those dog/monkey transport places.

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~ Ryuujin Town ~

RYUJIN TOWN'S ITEMS SHOP

Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP

RYUJIN TOWN'S WEAPON/ARMOR SHOP

Item Name	Cost	Equipped By	Stat Changes
Robe	\$15	Hannah/Sakura	Defense +26
Shinopi's Ki (1)	\$52	Taro/Jajamaru	Defense +21
Shinopi's Ki (2)	\$50	Hannah/Sakura	Defense +22, Agility +16
Zaneiken	\$280	Taro/Jajamaru	Strength +23, Speed +127

When you arrive in town, head to the north and you'll find the three main buildings of the town: from right to left, the armor/weapon shop, an items shop, and an inn (\$24). The weapon/armor shop is pretty useful now in terms of offense. For the most part, I'd stick with just buying that item for \$280 to give Taro/Jajamaru an insane Speed boost and a nice supplement to his Strength as well. Other stuff is as-you-wish. The items shop contains the same generic content as ever (minus the Ninja Wing this time); you're probably of high enough a level to consider stocking up on Burgers now, so go for it.

To the south of the inn and west from the bridge is the shrine where you can revive characters and get a password. Beyond these things, you're expected to - as ever - speak with everyone before leaving.

~ Overworld ~

Once back in the overworld, go east to the mountains and head south along them. Go along this linear path for a while south, west, and northeast into a cave. ^sr18|The Dragon Katana location.

Once inside, go east to the corner and north along the path. This will soon take you to the water, with a chest just to the east. Like in the first quest, you can use Mr. Catfish to cross cave waters as well as those in the overworld: go open the chest for a **Ninja Wing!** Then go to the land tile in the southwest portion of the area and Search on the southeast tile (as in the nearby screenshot) to find a **Dragon Katana**. Be sure to equip it: it's a 112 Strength boost! After, go north into the water, then west and south and through the hole in the cave wall. After the conversation with the ... person? ... there, return to the overworld. Go back to the previous town and head north onto the sea.

Head east, then south through the channel between the two landmasses. When you see the beach to the southeast, land there and continue southeast to find a boss house and an inn. Spend \$12 at the latter for the full healing for obvious reasons, then battle the boss!

BOSS: Cough Dragon Turtle

STATS	
Max HP	127
Strength	53
Defense	200
EXP. Earned	0
Money Earned	\$0
Other Earnings	Suiton spell

For some reason, this is oddly reminiscent of the Adamantoise/Gil Turtle bosses from Final Fantasy V.

>_> Could be worse: Koopa Troopa, anyone? Or maybe Bowser evolved?

Trolling aside, it's going to be a difficult battle, primarily because the boss has a high level of Defense as one could expect from the turtle-like design. Having a high level of Strength would be ideal, but it takes around 200 just to surpass 25 damage or so. Rather, I'd initially stick Taro/Jajamaru using the orb magic we earned from the boss a while back, the one to deal a flat 28 damage. In this boss, that means five full casts of it, which is pretty reasonable for your level (20 MP total). As for Hannah/Sakura, stick her to initially boosting Defense with the Magic of Reinforce - hey, it's something - and using the Magic of Feed (1 or 2) when needed. If Taro/Jajamaru somehow runs out of MP, simply switch him to a Fight-based offensive.

After the battle, you'll earn a new spell, the **Suiton spell!** This spell costs 8 MP and hits the enemy three times, each for 15 damage, a total of 45! ^_^ In any case, head east and south into the overworld to find a new town (and another dog/monkey transport place) tucked between some mountains.

~ Naruto Town ~

NARUTO TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
??? Fruit	\$2,000	Damages you for 15 HP - don't use it!
Smoke Seizure	\$5,000	Allows certain escape from most battles
Army Provisions	\$8,000	Damages you for 14 or 28 HP - don't use it!
Taiko	\$350	Damages your ally for 14 or 28 HP - don't use it!

NARUTO TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Sickle	\$100	Taro/Jajamaru	Strength +9
Morning Noble	\$250	Hannah/Sakura	Defense +98
Hsustsunoken	\$1,000	Taro/Jajamaru	Strength +16, Skill +95
Yajanogofu	\$100	Taro/Jajamaru	Speed +32, Defense +30

Just to the west of the town entrance is the rather costly (\$40) inn. ... To be honest, I'd rather backtrack in the overworld to the previous one. Still if you don't want to, there's one of those gambling houses to the east of the town entrance: 50% chance of winning each round, with an initial ante here of \$5.

North of the inn is the weapon/armor shop. There's not much there except the accessory for Taro/Jajamaru (fourth item) and the armor for Hannah/Sakura (second item) to buy, but they're worth it, too. As for the item shop further to the east? **NO!** Don't buy a single thing from there. The Smoke Bomb-like item is much cheaper as a Smoke Bomb, and the others serve just to hurt you. Finally, in the northern part of town are two houses: the shrine for passwords and revival on the left, and the shrine for the removal of evil spirits on the right. That'll do it for here.

~ Overworld ~

Once back in the overworld, head west back to where you first came onto this landmass, then return to the ocean and continue south. Head south along the east coast of the landmass to the west and you'll find another town near the shore, once you can make landfall. The people there will block you from entering, though... Proceed southwest and into the desert. To the northeast is the final boss house!

BOSS: Pyasuko Samurai

STATS	
Max HP	192
Strength	72
Defense	191
EXP. Earned	0
Money Earned	\$0
Other Earnings	Yen's spell

This battle could be a bit troubling for you. While there isn't much to deal with on your defense - the boss mostly sticks to basic physicals - they can be pretty powerful, able to deal 20 ~ 40 damage to most of you. Because of that alone, I recommend again sticking Hannah/Sakura to her usual "white mage" roles: have her use the Magic of Reinforce to boost your Defense each turn, alternatingly of course. Keep Taro/Jajamaru attacking the boss or using the magic the previous boss let you earn: whichever is more powerful for you, though it's probably the latter.

After the battle, you'll get a new magic spell, **Yen's spell**. This magic spell is awesome: for a mere 12 MP, you can deal a flat 90 damage to your enemy, with seemingly no drawbacks other than the usual one of accuracy! ^_^

Finishing the Quest

TREASURES CHECKLIST

<input type="checkbox"/> Belt of Mage	<input type="checkbox"/> Wolf's Cousin	<input type="checkbox"/> Ninja Wing	<input type="checkbox"/> \$300	<input type="checkbox"/> Compass	<input type="checkbox"/> Bill	<input type="checkbox"/> Axe
<input type="checkbox"/> Ninja Wing	<input type="checkbox"/> Ignition's Armor					

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	STR	DEF	EXP.	Money
Arukeyouganga	160	56	96	32	\$80 ;Red-Hot Golem
Dark Shinopi	128	110	160	31	\$64 ;Black Ninja
Dogimon	80	32	80	18	\$32 ;Floating Corpse
Franken	144	56	176	30	\$85 ;Frankenstein =P
Henge	240	1	128	80	\$250 ;Black Gloop
Jason	100	54	160	33	\$10 ;Axe-wielder
Kamimori Crab	54	30	70	12	\$21 ;Red Lobster (lol)
Liu of Warashi	127	52	159	32	\$100 ;Gold Dragon
Mr. Otani	32	14	160	8	\$28 ;Purple Hermit Crab
Najio	94	40	74	22	\$120 ;Rapier-wielder
Opoke Jellyfish	48	10	50	8	\$22 ;Jellyfish
Shinopi Head	127	79	96	32	\$80 ;Red-Skin Old Guy
Shinopi Head (When Changed)	144	60	111	16	\$42 ;Hundred-Eye
Snail	64	24	111	20	\$56 ;Red Hermit Crab
Spider	111	54	143	18	\$95 ;Dark-Purple Spider
Suininga	128	48	80	18	\$66 ;Purple-Robed Ninja

Testimony	22	18	18	16	\$30	;Red Gastly Ghost
Wolf's Cousin	125	45	128	32	\$72	;Werewolf

~ Overworld ~

Once you've gotten the last of your third-quest spells, go west and continue north along the desert path. When you reach the open field, head east and south, then northeast into the castle.

