

# Kagerou Densetsu FAQ/Walkthrough

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Kagerou Densetsu  
FAQ/Walkthrough  
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## How to Play

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[HELP]

Kagerou Densetsu, literally translating to something like Shadow Wolf Adventures, sticks you in the role of three ninjas. You must go travel around an overworld, locating 4 enemy ninja and killing them all, as well as locating upgrades and magic spells and slowly levelling up your skills. Eventually, you can take on the leader of the shadowy forces oppressing your world.

Battle takes place in a sterotypical side-planar view. In addition to swinging your sword and throwing limited amounts of shuriken, you can also use magic spells that you discover throughout the world.

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CONTROLS  
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Overworld  
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A - Open Menu

D-Pad - Move around

Battle  
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A - Swing your sword

B - Throw shuriken

Up - Jump

Left/Right - Move around, hold to dash

A + B - Take a ninja pose

+ Down (Hold) - Use a Capsule to restore HP

+ Left/Right/Up - Use a Magic Spell if you have learned it

Select - Run from battle

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EXPLORATION  
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Kagerou Densetsu has an overworld map 48 screens big, 6 screens high by 8 screens wide. As you go around, you will see multiple villages, red torii (Japanese Shinto shrines), and occasional other landmarks.

Some of the villages and landmarks offer useful items, such as Magic Spells and free health restores, but the majority of them, along with all the torii, offer ONLY information. Understanding where the ones are that offer free health or Capsule replacements is useful when attempting a level grind, however.

Exploring will also get you to the four Devas that serve as the henchmen of the game's main boss. Interestingly enough, you only need to fight one of them (the Flame Deva) along with the main boss to win the game, but as the Flame Deva can be extremely difficult, it is best to tackle the three other Devas first and level up several levels first.

Refer to the 'Walkthrough' section prior to the 'Earth Deva' section to see a map and labelling of all the relevant points in the game.

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MENU INTERFACE  
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When on the overfield, press the A button to pull up a menu.

From RIGHT to LEFT, these are the three options:

変 Change characters: You will be able to choose from the adult male, the kunoichi, or the boy ninja (again going right to left)

使 Use a Capsule: This will heal you completely

百 Save your Game

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BATTLING  
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As you walk around, you will encounter enemy ninja.

When a battle starts, you will move from the top-down view of the overworld view to a stereotypical side-planar view. In this view, you can walk and dash back and forth across the arena, typically two to three screen lengths

in width, as well as jump up by pressing the Up button.

When fighting with enemy ninja, you both have two typical attacks. The first and main attack is swinging your katanas. The katanas have a fairly close range, and so can only damage when right next to the other ninja. It is also possible to be standing right on top of an opponent in such a manner that swinging your sword will not touch him.

By swinging your katana, you can also block shuriken thrown by the enemy, though he is capable of doing the same to your own. When throwing shuriken, you can press and hold the Up button to throw skywards, or Down to throw downwards. Otherwise, your character will throw in the horizontal direction he is facing. You have a limited amount of shuriken on-hand - this is the middle number in both of your bars, and your own satchel can max out at 90 if you collect all the capacity upgrades in the game.

It should be noted that there is NO contact damage when fighting ninja, with the only semi-exception to this coming from the final boss performing a jump that will hurt you if he lands on your character. All other damage comes from actual attacks or environmental effects in a couple of the Deva fights. HOWEVER, you WILL take contact damage if you touch the non-ninja enemies in the regular fights.

Throughout battle, both you and your opponents can restore health, but only if you have Capsules on-hand (the left most number on both your bars). By pressing A + B, your ninja will take a pose. Pressing Down will cause him or her to sit down and meditate, and use a Capsule per health bar in battle. Similarly, your opponent will also sit down if he is restoring HP - however, both of you are vulnerable to taking damage when sitting down. In his case, attack him while he is sitting down to render his health restoration basically useless.

By pressing the A + B button combination to take a pose, you can then press either the Left, Right or Up buttons to execute a magic attack. These magic attacks must first be learned by visiting landmarks on the map (refer to the Walkthrough section for a map), and consume MP, the right-most number on your bar. However, your MP will naturally restore throughout the course of a battle at a slow rate. The adult male ninja can learn 3 different magic spells, but the kunoichi and boy ninja can only learn one apiece, and they all have unique spells.

You can also use the Select button to run from battle. However, you will have to run across the field the longer length between you and one of the borders, and risk taking damage in the process.

At the start of the game, you will fight an enemy ninja and only an enemy ninja in every battle. As the game progresses, however, most battles will have a bunch of filler enemies such as floating heads, wolves or weaker human enemies that die from one-hit rushing at you at the start of the battle. After you get through most or all of the spam, the enemy ninja himself will finally appear, and you must kill him to end the battle.

