

Just Breed FAQ/Walkthrough

by DaLadiesMan

Updated to v0.02 on Jul 5, 2005

Just Breed (NES) FAQ/Walkthrough v0.02 by Psycho Penguin

All questions about the game may be sent to me at penguin_faqs@yahoo.com .
Questions or additions sent to the wrong address might be lost or deleted. So
please choose your destination wisely.

I do respond to all emails, so please be patient. If you sent it to the right
place, you'll get a reply. Also, please read my guide before asking any
questions. Only questions and tips not already in my guide will be posted.

All game related emails sent to another of my email addresses will be ignored.

I do enjoy receiving instant messages with questions and praise about my
guides. If you would like to contact me, my AIM screen name is JuanDixonFor3.
If I do not respond immediately, this probably means I am busy. I am always
talking with my girl and with friends, so sometimes I don't get to instant
messages from people I do not know right away. Be nice and I will talk to
you. But if you are rude and abusive either because I don't respond quickly
enough or about my guide, I will probably block you. All emails sent to the
correct destination will be answered though.

Thanks!

Table of Contents

I -> Introduction
II -> Game Basics
III -> Walkthrough
IV -> Shopping Guide
V -> Weapons List
VI -> Armor List
VII -> Accessories List
VIII -> Magic List
IX -> Enemy List
X -> Other Information
IX -> Conclusion

I. Introduction

Heh, this almost doesn't look like a Psycho Penguin FAQ, does it? In my
attempt to write for more games, I'm just whipping up quick guides for some
old classics. Nothing fancy here. However, I am a big fan of this incredible
game and have been for quite some time. Thanks to RPGClassics.com posting a
shrine, I can now find all the statistics and stuff easier without hacking the
ROM or anything (because I suck at doing that), so thanks to them!

Just Breed is an awesome strategy game for NES that may have come out too late
for its own good. It's certainly one of the more unique games on the console.

It's not like the normal strategy game for the system in that the battles take place sort of like Fire Emblem. You go from town to town, buying things, and then partaking in battles outside of town. It's really fun and I enjoyed it a great deal. This is the only FAQ on the game that I know of, and will be my first completed solo project for the NES Completion Project!

Enjoy, and email me with any questions if you have them!

II. Game Basics

Here's some basics to know before you start.

The menu system is SCARILY similar to a certain other popular Enix series, Dragon Warrior, ever heard of it? Ya.

There is a job system in this game! Kind of. There's only four types of classes, though. Heroes are the leaders, wizards are magic users, fighters have high HP and attack power, and archers are weak defensive characters that can attack long distance. You can only choose the character's job class to start with, and they can't change. Choose wisely..

Battle system is pretty interesting. Before the battle starts, you can scroll around the screen and check out whatever it is you want to check out. Just select an empty space to check statuses, quick save, etc, or check on an enemy's statistics by selecting them. Battles are done via armies. When you select an army to attack, you can only use that army until ALL members of the army are done attacking. Then, you can switch to the next army, and so on. Once all armies go, it's the enemy's turn.

The movement during battle system works a lot like any other strategy game, with some exceptions. The cool thing is that some weapons have "range", so you can stand back and fire away with weapons without getting in an enemy's way. Usually, you will have to stand next to an enemy to attack it, so being defensive and planning ahead of time is one of the most important things to remember about when you go to play this game.

Finally, something interesting about the battles are "monster dens" that spew out lots of enemies. Nice way to practice and level up some, but I mostly advise closing them as quickly as possible.

III. Walkthrough

This walkthrough will help you complete Just Breed in the shortest amount of time possible. I try not to recap story scenes too much but sometimes I will, so the walkthrough may include some spoilers. Just a warning ahead of time. =) The game works like this. You go to a town, do some things, and then fight some battles. Not terribly complex, and it should be easy enough to follow my walkthrough format.

==+==+==+==+==+==+==+==+==+==
***** OPENING OF THE GAME *****
==+==+==+==+==+==+==+==+==+==

The opening is just like any other game you'd expect. You name the hero and then a story screen shows up for you to read. After you're done that, you can move around the town. Talk to the girl in the middle of the town and she will ask for you to wait for her under the tree north of where she's standing,

after the festival. So, you should be a good hero and head to the tree after the festival is over. Another story scene will ensue and the title screen is shown, triggering the TRUE start of the game!

Go west and stop in the house to talk to the elder. He wants you to FIGHT to get that girl back. Well, duh. Who woulda thunk it, huh? He'll tell you to recruit some party members to help join you. Fortunately, they're standing right outside the western gate. How sweet of them. Time to get this party started! Leave the town and BATTLE TIME! (Cool battle song.)