~ Castle Dungeon ~

When you enter the castle, go north and east to two southbound paths. Use the eastern of the two to go to the end and find a chest. Within is a **Belt of Mage** accessory for Taro/Jajamaru that boosts Defense by 22 and Skill by 32. Backtrack to the two southbound paths' start and go along the other one. At the end of the path are stairs to the next floor. Go on up. There, head along the linear path to a boss!

BOSS: Belly Band of the Tiger

STATS	
Max HP	224
Strength	96
Defense	192
EXP. Earned	48
Money Earned	\$192
Other Earnings	N/A

This battle will probably be harder than our previous one, especially given that you probably haven't seen an inn in a while. Offensively, you'll want to stick Taro/Jajamaru to basic attacks - magic is pretty ineffective here. As for Hannah/Sakura, devote her to initially using the Magic of Reinforce, using the Magic of Feed Two/Up as needed. It's not a unique strategy - we've abused it pretty prolifically throughout this quest - but it's pretty sufficient for this vampirical boss.

After that battle, you'll be able to access the room further to the west, in which lie three women and three chests. Speak with all of them, then open the chests. In the northwest one is a piece of equipment for Hannah/Sakura that'll boost Strength by 10 and Defense by 24 - **Wolf's Cousin**. (Yeah, I'm aware it's the same as an enemy. Don't ask how the translation ended up like that.) In the southwest chest is the **Ninja Wing** item, which could be convenient if you're in dire need for an inn right now, which I would believe. Finally, in the southeast chest is **\$300**. Sweet. Anyhow, once you're done here, return to the overworld and to the blocked town from before.

^sr16|

~ Overworld ~

We won't actually be accessing that town right now, it's just a good landmark for where to restart our seafaring quest. If you head to the southwest corner of the world map, there's a boat you can get on; the pirate there wants his compass. If you go east, you can find an island where you can examine the mountain; not sure if it's important, but... Further east is another house with someone to talk with; do so because they mention the location of the Compass the pirate wants. Head to the northwestern portion of the world map. On the second tile of the third row of that island - as shown in the nearby screenshot - Search and you can receive the **Compass**! Once obtained, return to the pirate boat in the southwestern portion of the world map to receive **Bill** in return for it. That item will let you into the next town; it's the one you couldn't enter earlier, found near the coastline if you go north from the boat.

~ Meeting Town ~

MEETING TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

MEETING TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes

Kesarigayo	\$100	Taro/Jajamaru	Strength +9
Pentegofu	\$120	Hannah/Sakura	Defense +31, Skill +30
Gino Sword	\$1,500	Taro/Jajamaru	Strength +95
Hoori of Miko	\$300	Hannah/Sakura	Defense +127, Skill +112
Gino Armor	\$1,380	Taro/Jajamaru	Defense +75

Once in town, go north and speak with either of the two guys to be let in. Just northeast of the town entrance is the healing/password shrine, with the items shop to the northwest. There are several good items to buy there that boost your stats rather immensely (notably the third and fourth items), so I'd probably grind until I had enough for them. North of there is the curse-removing guy. Other than these things, I generally recommend going around and speaking with everyone in the town before leaving. Outside of town, use the dog/monkey transporting place to the southwest and head to the fourth town on the list.

~ **Naruto Town** ~

Upon your arrival, there really isn't a lot to do, unless you want to shop for some reason. In any case, speak with some of the people near the entrance if you want, then Search on the tile right in front of the blue-clothed man to find an **Axe**. With this in hand, return to the overworld.

^sr17|

~ **Overworld** ~

Once back in the overworld, go west along the shoreline and into the ocean, then go south and east onto a small enclosure of land. At the southern portion, you should see a tree. Use your newly-obtained Axe to cut 'er down, then head south and east. Cross the lake on its southern border and head southeast from there. At the end of the path, past a desert, is a castle to enter.

~ **Castle Dungeon** ~

When you enter the dungeon, go north and east to the southeast corner. There, you will find two northbound paths; take the western of the two and go along the path for a little bit. It eventually winds around to where you can enter a doorway. Ignore it for the moment and continue heading west to find two chests; Search them for a **Ninja Wing** and a **Ignition's Armor**. The latter is some great armor for Taro/Jajamaru, so equip it, then go through the doorway.

BOSS: Black Dragon

STATS	
Max HP	292
Strength	111
Defense	191
EXP. Earned	48
Money Earned	\$192
Other Earnings	N/A

This boss is pretty easy; it's one of the weaker bosses you'll fight in the game, actually. By around now, with all of your equipment boosts and such, the boss shouldn't be doing much more than 15 ~ 25 damage per hit to you, making things a bit easier, regardless of what attacks he uses. Ultimately, that devolves this battle into more of a grind than anything. Taro/Jajamaru should, as usual, focus on attacking; if you got his best weapon from the town from before, he should be hitting for about 30 damage each time. Hannah/Sakura is still better left to her buffing/healing duties as well.

~ **Overworld** ~

(Note: You need to be sure to get the *Dragon Katana* from the dragon god's cave during this trek if you don't have it yet! See **Finding the Last Two Magic Orbs** for that!)

After finishing the boss off, return to the overworld by any desired means. Backtrack to one of the towns, whichever you find closest. (You'll go to one immediately if you use the Ninja Wing.) Near any of the towns should be a house you can use to warp to another town; go for the third option, then southward in the overworld, as before, towards the cave. Once you've spoken with the man north of the entrance within the cave, go back to the monkey's place and warp to the fourth of the towns. Go north via the submarine in the overworld to the Buddha statue and speak with it.

Next, head back to one of the monkey's places and warp to the first town listed. Go north of there and into the cave, then to the end. Speak with the hermit at the end and you should end up in battle with final boss for this quest!

BOSS: Recursion

STATS	
Max HP	248
Strength	111
Defense	237
EXP. Earned	2
Money Earned	\$255
Other Earnings	N/A

As it happens, the only problem with this boss is his sheer bulk. The previous boss was actually just as strong, so all you must really do is rough out the storm as before.

After the battle, proceed to leave the cave and you will encounter a samurai near the entrance of the cave. Speak to him and you will be sent into the first town you visited along this journey. Speak with everyone and the quest will soon end.

Fourth Quest

Quest Flowchart

Version Compatibility

On a general note for those playing through the game with this walkthrough, too much is left up to chance in writing enemy walkthroughs for this final, fourth quest, primarily due to the carry-over of stats. I will note I recommend being Level 20+ for this quest, but, beyond that, strategy is mostly up to you.

- **U.S. Prototype:** Playable
- **Japanese Release:** Playable

- **Unlocking the Final Quest**
- **The Gauntlet of Zakuro Island**

Unlocking the Final Quest

Initially presented to you in the game are three quests: one in the northeast part of the continent, one in the southeast, and one in the west half. You can choose between these at will in the Japanese version. In the U.S. version, you progressively linearly from the **First Quest** to the **Second Quest**, then skip straight to this fourth and final quest. In the Japanese version, you must do the **First Quest**, the **Second Quest**, and the **Third Quest**, all in a linear order, to unlock the final one. Your quest will be introduced with the old man from before telling you that, because you've defeated the monsters of the country, Zakuro Island is opened, and a powerful monster lies there: Goma the Giant. Only you are strong enough to stop him!