----- Battle 1! -----

Enemies: 5 Musheyes, 5 Ratachus, 3 Stingers

Not a terribly tough battle. Musheyes and Ratachus are weak enemies with low attack power and movement range. Stingers are a little stronger and can fly over things, which makes them a tad tougher. I still wouldn't lose any sleep over this battle, though.

You have the Hero, 2 Archers, and 2 Fighters. Use the Hero to inflict high amounts of damage from close range, Archers with long distance bow attacks, and one of the Fighters with close range attacks. The other fighter has a spear, so use that to attack from 2 spaces away if you want! That definitely comes in handy. You only need to reach the house in order to complete this battle, but you should defeat all the enemies to get experience. I LOVE ME SOME LEVELING UP!

----- Battle Over! -----

==+==+==+==+==+==+==+==+==+==

***** WIZARD'S HOUSE *****

==+==+==+==+==+==+==+==+==+==

The Wizard will teach you a few things about using magic (as I would expect from a friggin wizard), and then he'll hook you up with this cool wizard apprentice of his, and a Book of Strim, which lets you return to any town that you've already been in. Magic users rock in this game! Now, you can either return to the town by fighting in another battle or using the Book of Strim. Depends on how you feel. The next battle is tougher so I'd go for the experience and practice personally.

Back in the first town (I need to remember the names better, heh), sleep in the Inn, then buy some items at the shop. The guards at the southern gate let you out, and here you'll meet up with your 2nd battle..

----- Battle 2! -----

Enemies: 5 Ratachus, Stinger, Pyon, Garmanil

This battle is different from the last one, in that the enemies are now surrounding your party on every side. There's also a few new enemies to worry about now, and your first monster den. The monster den releases Stinger enemies, so it's good to level up here if you want. Pyons are little pink things that cheat by moving after they attack, and the dumb Garmanil frogs have a large movement range and can attack from long distance thanks to their tongues.

Go after the northern enemies first. They are pretty easy and you really need to focus on one group of enemies at a time right now. The problem is, you have to worry about the den, and Stingers will come flying out of it. You shouldn't worry about it too much though, as I can't figure out a way to get to it in time. Sending one or two characters after it is way too dangerous. Just deal with the Stingers.

Your magic user (Isaac is his name! Yay!) should use Burnas from long distance as much as he can. He has limited MP at this point, so focus on the Pyon and Garmanil, as they are far more dangerous than the Stingers. Also, don't be afraid to heal with herbs or the hero's magic spell. We're coming up to a town with a shop and inn soon!

----- Battle Over! -----

==+==+==+==+==+==+==

***** SHILOSS *****

==+==+==+==+==+==+==

What the hell kind of name is "Shiloss"? In any event, we've made it to our next goal in one piece. Go us. Rest at the inn and revive any dead characters now. I think that's a good idea. Level up some in the 2nd battle location as well. The game's not going to get any easier, so having strong characters is important. 3 or 4 battles should be sufficient. Now, buy some weapons at the weapon shop, as well as armor, and then some items as well. A Book of Strim is a near-must if you haven't done so already. Now, go to the pub in the upper right hand corner and enter the door to the left. Talk to the instructor, then when you're ready, head south for the 3rd battle.

----- Battle 3! -----

Enemies: 9 Garmanil, 4 Shemeath, 4 Pyons, 2 Escargaks, 1 Sekol

See, look at all those damn enemies! The new enemies here are kind of tough, especially the Shemealths, which cast Burnas, a painful fire spell. Escargaks are slow snail like creatures with somewhat strong attack power, and Sekols are weak enemies that you shouldn't worry about too much.

You start off near a group of enemies and a monster den. You have to seal up that den as quickly as possible. Fend off the enemies with long range attacks mixed with short ranged attacks, and when you get next to the den, select "unarm" to unarm the den. Some enemies will come out of the Den (more Stingers, sigh), so take care of them as well. More the merrier, right? ;)

After you're done with the first group of enemies, do not go after the second group, as the third group will come after you, and then you'll be stuck with two groups of enemies against your single army. That would not be a pleasant sight. Wait for them to come to you and defeat them, spending extra effort on the tough Escargaks.

Once done with them, slowly move your way towards the second group. Use the Archers' long range attacks to take out some HP before your hero and fighters finish them off. I'd save Burnas for the final group, which starts off with a pair of tough Shemealths. Hopefully you survive their initial wave of attacks, so you can take care of them. Use long range attacks to kill the Escargak, and then kill Sekol to end the battle at last.

----- Battle Over! -----

IV. Shopping Guide

This section is just here to list all the shops in the game, and what you can buy in these shops. Easy reference and all that.

==+==+==+==+==+==+==

| ASTHOLM - ITEMS |

Cyclone Sword	Sword	25	3,000	1,500	
Deadly Bow	Bow	35	N/A	N/A	
Fickle Sword	Sword	5	N/A	800	
Flame Sword	Sword	-6	N/A	N/A	
Glass Stave	Stave	9	180	90	
Heal Stave	Stave	15	800	400	
Heal Sword	Sword	33	N/A	N/A	
Iron Boomerang	Boomerang	18	1,200	600	
Iron Bow	Bow	16	490	245	
Iron Spear	Spear	14	720	360	
Iron Stave	Stave	12	600	300	
Iron Sword	Sword	12	410	205	
Jupiter	Misc.	57	N/A	N/A	
Just	Misc.	71	N/A	N/A	
Just Bow	Bow	241	N/A	N/A	
Just Spear	Spear	53	N/A	N/A	
Kamikaze Bow	Bow	61	N/A	N/A	
Light Sword	Sword	12	N/A	N/A	
Luna Bow	Bow	57	N/A	N/A	
Mana Stave	Stave	20	N/A	N/A	
Mars Spear	Spear	57	N/A	N/A	
Pickaxe	Misc.	8	N/A	N/A	
Rage Bow	Bow	55	N/A	N/A	
Saturn Spear	Spear	57	N/A	N/A	
Shovel	Misc.	0	N/A	N/A	
Silver Boomerang	Boomerang	25	2,800	1,400	
Silver Bow	Bow	37	1,920	960	
Silver Bowgun	Misc.	37	6,000	3,000	
Silver Spear	Spear	39	2,600	1,300	
Silver Stave	Stave	20	1,200	600	

Clothes	Armor	2	N/A	5	
Copper Armor	Armor	8	100	50	
Copper Shield	Shield	12	520	260	
Cotton Cloak	Cloak	2	N/A	N/A	
Counter Armor	Armor	51	N/A	N/A	
Emotion Armor	Armor	353	N/A	N/A	
Heal Armor	Armor	81	N/A	N/A	
Holy Cloak	Cloak	20	1,500	750	
Horma Cloak	Cloak	51	N/A	N/A	
Iron Armor	Armor	18	1,300	650	
Iron Shield	Shield	15	1,200	600	
Just Armor	Armor	41	N/A	N/A	
Just Cloak	Cloak	63	N/A	N/A	
Just Shield	Shield	41	N/A	N/A	
Lead Shield	Shield	9	280	140	
Leather Armor	Armor	5	30	15	
Leather Shield	Shield	3	50	25	
Lucky Cloak	Cloak	15	1,200	600	
Magic Cloak	Cloak	20	N/A	1,000	
Mercury Armor	Armor	41	N/A	N/A	
Mirror Armor	Armor	20	N/A	N/A	
Protect Cloak	Cloak	10	120	60	
Rune Cloak	Cloak	14	620	310	
Scale Armor	Armor	12	320	160	
Silk Cloak	Cloak	7	90	45	
Silver Armor	Armor	29	3,500	1,750	
Silver Shield	Shield	22	5,000	2,500	
Solar Armor	Armor	41	N/A	N/A	
Steel Armor	Armor	22	2,000	1,000	
Steel Shield	Shield	18	2,500	1,250	

Tower Shield	Shield	29	10,000	5,000
Uniform	Armor	3	N/A	50
Venus Shield	Shield	41	N/A	N/A

VII. Accessories List

Accessories work like they normally do in role playing games, with one small exception. Not everyone can equip the same accessories. Some accessories can only be equipped by certain people, and I will note that whenever possible. Otherwise, they are equipped to provide certain bonuses, and I will list those bonuses below. They cannot be bought, only found in dungeons and towns and stuff.

NAME	EQUIPPED	DESCRIPTION
Amythyst	Lydia	Increases magic defense.
Burnas	All	Increases fire resistance.
Charm	All	Increases evasion rate and luck.
Crystal	Hans	Increases magic defense.
Defense Ring	All	Increases defense by 10.
Emerald	Rolan	Increases magic defense.
Horma	All	Restores 11 HP each round of fighting.
Krunas	All	Increases ice resistance.
Lapis	Orlof	Increases magic defense.
Magic	All	Increases magic defense.
MP Ring	All	Restores 10 MP each round of fighting.
Ruby	All	Increases magic defense.
Sapphire	Hero	Increases magic defense.
Speed Boots	All	Increases movement range by 2.
Turquoise	Duval	Increases magic defense.