The Gauntlet of Zakuro Island

LOCAL ENEMY BESTIARY					
Enemy Name	Max HP	STR	DEF	EXP.	Money
Arch Demon	120	95	159	29	\$70
Axe Master	160	120	206	16	\$32
Blue Dragon	208	116	207	160	\$100
Cursed Warrior	104	63	120	32	\$68
Dark Stalker	112	79	42	32	\$62
Death Ninja	136	128	72	32	\$95
Death Warrior	144	104	112	45	\$167

Faceless	223	128	224	168	\$250
Giant Snake	128	63	144	28	\$30
Minotaur	192	143	176	160	\$250
Mono Eye	192	134	208	128	\$250
Red Dragon	224	118	160	192	\$250
Samurai	175	79	95	40	\$176

~ Overworld ~

Zakuro Island is an island. You'll start disconnected from the world of the main game, only able to bring along whatever you had before starting the quest. Near the start is a house to save and revive. North of the start are two buildings: a \$5 inn on the west, and an item shop on the east.

OVERWORLD ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Burger	\$20	Restores 80 HP
??? Fruit	\$2,000	Damages you for 15 HP - don't use it!!
Ninja Wing	\$50	Makes you return to the previous town in the field

Fill up your inventory all you can with Burgers, and a single Ninja Wing to suffice for going to the nearby inn on the off-chance you screw up. Which you will. At least once. At least. Why? You will begin this quest at Level 1, so it would be best to focus on grinding in the overworld for a while (Level 20, 25 or higher) until you are able to sufficiently fight.

Proceed north into the desert, then you'll find a boss house as you go to the northwest corner of it. Defeat the Blue Dragon within, then continue to the west. In the next boss house lies a Minotaur, with the Red Dragon further along. Continue south and west and you'll find the aptly-named Axe Master. Past there is a cave.

~ Zakuro Tunnel ~

When you initially arrive, you'll quickly see a gap in the wall to the east, presenting a way out. This is the way you came in, so ignore it. Rather, just go along the linear-but-lengthy path westward. Once you manage to get outside, go north and into the castle...

~ Castle of Goma the Great ~

Upon entering the castle, you'll probably take note of the people around you. Ignore them, they all simply say that Goma is awaiting you. Anyhow, go north and around the small room, continuing north on the other side. Then simply go along the path for a bit. When presented with two southbound paths, use the eastern one and go south, east, south, and into the large room to the north to trigger a battle.

FINAL BOSS: Goma the Great

STATS	
Max HP	254
Strength	146
Defense	229
EXP. Earned	176
Money Earned	\$250
Other Earnings	N/A

Goma the Great is truly a powerful adversary. While he's not as powerful as the Nyudo King - which you would have fought quite recently in the U.S. prototype - he can still make your life a living hell at lower levels. Goma's Defense is not that great, in effect. For one thing, it's only 229. With what you should have (100+ Strength on Taro/Jajamaru at minimum), you ought to be able to do 15 ~ 25 damage per hit. It's not much, but enough to make you consider circumventing the use of magic if you're over 110, 120 Strength or so.

It's Goma's offense that makes him such a problem, truly worthy of a final boss. Nyudo, our previous worst enemy, used magic. His Strength stat was merely for an impression, while all his attacks did a flat 30 or 40 damage. With Goma, he can use basic physical "Fight" attacks - and THAT is our problem. Depending on your level of Defense, if you were able to make it this far, he'll do 50 ~ 100 damage per hit: definitely enough to kill you in two or three turns.

As with the Nyudo King, I am able to provide two strategies for this battle. How you will adapt to this situation depends on the strategy chosen.

FIRST STRATEGY:

This strategy is your basic one like you'd use for fighting most tough enemies. It requires the least effort and forethought on your part, which is good given you can't likely go back to the second quest's end anyways.

Taro/Jajamaru needs to focus on the physical part of the offense. Like with Nyudo, magic is ineffective against Goma, which brings about trouble for those with low Strength. I recommend grinding your way in the overworld until you hit around 125 Strength, which ought to be sufficient. Taro/Jajamaru needs to stick to mostly attacks each turn. Meanwhile, Hannah/Sakura needs to stick to the "white mage" part of it. She **needs** to use the Magic of Feed Up every turn, healing whoever is in trouble. It's slightly flawed in that you may have to predict who will be hit if her Speed is too low, but there should be some contribution the Amulet of Pluto can make to that.

Beyond that, it's a pretty long grind - simple, but long.

SECOND STRATEGY:

Our second strategy mirrors the tactic used to beat Nyudo in the U.S. version while circumventing the lack of a Talisman: Living SWD's! There aren't any in the Fourth Quest whatsoever, though, which means you will require some forethought in the use of this tactic. You will need to bring an additional five or more when fighting the final boss of the second quest: that makes *that* boss riskier, but this boss is the kind where it's somewhat warranted.

In any case, our strategy from then still mirrors the one now. On the first turn, both characters should throw a Living SWD for 120 damage. Have Hannah/Sakura switch to her healing duties on the second turn while Taro/Jajamaru tosses the remaining three to finish off the boss. Pretty simple, eh?

After the battle, head outside of the castle - simply backtrack - and enjoy the ending. Congratulations for, at long last, **you have beaten Jajamaru Ninpou Chou!** ^_^;

Enemy Bestiary

Introduction

As you go through Taro's Quest, or Jajamaru Ninpou Chou, you will obviously fight a number of enemies. However, none of their stats are revealed to you in the game except without some expert trial-and-error math on your part. Luckily, I was able to look into the game's RAM and determine each enemy's exact stats, as below. Lucky you, eh? =P

-
- **Enemy Name:** The name given to the enemy in the U.S. prototype of the game or from translation.
-
- **Max HP:** How high the enemy's HP is on a regular basis. Enemies rarely - if ever - heal in battle, so you can generally consider this to also be their current HP once you subtract the damage you've done.
-
- **Strength (STR):** This stat measures the capability of enemies to do damage. The higher this is, the more wary you need to be around this enemy.
-
- **Defense (DEF):** This stat measures the enemy's resistance to damage. This pretty much only serves to lengthen battles, but knowing which battles are long enough to warrant avoidance can be helpful enough.
-
- **EXP. Yield:** This measures how much EXP. you get from the enemy upon defeat.
-
- **Money Yield:** This measures how much money you get from the enemy upon winning. Of the two versions, the U.S. version uses the only typographic unit/abbreviation: dollars (\$), so that's how it is represented here.
-

First Quest Bestiary

Enemy Name	Max HP	STR	DEF	EXP.	Money
Arch Demon	120	95	159	29	\$70
Attack Dog	13	2	4	2	\$1

Bear	78	12	40	7	\$12
Big Worm	18	2	32	2	\$8
Cursed Warrior	104	63	120	32	\$68
Cutter	22	18	18	16	\$30
Dark Ninja	128	110	160	31	\$64
Dark Priest	80	47	176	1	\$63
Dark Tengu	190	204	132	0	\$0
Djinn	96	56	95	29	\$31
Dragon	112	50	143	1	\$37
Dream Eater	22	15	32	12	\$16
Evil Moth	79	40	28	15	\$32
Evil Ninja	61	18	26	7	\$16
Fighter	144	53	112	29	\$111
Fish Lord	111	42	95	29	\$64
Floating Devil	12	2	15	2	\$4
Giant Bear	175	63	128	32	\$80
Gray Fairy	96	48	35	16	\$56
Great Viper	80	32	80	18	\$32
Great Yaksha	112	34	143	16	\$32
Hell Scorpion	95	40	18	15	\$40
Illusionist	127	79	143	21	\$64
Kabuki Samurai	59	8	32	16	\$32
Killer Bear	47	13	47	6	\$14
King Tortoise	192	56	207	16	\$32
Kraken	54	30	70	12	\$21
Lesser Demon	64	16	176	16	\$29
Ninja Dog	36	11	62	5	\$16
Priest	111	17	68	10	\$6
Rock Monster	95	15	143	6	\$20
Slime	6	1	6	1	\$1
Snow Wolf	96	50	96	21	\$52
Vampire Shell	64	24	111	20	\$56
Wheel Golem	63	12	40	4	\$18
Wind Elemental	20	5	26	3	\$12