VIII. Magic List

This magic list is pretty simple. I list the name of the spell, then the type of the spell, then the magic points it costs to learn, then who learns it and at what level.

==+==+==+==+

ARAUND

==+==+==+==+

Type | Non elemental damage
MP | 12
Learned | Hero - 12, Lydia - 8, Eva - 13

==+==+==+==+

ARIENAS

==+==+==+==+

Type | Revives with full HP
MP | 20
Learned | Hero - 10, Lydia - 12, Rolan - 10, Orlof - 10, Hans - 10, Duval - 10

==+==+==+==+

BARAZAN

==+==+==+==+

Type | Fire
MP | 16
Learned | Isaac - 15, Rudol - 15

==+==+==+==+

BUNSIDO

==+==+==+==+

Type | Non elemental damage
MP | 20
Learned | Hero - 16, Rolan - 15, Hans - 16, Duval - 14

==+==+==+==+

BURLAIZ

==+==+==+==+

Type | Fire
MP | 10
Learned | Isaac - 12, Rudol - 8

==+==+==+==+

BURNAS

==+==+==+==+

Type | Fire
MP | 2
Learned | Isaac - 1, Rudol - 1

==+==+==+==+

DEHORRS

==+==+==+==+

Type | Non elemental damage
MP | 20
Learned | Isaac - 17, Rudol - 17

==+==+==+==+

DOCTOM

==+==+==+==+

Type | Cures sleep
MP | 2
Learned | Hero - 4, Lydia - 6, Karen - 6, Luci - 6, Hans - 8, Duval - 8

==+==+==+==+

ELEUMS

==+==+==+==+

Type		Death
MP		8
Learned		Isaac - 13, Karen - 18, Luci - 18, Hans - 18, Rudol - 12, Lydia - 18, Eva - 18

==+==+==+==+

FRIBANE

==+==+==+==+

Type		Non elemental damage
MP		12
Learned		Olof - 11, Mikey - 13, Duval - 12, Eva - 10

==+==+==+==+

GESARCH

==+==+==+==+

Type		Non elemental damage
MP		8
Learned		Hero - 9, Rolon - 8, Orlof - 9, Mikey - 8, Duval - 5, Eva - 8

==+==+==+==+

HARDI

==+==+==+==+

Type		Raises attack power
MP		8
Learned		Hero - 13, Orlof - 8, Duval - 3, Lydia - 10

==+==+==+==+

HORMA

==+==+==+==+

Type		Healing
MP		3
Learned		Hero - 1, Isaac - 10, Rolan - 9, Karen - 1, Orlof - 12, Luci - 3, Hans - 1, Lydia - 3

==+==+==+==+

HORPHA

==+==+==+==+

Type		Healing
MP		8
Learned		Hero - 11, Rolan - 13, Karen - 10, Orlof - 12, Luci - 10, Hans - 4, Lydia - 13

==+==+==+==+

HOSPIS

==+==+==+==+

Type		Healing
MP		8
Learned		Karen - 7, Luci - 10, Hans - 11, Lydia - 12

==+==+==+==+

HOSPIUS

==+==+==+==+

Type		Healing
MP		20
Learned		Karen - 14, Luci - 12, Hans - 15, Lydia - 15

==+==+==+==+

KRULAIN

==+==+==+==+

Type | Ice
MP | 20
Learned | Rolan - 16, Mikey - 16, Eva - 15

==+==+==+==+

KRULAIZ

==+==+==+==+

Type | Ice
MP | 7
Learned | Rolan - 12, Mikey - 12, Eva - 12

==+==+==+==+

KRUNAS

==+==+==+==+

Type | Ice
MP | 4
Learned | Rolan - 6, Mikey - 1, Eva - 6

==+==+==+==+

LAIZAK

==+==+==+==+

Type | Lightning
MP | 12
Learned | Isaac - 14, Mikey - 14, Duval - 16, Rudol - 14, Eva - 14

==+==+==+==+

LAIZAZA

==+==+==+==+

Type | Lightning
MP | 20
Learned | Isaac - 18, Mikey - 18, Duval - 20, Rudol - 18, Eva - 18

==+==+==+==+

MACUUM

==+==+==+==+

Type | MP Absorb
MP | 0
Learned | Karen - 12, Luci - 12, Hans - 13, Rudol - 12, Lydia - 12

==+==+==+==+

MARROW

==+==+==+==+

Type | Non elemental damage
MP | 6
Learned | Isaac - 8, Orlof - 6, Luci - 2, Mikey - 6