Second Quest Bestiary

Enemy Name	Max HP	STR	DEF	EXP.	Money
Big Worm	18	2	32	2	\$8
Cursed Warrior	104	63	120	32	\$68
Dark Bishop	68	35	53	1	\$1
Dark Stalker	112	79	42	32	\$62
Death Ninja	136	128	72	32	\$95
Demon Head	64	22	79	28	\$58
Demon Knight	159	53	192	16	\$32
Demon Spider	128	56	160	16	\$32
Devil Eye	144	60	111	16	\$42
Dirt Golem	53	12	40	7	\$29
Dragonfly	52	56	48	28	\$80
Earth Bug	32	8	32	5	\$12
Eater	11	2	20	2	\$2

Flying Eye	96	64	50	31	\$144
Gazer	64	18	40	10	\$26
Gelatinous Head	36	6	47	3	\$8
Giant Toad	111	48	79	24	\$48
Giant Toadstool	11	1	18	2	\$2
Kabuki Man	160	64	184	52	\$180
Kettle	95	36	175	1	\$1
Killer Wolf	63	14	40	5	\$18
Marman	88	30	63	15	\$30
Master Ninja	85	32	95	13	\$24
Mushroom Boss	23	5	32	3	\$4
Night Stalker	76	22	47	15	\$32
Nyudo King (no-Talisman)	255	255	255	160	\$255
Nyudo King (with Talisman)	190	130	194	152	\$250
Ogre	95	38	144	28	\$8
Oni	53	12	111	16	\$32
Parasol Claw	144	20	25	26	\$80
Samurai	175	79	95	40	\$176
Slime	6	1	6	1	\$1
Toad Boss	127	72	144	32	\$150

Third Quest Bestiary

Enemy Name	Max HP	STR	DEF	EXP.	Money	
Abu-Oh	10	2	16	2	\$2	;Green Fly
Arukeyouganga	160	56	96	32	\$80	;Red-Hot Golem
Belly Band of the Tiger	224	96	192	48	\$192	
Black Dragon	292	111	191	48	\$192	
Cough Dragon	60	32	176	9	\$48	;Silver Lobster
Cough Dragon Turtle	127	53	200	0	\$0	
Dark Shinopi	128	110	160	31	\$64	;Black Ninja
Dogimon	80	32	80	18	\$32	;Floating Corpse
Easy-Ki	40	14	176	8	\$18	;Gray Rock Golem
Flaming Rock	63	15	48	6	\$32	;Faceless Red Human
Franken	144	56	176	30	\$85	;Frankenstein =P
Funayurei	144	20	25	26	\$80	;Purplish Ghost
Gi~ya	16	3	20	2	\$2	;Black Fly
Henge	240	1	128	80	\$250	;Black Gloop
Jason	100	54	160	33	\$10	;Axe-wielder
Kamimori Crab	54	30	70	12	\$21	;Red Lobster (lol)
Kopon	40	4	15	3	\$18	;Gold Slime
Liu of Warashi	127	52	159	32	\$100	;Gold Dragon
Manokiri	31	7	24	5	\$14	;Gastly-like Ghost
Merarihyon	28	6	38	3	\$8	;Pink-Robed Man
Mereotoko	85	22	58	29	\$48	;Red Snake
Mr. Otani	32	14	160	8	\$28	;Purple Hermit Crab
Najio	94	40	74	22	\$120	;Rapier-wielder
Opoke Jellyfish	48	10	50	8	\$22	;Jellyfish
Pyasuko Samurai	192	72	191	0	\$0	
Pyogami	111	41	95	16	\$10	;Green-Clothed Man
Recursion	248	111	237	2	\$255	

Shi Iken	70	13	95	0	\$0	
Shinopi Head	127	79	96	32	\$80	;Red-Skin Old Guy
Shinopi Head (When Changed)	144	60	111	16	\$42	;Hundred-Eye
Snail	64	24	111	20	\$56	;Red Hermit Crab
Spider	111	54	143	18	\$95	;Dark-Purple Spider
Suikiga	53	11	46	8	\$12	;Blue-Gray Human
Suininga	128	48	80	18	\$66	;Purple-Robed Ninja
Testimony	22	18	18	16	\$30	;Red Gastly Ghost
Wide	6	1	6	1	\$1	;Red Slime
Wolf's Cousin	125	45	128	32	\$72	;Werewolf

Fourth Quest Bestiary

Enemy Name	Max HP	STR	DEF	EXP.	Money
Arch Demon	120	95	159	29	\$70
Axe Master	160	120	206	16	\$32
Blue Dragon	208	116	207	160	\$100
Cursed Warrior	104	63	120	32	\$68
Dark Stalker	112	79	42	32	\$62
Death Ninja	136	128	72	32	\$95
Death Warrior	144	104	112	45	\$167
Faceless	223	128	224	168	\$250
Giant Snake	128	63	144	28	\$30
Goma the Great	254	146	229	176	\$250
Minotaur	192	143	176	160	\$250
Mono Eye	192	134	208	128	\$250
Red Dragon	224	118	160	192	\$250
Samurai	175	79	95	40	\$176

Item Listings

Usable Items

Item Name	Cost	Effect
??? Fruit	\$2,000	Damages you for 15 HP - don't use it!
Anex Card	-	???
Army Provisions	\$8,000	Damages you for 14 or 28 HP - don't use it!
Ax	-	Cuts down trees in the overworld
Beard of Mage	-	Restores 40 MP
Bill	-	Plot event only
Bomb	-	Removes fallen rocks in caves
Bone	\$200	Plot event only
Bugle	-	Used to boost Strength by 4 in battle; can be used infinitely
Burger	\$20	Restores 80 HP
Cake	\$50	Plot event only
Compass	-	Plot event only
Crest of Fuma	-	Plot event only
Eggplant	\$50	Use to enter a sound test (US prototype); untransform Musashi in the Town of Inns
Eye of Vulcan	-	For the course of battle, provides a 32-point Defense boost

Fruit	\$6	Restores 20 HP
Gong	-	Seems to cause enemies to flee
Gun Powder	\$30	Deals out 20 damage in battle
Laugh-Gas	-	The enemy is immobilized and laughs for several turns, doing nothing!
Living SWD	-	Hits enemy for a flat 60 damage
Ninja Wing	\$30 / \$50	Makes you return to the previous town in the field
Paw of Wyvern	-	For the course of battle, provides a 63-point Speed boost
Pure Water	\$5	Removes evil spirits
Smoke Bomb	\$8	Allows certain escape from most battles
Smoke Seizure	\$5,000	Allows certain escape from most battles
Star of Power	-	Summons a guardian deity to help you
Sun Mirror	-	Melts the ice fields of the north
Taiko	\$350	Damages your ally for 14 or 28 HP - don't use it!

Weapons

FIRST QUEST WEAPONRY			
Item Name	Cost	Equipped By	Stat Changes
Bow	\$30	Hannah/Sakura	None (character not usable)
Burst BLD	-	Taro/Jajamaru	Strength +44
Dagger	-	Taro/Jajamaru	Strength +10
Dark Blade	-	Taro/Jajamaru	Strength +54
Life Bow	\$550	Hannah/Sakura	None (character not usable)
Ninja BLD	\$250	Taro/Jajamaru	Strength +36, Skill +34
Shurikens	\$14	Taro/Jajamaru	Strength +6
Shuriken+1	\$600	Taro/Jajamaru	Strength +54
Sickle	\$100	Taro/Jajamaru	Strength +9
Spear	\$56	Taro/Jajamaru	Strength +12
Sun Blade	-	Taro/Jajamaru	Strength +88, Skill +40
SWD of Falcon	\$1,000	Taro/Jajamaru	Strength +70, Speed +91

SECOND QUEST WEAPONRY			
Item Name	Cost	Equipped By	Stat Changes
Blade	\$36	Taro/Jajamaru	Strength +10
Bow	\$30	Hannah/Sakura	Strength +6
Broad Ax	\$240	Taro/Jajamaru	Strength +32
Enma Blade	-	Taro/Jajamaru	Strength +30, Speed +31
Moon Blade	\$1,000	Taro/Jajamaru	Strength +50, Skill +54
Shurikens	\$14	Taro/Jajamaru	Strength +6
Shuriken-1	-	Taro/Jajamaru	Strength +44, Agility -10
Spear	-	Taro/Jajamaru	Strength +12

THIRD QUEST WEAPONRY			
Item Name	Cost	Equipped By	Stat Changes
Blade	\$36	Taro/Jajamaru	Strength +10
Dragon Katana	-	Taro/Jajamaru	Strength +112
Gino Sword	\$1,500	Taro/Jajamaru	Strength +95
Hsustsunoken	\$1,000	Taro/Jajamaru	Strength +16, Skill +95
Kesarigayo	\$100	Taro/Jajamaru	Strength +9
Paw Ohorai	\$30	Hannah/Sakura	Strength +5
Shurikens	\$14	Taro/Jajamaru	Strength +6

Sickle	\$100	Taro/Jajamaru	Strength +9
Zaneiken	\$280	Taro/Jajamaru	Strength +23, Speed +127

FOURTH QUEST WEAPONRY

Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6

Only weapon given aside from previous quest's leftovers

Armor/Clothes

FIRST QUEST ARMOR/CLOTHES

Item Name	Cost	Equipped By	Stat Changes
Cloth	\$16	Taro/Jajamaru	Defense +31
Cursed CLT	-	Taro/Jajamaru	Agility +101
Iron Fur	\$700	Taro/Jajamaru	Agility +99
Knoiti CLT	\$2,500	Hannah/Sakura	None (character not usable)
Ninja CLT	\$100	Taro/Jajamaru	Defense +48
Ninja Mail	\$200	Taro/Jajamaru	Speed +26, Defense +70
Robe	\$15	Hannah/Sakura	None (character not usable)
Robe+1	\$110	Hannah/Sakura	None (character not usable)
Robe+4	\$500	Hannah/Sakura	None (character not usable)

SECOND QUEST ARMOR/CLOTHES

Item Name	Cost	Equipped By	Stat Changes
AMR of Buddha	-	Taro/Jajamaru	Defense +120, Skill +35
Battle AMR	\$580	Taro/Jajamaru	Defense +80
Chain Mail	\$100	Taro/Jajamaru	Defense +78
Cloth	\$16	Taro/Jajamaru	Defense +31
Cloth of Mage	\$800	Hannah/Sakura	Defense +77, Skill +48
Robe	\$15	Hannah/Sakura	Defense +26
Robe+1	\$150	Hannah/Sakura	Defense +47
Robe+2	-	Hannah/Sakura	Defense +38, Speed +32
Robe+3	\$260	Hannah/Sakura	Defense +96
Robe+5	\$3,000	Hannah/Sakura	Defense +127

THIRD QUEST ARMOR/CLOTHES

Item Name	Cost	Equipped By	Stat Changes
Chain Katapira	\$60	Taro/Jajamaru	Defense +78
Cloth	\$16	Taro/Jajamaru	Defense +31
Gino Armor	\$1,380	Taro/Jajamaru	Defense +75
Hoori of Miko	\$300	Hannah/Sakura	Defense +127, Skill +112
Ignition's Armor	-	Taro/Jajamaru	Defense +111, Speed +79
Morning Noble	\$250	Hannah/Sakura	Defense +98
Nishijunofuku	\$120	Hannah/Sakura	Defense +64
Pentegofu	\$120	Hannah/Sakura	Defense +31, Skill +30
Robe	\$15	Hannah/Sakura	Defense +26
Shinopi's Ki (1)	\$52	Taro/Jajamaru	Defense +21
Shinopi's Ki (2)	\$50	Hannah/Sakura	Defense +22, Agility +16
Wolf's Cousin	-	Hannah/Sakura	Defense +24, Strength +10

FOURTH QUEST ARMOR/CLOTHES

Item Name	Cost	Equipped By	Stat Changes
Nothing is made available beyond your items from the previous quest			

Accessories

FIRST QUEST ACCESSORIES			
Item Name	Cost	Equipped By	Stat Changes
Belt of Mage	-	Taro/Jajamaru	Defense +22, Skill +32
Gauntlet	\$80	Taro/Jajamaru	Defense +26, Agility +16
Tiara	-	Hannah/Sakura	None (character not usable)

SECOND QUEST ACCESSORIES			
Item Name	Cost	Equipped By	Stat Changes
Helmet	\$100	Taro/Jajamaru	Defense +18, Agility +20
Tiara	\$100	Hannah/Sakura	Skill +79

THIRD QUEST ACCESSORIES			
Item Name	Cost	Equipped By	Stat Changes
Belt of Mage	-	Taro/Jajamaru	Defense +22, Skill +32
Daikokunogofu	\$24	Taro/Jajamaru	Speed +30, Agility +24
Buddha's Fu	\$22	Hannah/Sakura	Speed +16, Skill +21
Yajanogofu	\$100	Taro/Jajamaru	Speed +32, Defense +30

FOURTH QUEST ACCESSORIES			
Item Name	Cost	Equipped By	Stat Changes
Nothing is made available beyond your items from the previous quest			

Amulets

FIRST QUEST AMULETS			
Item Name	Cost	Equipped By	Stat Changes
Amulet of Mars	\$120	Taro/Jajamaru	Strength +16, Speed +42
Amulet of The Moon	\$28	Hannah/Sakura	None (character not usable)
Amulet of Uranus	\$32	Taro/Jajamaru	Speed +30, Agility +24
Amulet of Venus	\$120	Hannah/Sakura	None (character not usable)

SECOND QUEST AMULETS			
Item Name	Cost	Equipped By	Stat Changes
Amulet of Mars	\$100	Taro/Jajamaru	Strength +16, Speed +42
Amulet of Pluto	-	Taro/Jajamaru & Hannah/Sakura	Umm... Read below, for it's a bit unusual
Amulet of Uranus	\$32	Taro/Jajamaru	Speed +30, Agility +24
Amulet of Venus	\$100	Hannah/Sakura	Speed +16, Skill +21
Amulet of The Moon	\$34	Hannah/Sakura	Defense +31

THE AMULET OF PLUTO

The Amulet of Pluto is quite an unusual item. It is found by defeating the Samurai outside Edo City in the second quest, or the randomly-found Samurai in the fourth. This is firstly unusual because this is the only item to be found that **both** characters can equip, instead of them being exclusive for the most part. Effects will occur on both characters - even if only one equips it - depending on *who* equips it.

- **Taro/Jajamaru:** Taro/Jajamaru gets a 111-point boost in Speed; Hannah/Sakura's Speed goes up by 99.

- **Hannah/Sakura:** Taro/Jajamaru gets a 113-point boost in Agility; Hannah/Sakura's Speed goes up 99.

THIRD QUEST AMULETS			
Item Name	Cost	Equipped By	Stat Changes
None are made available by my knowledge			

FOURTH QUEST AMULETS			
Item Name	Cost	Equipped By	Stat Changes
Amulet of Pluto	-	Taro/Jajamaru & Hannah/Sakura	Umm... Read above, for it's a bit unusual

Magic Listings

As a note, only Taro/Jajamaru will be able to use the spells gotten by beating bosses: Hannah/Sakura is forced to deal with what she gets by leveling up.