==+==+==+==+

STRIM

==+==+==+==+

Type | Warp to previous towns
MP | 0
Learned | Hero - 7

==+==+==+==+

TORNEDA

==+==+==+==+

Type | Non elemental damage
MP | 22
Learned | Hero - 18, Orlof - 18, Duval - 18, Rudol - 19, Eva - 19

==+==+==+==+

TOROMAR

==+==+==+==+

Type | Sleep

MP | 3

Learned | Isaac - 4, Karen - 8, Orlof - 8, Luci - 8, Hans - 8, Mikey - 1,
Rudol - 8

IX. Enemy List

You know the deal here, nothing too fancy either. I list the name of enemy, its hit points, magic points, attack, defense, experience, and gold. Also, regular enemies are in lower case while boss enemies are in upper case.

NAME	HP	MP	ATK	DEF	EXP	GOLD
Ampelar	132	0	67	63	256	512
BABY WORM	37	0	49	37	37	74
Basilisk	85	6	20	41	90	204
Beetler	16	0	16	10	6	16
Biggsley	79	0	43	33	57	122
BIG STONE	175	0	69	61	167	342
BLUE DRAGON	970	0	90	70	461	922
Crag Crab	57	0	25	31	20	30
Crawler	47	0	27	39	37	82
DRACLICH	1,136	0	90	75	555	1,110
Escargak	33	0	14	16	8	30
EZELKIEL	970	506	69	67	0	0
Falconer	53	0	25	15	47	70
Garmanil	11	0	11	7	5	20
GARP	77	27	31	25	37	74
GELDU REY	1,136	506	77	77	667	1,334
Ghost	41	43	12	18	57	114
Gorgon	85	0	57	49	108	154
GREEN DRAGON	970	0	90	87	461	922
Hellfire	93	0	33	33	120	264

Jark	69	0	37	41	47	94	
JISFANDEL	506	0	87	102	0	0	
KARMANI	404	102	74	69	381	762	
K'thon	207	126	77	41	314	628	
Land Urchin	57	0	59	77	207	414	
Mantafly	69	0	44	37	102	264	
Manticore	77	0	63	41	207	414	
Moird	59	0	43	20	57	114	
Musheye	8	0	8	1	2	6	
Nebilus	667	506	57	61	381	762	
Phaun	41	37	12	18	47	94	
PHILOXRA	207	167	61	555	167	442	
Pyon	10	0	16	14	5	18	
Python	59	0	41	20	20	50	
Raptor	57	0	41	20	57	154	
Ratachu	11	0	7	3	3	8	
RED DRAGON	970	0	90	71	461	922	
SANDWORM	120	0	61	57	57	114	
SEKOL	10	0	6	0	1	2	
Shmealh	18	4	12	12	8	24	
Skaerie	47	25	25	20	37	78	
Skeleton	49	0	27	16	12	40	
Slime	31	0	20	8	10	24	
SNOW DRAGON	970	0	90	87	461	922	
Stinger	10	0	9	3	3	10	
Stirge	57	0	38	20	45	114	
THANAKIA	970	506	0	67	55	1,110	
Thief	120	0	57	57	132	264	
Totelice	207	167	0	41	381	628	
Trent	35	12	10	10	6	32	

That's about it. If anyone would like me to add anything, you can always email me.

AIM: JuanDixonFor3

MSN: mcfa4834@bellsouth.net

YIM: nicklacheysnightmare

If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

You can contact me by emailing me at penguin_faqs@yahoo.com

One last note: Only email me about the game at penguin_faqs@yahoo.com, all emails about Just Breed sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it!

1. Check my email backlog. If it's filled up, you may have to wait a while before you get a response.
2. I check my email once in a while. Please wait for a response, because I will respond to all emails.
3. Please read my guide before asking questions, that's why I have a FAQ section.
4. I will only post your question/tip in my guide if it is good, and has not been answered in this guide.

Also, I have AIM and Yahoo. My AIM name is JuanDixonFor3, but PLEASE do not harass me with annoying questions or I'll block you. I only wish to chat with people.

XI. Conclusion

Thanks for reading my guide for Just Breed! I really tried to make it as simple as possible, to show that I can still do simple guides and not fancy, overblown 700K behemoths for Final Fantasy games. I won't usually use this format, but I really hope you enjoyed this guide. It's one of the few totally uncovered games I've written for, and I had a ton of fun learning new things all by myself in the process. Of course, I am only one man, so if I missed anything, feel free to email me and let me know!

Until next time,
Psycho Penguin

PS - Steal this guide and I will slice your kidneys out and make you eat them.