SPELLS LEARNED THROUGH LEVELING UP				
Taro/Jajamaru	Hannah/Sakura	Spell Name	MP Cost	Effect
Level 5	Level 3	Magic of Feed	4 MP	Heals 20 HP in the field or battle
-	Level 4	Magic of Reinforce	6 MP	Provides a 32-point Defense boost for the battle
Level 6	-	Magic of Chuckle	5 MP	The enemy is immobilized for several turns, doing nothing!
-	Level 7	Magic of Cure	6 MP	Removes negative status ailments
-	Level 9	Magic of Seal	6 MP	Prevents the enemy's use of magic!
-	Level 10	Magic of Dispel	8 MP	Instant-kills some (?) enemies
Level 11	-	Magic of Flash	6 MP	Dazzles enemy, allowing escape
Level 12	Level 11	Magic of Feed Two	8 MP	Heals 30 HP in the field or battle
Level 12	-	Magic of Bind	4 MP	Prevents enemy movement
-	Level 13	Magic of Erase	8 MP	Removes magical effects, such as immobilization
-	Level 14	Magic of Feed Up	18 MP	Fully restores HP, no matter how high
-	Level 17	Magic of Resurrect	25 MP	Revives Taro/Jajamaru from death (0 HP) with all his HP!

SPELLS LEARNED THROUGH OTHER MEANS - FIRST QUEST			
Learned	Spell Name	MP Cost	Effect
Beat Kabuki Samurai	Magic of Thunder	5 MP	Hits enemy for a flat 25 damage
Beat Great Yaksha	Magic of Dark Mist	8 MP	Instant death, but rare
Beat King Tortoise	Magic of Fire Bolt	12 MP	Hits for 80 damage, but sometimes misses

SPELLS LEARNED THROUGH OTHER MEANS - SECOND QUEST			
Learned	Spell Name	MP Cost	Effect
Beat Oni	Magic of Blizzard	5 MP	Hits the enemy for a flat 24 damage
Beat Demon Spider	Magic of Sutra	10 MP	Causes instant death, but rarely hits
Beat Demon Knight	Magic of Atomic	14 MP	Hits the enemy for a flat 100 damage, but damages all allies for 25 HP

SPELLS LEARNED THROUGH OTHER MEANS - THIRD QUEST			
Learned	Spell Name	MP Cost	Effect
Beat Shi Iken	Cold Winter spell	4 MP	Deals out a flat 28 damage
Beat Cough Dragon Turtle	Suiton spell	8 MP	Deals out a flat 15 damage three consecutive times (total: 45)
Beat Pyasuko Samurai	Yen's spell	12 MP	Deals out a flat 90 damage

SPELLS LEARNED THROUGH OTHER MEANS - FOURTH QUEST			
Learned	Spell Name	MP Cost	Effect

You will only have what you had in the previous quest for this one...

Shop Details

Flowchart

- **First Quest:**

- First Quest - Ninja Village
- First Quest - Gravekeepers' Village
- First Quest - Overworld Shop #1
- First Quest - Overworld Shop #2
- First Quest - Port Town
- First Quest - Overworld Shop #3
- First Quest - Isles Town
- First Quest - Snow Town

- **Second Quest:**

- Second Quest - Town of Inns
- Second Quest - Fudo Town
- Second Quest - Valley Town
- Second Quest - Overworld Shop #1
- Second Quest - Fuma Town
- Second Quest - Overworld Shop #2

- **Third Quest:**

- Third Quest - Hinode Town
- Third Quest - Overworld Shop
- Third Quest - Medetai Town
- Third Quest - Ryuujin Town
- Third Quest - Naruto Town
- Third Quest - Meeting Town

- **Fourth Quest:**

- Fourth Quest - Overworld Shop

First Quest - Ninja Village

NINJA VILLAGES'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Ninja Wing	\$30	Makes you return to the previous town in the field

NINJA VILLAGES'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6
Cloth	\$16	Taro/Jajamaru	Defense +31
Robe	\$15	Hannah/Sakura	None (character not usable)

First Quest - Gravekeepers' Village

GRAVEKEEPERS' VILLAGES'S ITEMS SHOP		
Item Name	Cost	Effect

Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field
Cake	\$50	Plot event only

GRAVEKEEPERS' VILLAGES'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6
Spear	\$56	Taro/Jajamaru	Strength +12
Bow	\$30	Hannah/Sakura	None (character not usable)
Amulet of Uranus	\$32	Taro/Jajamaru	Speed +30, Agility +24
Amulet of The Moon	\$28	Hannah/Sakura	None (character not usable)

First Quest - Overworld Shop #1

OVERWORLD ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Sickle	\$100	Weapon for Taro/Jajamaru: Strength +9
Ninja CLT	\$100	Armor for Taro/Jajamaru: Defense +48
Robe+1	\$110	None (character not usable)

First Quest - Overworld Shop #2

OVERWORLD ITEMS SHOP #2		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field
Bone	\$200	Plot event only

First Quest - Port Town

PORT TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Gun Powder	\$30	Deals out 20 damage in battle
Burger	\$20	Restores 80 HP
Ninja Wing	\$50	Makes you return to the previous town in the field

PORT TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6
Sickle	\$100	Taro/Jajamaru	Strength +9
Ninja BLD	\$250	Taro/Jajamaru	Strength +36, Skill +34
Gauntlet	\$80	Taro/Jajamaru	Defense +26, Agility +16

Ninja Mail	\$200	Taro/Jajamaru	Speed +26, Defense +70
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First Quest - Overworld Shop #3

OVERWORLD ITEM SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Life Bow	\$550	Equipped by Hannah/Sakura, effects unknown (character not usable)

First Quest - Isles Town

ISLES TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Amulet of Mars	\$120	Taro/Jajamaru	Strength +16, Speed +42
Amulet of Venus	\$120	Hannah/Sakura	None (character not usable)
SWD of Falcon	\$1,000	Taro/Jajamaru	Strength +70, Speed +91
Robe+4	\$500	Hannah/Sakura	None (character not usable)

First Quest - Snow Town

SNOW TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$50	Makes you return to the previous town in the field

SNOW TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Sickle	\$100	Taro/Jajamaru	Strength +9
Spear	\$56	Taro/Jajamaru	Strength +12
Shuriken+1	\$600	Taro/Jajamaru	Strength +54
Cloth	\$16	Taro/Jajamaru	Defense +31
Iron Fur	\$700	Taro/Jajamaru	Agility +99

Second Quest - Town of Inns

TOWN OF INNS'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$50	Makes you return to the previous town in the field

TOWN OF INNS'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6
Cloth	\$16	Taro/Jajamaru	Defense +31
Robe	\$15	Hannah/Sakura	Defense +26

Blade	\$36	Taro/Jajamaru	Strength +10
Bow	\$30	Hannah/Sakura	Strength +6

Second Quest - Fudo Town

FUDO TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

FUDO TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Chain Mail	\$100	Taro/Jajamaru	Defense +78
Robe+1	\$150	Hannah/Sakura	Defense +47
Broad Ax	\$240	Taro/Jajamaru	Strength +32
Amulet of Uranus	\$32	Taro/Jajamaru	Speed +30, Agility +24
Amulet of The Moon	\$34	Hannah/Sakura	Defense +31

Second Quest - Valley Town

VALLEY TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Battle AMR	\$580	Taro/Jajamaru	Defense +80
Robe+3	\$260	Hannah/Sakura	Defense +96

Second Quest - Overworld Shop #1

OVERWORLD ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Ninja Wing	\$30	Makes you return to the previous town in the field
Burger	\$20	Restores 80 HP
Helmet	\$100	Accessory for Taro/Jajamaru: Defense +18, Agility +20
Tiara	\$100	Accessory for Hannah/Sakura: Skill +79

Second Quest - Fuma Town

FUMA TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Blade	\$34	Taro/Jajamaru	Strength +10
Moon Blade	\$1,000	Taro/Jajamaru	Strength +50, Skill +54
Cloth of Mage	\$800	Hannah/Sakura	Defense +77, Skill +48
Amulet of Mars	\$100	Taro/Jajamaru	Strength +16, Speed +42
Amulet of Venus	\$100	Hannah/Sakura	Speed +16, Skill +21

Second Quest - Overworld Shop #2

OVERWORLD ITEMS SHOP		
Item Name	Cost	Effect
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

Third Quest - Hinode Town

HINODE TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

HINODE TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Shurikens	\$14	Taro/Jajamaru	Strength +6
Cloth	\$16	Taro/Jajamaru	Defense +31
Robe	\$15	Hannah/Sakura	Defense +26
Blade	\$36	Taro/Jajamaru	Strength +10

Third Quest - Overworld Shop

OVERWORLD ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Daikokunogofu	\$24	Accessory for Taro/Jajamaru: Speed +30, Agility +24
Buddha's Fu	\$22	Accessory for Hannah/Sakura: Speed +16, Skill +21

Third Quest - Medetai Town

MEDETAI TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

MEDETAI TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Sickle	\$100	Taro/Jajamaru	Strength +9
Chain Katapira	\$60	Taro/Jajamaru	Defense +78
Paw Ohorai	\$30	Hannah/Sakura	Strength +5
Nishijunofuku	\$120	Hannah/Sakura	Defense +64

Third Quest - Ryuujin Town

RYUJIN TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP

RYUJIN TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Robe	\$15	Hannah/Sakura	Defense +26
Shinopi's Ki (1)	\$52	Taro/Jajamaru	Defense +21
Shinopi's Ki (2)	\$50	Hannah/Sakura	Defense +22, Agility +16
Zaneiken	\$280	Taro/Jajamaru	Strength +23, Speed +127

Third Quest - Naruto Town

NARUTO TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
??? Fruit	\$2,000	Damages you for 15 HP - don't use it!
Smoke Seizure	\$5,000	Allows certain escape from most battles
Army Provisions	\$8,000	Damages you for 14 or 28 HP - don't use it!
Taiko	\$350	Damages your ally for 14 or 28 HP - don't use it!

NARUTO TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Sickle	\$100	Taro/Jajamaru	Strength +9
Morning Noble	\$250	Hannah/Sakura	Defense +98
Hsustsunoken	\$1,000	Taro/Jajamaru	Strength +16, Skill +95
Yajanogofu	\$100	Taro/Jajamaru	Speed +32, Defense +30

Third Quest - Meeting Town

MEETING TOWN'S ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Smoke Bomb	\$8	Allows certain escape from most battles
Burger	\$20	Restores 80 HP
Ninja Wing	\$30	Makes you return to the previous town in the field

MEETING TOWN'S WEAPON/ARMOR SHOP			
Item Name	Cost	Equipped By	Stat Changes
Kesarigayo	\$100	Taro/Jajamaru	Strength +9
Pentegofu	\$120	Hannah/Sakura	Defense +31, Skill +30
Gino Sword	\$1,500	Taro/Jajamaru	Strength +95
Hoori of Miko	\$300	Hannah/Sakura	Defense +127, Skill +112
Gino Armor	\$1,380	Taro/Jajamaru	Defense +75

Fourth Quest - Overworld Shop

OVERWORLD ITEMS SHOP		
Item Name	Cost	Effect
Fruit	\$6	Restores 20 HP
Burger	\$20	Restores 80 HP
??? Fruit	\$2,000	Damages you for 15 HP - don't use it!!
Ninja Wing	\$50	Makes you return to the previous town in the field

Level-Up Stats

Introduction

^sr4|The U.S. stats screen.

Like the Dragon Quest it tries to emulate, Jajamaru Ninpou Chou/Taro's Quest has your standard leveling-up system. By defeating enemies in battle, you will earn some EXP. Earning enough EXP. will level you up and enable you to better combat enemies further down the road. In fact, leveling up can even make Buddha (!?) teach you magic! (See **Magic Listings** for more.)

This section lists the stats you have at each level and the changes as they go on. Keep in mind that these are still subject to some *slight* randomization: not enough to derail you, mostly just cause a several-point difference by the max level. Here are the stats discussed:

- **Level:** Level is your general indicator of how powerful you are. This will go up as you earn more and more EXP. and maxes at Level 31. (This may be related to it being "11111" in binary, if you're curious as to why it's so odd, pardon the pun.) Emboldened are the levels are which the character will learn a spell - again, see **Magic Listings** for more.
- **Max HP:** HP determines your health, and therefore your ability to survive even powerful attacks; if it hits zero, you lose, so you definitely want to keep this high!
- **Max MP:** MP is the currency through which you can use magic. Since you are able to use magic in this game for a number of purposes, it helps to try and keep this value high.
- **Strength (STR):** Strength determines the power of your Fight attacks. Obviously, the higher this is, the better you can kill enemies, right?
- **Speed (SPD):** Speed helps to determine, primarily, your ability to go first in a battle. Even if many battles are simply one-on-one, against a powerful enemy that one extra hit can be the decisive one!
- **Defense (DEF):** Defense is used to buffer the damage taken before it actually chops off some of your HP. So, yes, it's always a good stat to keep high.
- **Agility (AGL):** Agility is used for stuff that would require being agile: for example, being evasive in battle and running from battle. While not truly a high-priority stat, it's still useful to keep it high, too...
- **Skill (SKL):** Skill is probably the lowest-priority of the stats. For the most part, all I can see it dealing with are critical hits, but they are pretty rare, even when maxed.
- **Experience (EXP):** EXP. is one of several things you can get from battles. EXP. is used as a currency for leveling up and, when enough is earned, you'll level up. In the case of the table below, keep in mind that most EXP. values are simply approximated from in-game experience.

Taro/Jajamaru's Stats

LEVEL	MAX HP		MAX MP		STRENGTH		SPEED		DEFENSE		AGILITY		SKILL		EXPERIENCE/EXP.	
	Now	+/-	Now	+/-	Now	+/-	Now	+/-	Now	+/-	Now	+/-	Now	+/-	Now	Next Lv.
Level 1	14	-	4	-	1	-	7	-	1	-	5	-	2	-	0	+10
Level 2	22	+8	7	+3	2	+1	7	-	4	+3	7	+2	5	+3	10	+11
Level 3	30	+8	10	+3	3	+1	8	+1	7	+3	7	-	8	+3	21	+18
Level 4	38	+8	13	+3	4	+1	8	-	10	+3	7	-	11	+3	39	+22
Level 5	46	+8	16	+3	5	+1	8	-	13	+3	8	+1	14	+3	61	+19

Level 6	54	+8	19	+3	6	+1	9	+1	16	+3	8	-	17	+3	80	+53
Level 7	62	+8	22	+3	8	+2	9	-	19	+3	10	+2	20	+3	133	+68
Level 8	70	+8	25	+3	11	+3	9	-	22	+3	10	-	23	+3	201	+62
Level 9	78	+8	28	+3	12	+1	10	+1	25	+3	11	+1	26	+3	263	+122
Level 10	86	+8	31	+3	14	+2	10	-	28	+3	11	-	29	+3	385	+192
Level 11	94	+8	34	+3	15	+1	11	+1	31	+3	12	+1	32	+3	577	+211
Level 12	102	+8	37	+3	17	+2	12	+1	34	+3	12	-	35	+3	788	+248
Level 13	110	+8	40	+3	18	+1	13	+1	37	+3	12	-	38	+3	1,036	+609
Level 14	118	+8	43	+3	20	+2	14	+1	40	+3	13	+1	41	+3	1,645	+557
Level 15	126	+8	46	+3	21	+1	14	-	43	+3	14	+1	44	+3	2,202	+717
Level 16	134	+8	49	+3	22	+1	15	+1	46	+3	14	-	47	+3	2,919	+900
Level 17	142	+8	52	+3	24	+2	15	-	49	+3	15	+1	50	+3	3,819	+1,161
Level 18	150	+8	55	+3	25	+1	16	+1	52	+3	15	-	53	+3	4,980	+1,520
Level 19	158	+8	58	+3	26	+1	16	-	55	+3	16	+1	56	+3	6,500	+1,750
Level 20	166	+8	61	+3	28	+2	16	-	58	+3	17	+1	59	+3	8,250	+2,250
Level 21	174	+8	64	+3	29	+1	17	+1	61	+3	17	-	62	+3	10,500	+2,500
Level 22	182	+8	67	+3	30	+1	17	-	64	+3	18	+1	65	+3	13,000	+3,000
Level 23	190	+8	70	+3	31	+1	18	+1	67	+3	18	-	68	+3	16,000	+3,750
Level 24	198	+8	73	+3	33	+2	19	+1	70	+3	18	-	71	+3	19,750	+4,000
Level 25	206	+8	76	+3	34	+1	21	+2	73	+3	19	+1	74	+3	23,750	+4,750
Level 26	214	+8	79	+3	35	+1	23	+2	76	+3	20	+1	77	+3	28,500	+5,500
Level 27	222	+8	82	+3	37	+2	23	-	79	+3	20	-	80	+3	34,000	+6,000
Level 28	230	+8	85	+3	38	+1	25	+2	82	+3	21	+1	83	+3	40,000	+6,250
Level 29	238	+8	88	+3	39	+1	25	-	85	+3	21	-	86	+3	46,250	+7,000
Level 30	246	+8	91	+3	41	+2	27	+2	88	+3	22	+2	89	+3	53,250	+7,250
Level 31	250	+4	94	+3	42	+1	28	+1	91	+3	22	-	92	+3	60,500	-

Hannah/Sakura's Stats

LEVEL	MAX HP		MAX MP		STRENGTH		SPEED		DEFENSE		AGILITY		SKILL		EXPERIENCE/EXP.	
	Now	+/-	Now	+/-	Now	+/-	Now	+/-	Now	+/-	Now	+/-	Now	+/-	Now	Next Lv.
Level 1	10	-	5	-	1	-	3	-	1	-	4	-	4	-	0	+14
Level 2	15	+5	11	+6	1	-	3	-	1	-	4	-	7	+3	14	+12
Level 3	20	+5	17	+6	1	-	3	-	1	-	4	-	7	+3	26	+19
Level 4	25	+5	23	+6	2	+1	4	+1	2	+1	5	+1	13	+3	45	+23
Level 5	30	+5	29	+6	3	+1	4	-	3	+1	5	-	16	+3	68	+58
Level 6	35	+5	35	+6	3	-	5	+1	3	-	6	+1	19	+3	126	+31
Level 7	40	+5	41	+6	4	+1	5	-	4	+1	6	-	22	+3	157	+73
Level 8	45	+5	47	+6	6	+2	6	+1	6	+2	6	-	25	+3	230	+80
Level 9	50	+5	53	+6	6	-	7	+1	8	+2	7	+1	28	+3	350	+130
Level 10	55	+5	59	+6	7	+1	8	+1	12	+4	7	-	31	+3	480	+172
Level 11	60	+5	65	+6	8	+1	8	-	12	-	7	-	34	+3	652	+274
Level 12	65	+5	71	+6	9	+1	9	+1	15	+3	8	+1	37	+3	926	+303
Level 13	70	+5	77	+6	9	-	9	-	16	+1	9	+1	40	+3	1,229	+448
Level 14	75	+5	83	+6	10	+1	9	-	19	+3	9	-	43	+3	1,677	+523
Level 15	80	+5	89	+6	10	-	10	+1	19	-	9	-	46	+3	2,200	+837
Level 16	85	+5	95	+6	11	+1	11	+1	20	+1	10	+1	49	+3	3,037	+792
Level 17	90	+5	101	+6	11	-	11	-	20	-	10	-	49	-	3,829	+1,171
Level 18	95	+5	107	+6	13	+2	12	+1	24	+4	11	+1	55	+6	5,000	+1,500
Level 19	100	+5	113	+6	13	-	13	+1	25	+1	11	-	58	+3	6,500	+1,750
Level 20	105	+5	119	+6	14	+1	13	-	28	+3	12	+1	61	+3	8,250	+2,250
Level 21	110	+5	125	+6	15	+1	14	+1	28	-	13	+1	64	+3	10,500	+2,500

Level 22	115	+5	131	+6	15	-	14	-	30	+2	14	+1	67	+3	13,000	+3,000
Level 23	120	+5	137	+6	16	+1	15	+1	32	+2	16	+2	70	+3	16,000	+3,750
Level 24	125	+5	143	+6	17	+1	15	-	36	+4	16	-	73	+3	19,750	+4,000
Level 25	130	+5	149	+6	17	-	15	-	36	-	16	-	76	+3	23,750	+4,750
Level 26	135	+5	155	+6	18	+1	16	+1	42	+6	16	-	79	+3	28,500	+5,500
Level 27	140	+5	161	+6	19	+1	17	+1	43	+1	18	+2	82	+3	34,000	+6,000
Level 28	145	+5	167	+6	19	-	18	+1	46	+3	18	-	85	+3	40,000	+6,250
Level 29	150	+5	173	+6	20	+1	18	-	48	+2	20	+2	88	+3	46,250	+7,000
Level 30	155	+5	179	+6	21	+1	19	+1	48	-	21	+1	91	+3	53,250	+7,250
Level 31	160	+5	185	+6	21	-	19	-	54	+6	21	-	94	+3	60,500	-

Credits

In no particular order...

- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.
- CJayC, SBAllen, and Devin Morgan:
 - General sucking up to the GameFAQs admins. =P
- BoringPolitico, Nicovideo, & The Lost Levels forums:
 - Some helpful info on this game.
- Google Translate:
 - Most of the translations for the third quest.
- LastBossKiller:
 - For being willing enough to play through the game himself to figure out how I got stuck at the end of the third quest.
- ReyVGM:
 - How to unlock the **Fourth Quest** with regards to the Japanese version.
- Me (KeyBlade999):
 - For making this FAQ. =P
- You, the reader:
 - For hopefully enjoying this FAQ.

Version History

- **v0.05:**
 - Most of the general info down; up to the Kabuki Samurai boss in the first quest.
 - Time: 3:10 AM 11/29/2013.
- **v0.25:**
 - Finished the **First Quest**; adding/fixing details about Hannah/Sakura throughout.
 - Time: 1:17 AM 12/2/2013.
- **v0.50:**
 - Foreseeably done with the first two quests. Now I gotta switch to the Japanese version...
 - Time: 1:39 AM 12/5/2013.
- **v0.75:**
 - Skipped ahead and finished the **Fourth Quest** and associated details. Also power-leveled Hannah/Sakura to Level 31, finishing the **Level-Up Stats** section.

o Time: 10:31 PM 12/5/2013.

• **v0.80:**

- o Fixed details about the supposedly "missing" Talisman in the U.S. prototype's second quest, and all associations with it.
- o Time: 2:01 AM 12/9/2013.

• **v0.90:**

- o Finally finished up the basic walkthrough for the **Third Quest**, over six months after having gotten stuck on it. Now, time to translate and reformat the crap this is.
- o Time: 11:37 PM 6/11/2014.

• **Final:**

- o It's a freakin' **miracle!** As a result of LastBossKiller sending me how to finish the third quest properly, I was able to finish the game's walkthrough in whole! Today, I translated (shoddily, I might add >_>) the remainder of the third quest's details. I also modernized the format somewhat to fit along with my current FFAQs' style but ... yeah, I'm happy to be able to stop worrying about this guide never getting finished (see v0.80 for my last major change's date). ^_^;
- o Time: 8:24 PM 6/13/2014.



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† 2013-2014 Daniel Chaviers (a.k.a. KeyBlade999).

If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	Cheat Database (www.cheat-database.com)
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	Cheatstop (www.panstudio.com/cheatstop)
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)



This is the end of KeyBlade999's Taro's Quest / Jajamaru Ninpou Chou (NES/Famicom) FAQ/Walkthrough.