Additionally, enemy ninja will gain more health, to the point of some battles having 4 or 5 bars of health by the end of the game. Finally, some ninjas will also be able to use the Blizzard spell, which follows you around and can freeze you in place for several seconds, exposing you to attacks.

After a battle is over, a few things can occur, which will cause a dialogue box to pop up. First off, you may get a level-up. Secondly, you might get one of the opponent's Capsules or some of his shuriken as an item drop. Third, you may be ambushed by a follow-up battle, effectively having to fight two battles in a row (however, the author has never seen an ambush after an ambush).

Oddly enough, when it comes to item drops, there seems to be different behaviours between each of the 48 screens. For example, you will never get an item drop on the beginning screen, but going one screen north you will.

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MAGIC  
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By pressing the A + B button combination to take a pose, you can then press either the Left, Right or Up buttons to execute a magic attack. These magic attacks must first be learned by visiting landmarks on the map (refer to the Walkthrough section for a map), and consume MP, the right-most number on your bar. However, your MP will naturally restore throughout the course of a battle at a slow rate. The adult male ninja can learn 3 different magic spells, but the kunoichi and boy ninja can only learn one apiece, and they all have unique spells.

Blizzard

-----

Where: Examine the snow mound 1 screen N 1 screen W of the beginning area, from the west side

Who: Adult Male, A + B + Up Spell

What: Traps enemies in place for several seconds, exposing them to damage until they break free

Doppelganger

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Where: A village on the west side of the map (Point 11 on Map)

Who: Adult Male, A + B + Left Spell

What: Replicates your form so you have two shadow copies of you hanging around. When you get hit, sometimes the damage you take will be reduced or nullified as one of your copies takes the hit. Furthermore, your attack power increases when in effect.

Magic Blade

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Where: A village on the northwest corner of the map (Point 14 on Map)

Who: Adult Male, A + B + Right Spell

What: When you press the A button, instead of a simple sword strike you will send a strike of magic across the screen

## Invisibility

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Where: A village on the centre-north part of the map (Point 9 on Map)

Who: Boy, A + B + Up Spell

What: When cast, you are invisible for several seconds. You can keep track of where you actually are by swinging your sword or throwing projectiles, which are not invisible.

## Time Stop

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Where: A Village on the west side of the map (Point 12 on Map)

Who: Kunoichi, A + B + Up Spell

What: When cast, all enemies on the battlefield freeze in place for several seconds, giving you time to either beat them up or heal yourself

## ----- LEVELLING -----

By fighting enemy ninjas, you can acquire EXP and slowly level up, gaining either extra health, MP or attack power after every fight.

These EXP counts are taken off the saturn.dti.ne.jp site, and the author cannot figure out exactly how the EXP is determined on a per-fight basis. Anybody who knows is free to email the author at his email at the bottom of this guide.

Unfortunately, in a game that can already be rather tedious, the three ninja in your party level separately. This means if you wanted to level up all three, you have to go through the fighting grind for all three of them to get them up level by level. However, the ability increases for each level remains the same for every character.

It should also be noted that your health bars have 10 health each, but you only level up by 8HP at a time. This results in HP bars that when completely healed are still only partially full.

Level | EXP Required | Ability Increased / Amount

Level	EXP Required	Ability Increased / Amount
2	16	HP + 8
3	16	MP + 10
4	24	HP + 8
5	32	Attack Up
6	48	HP + 8
7	56	Attack Up
8	64	HP + 8
9	80	MP + 10
10	96	Attack Up
11	112	HP + 8
12	128	MP + 5
13	144	HP + 8

14	160	MP + 10
15	176	HP + 8
16	192	Attack Up
17	208	HP + 8
18	224	MP + 10
19	232	Attack Up
20	240	MP + 10
21	240	HP + 8
22	248	MP + 10
23	256	HP + 8

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Walkthrough

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[HELP]

Referring to this map:

<http://www.ne.jp/asahi/oroti/famicom/kou/gametengoku/kagero/map1.png>

The following landmarks are useful:

1. Upgrades your Capsule capacity from 4 -> 9, gives you a one-time refill of Capsules
3. Refills your Capsules completely every time you visit (only after defeating the Earth Deva)
4. Refills your health completely every time you visit
5. Location of the Earth Deva
7. Refills your health completely every time you visit
9. Get the Invisibility spell for the boy ninja
10. Receive a shuriken upgrade of 20x shurikens
11. Get the Doppelganger technique for the adult male ninja
12. Get the Time Stop technique for the Kunoichi
13. Receive a shuriken upgrade of 20x shurikens
14. Get the Magic Blade technique for the adult male ninja
15. Location of the Water Deva
16. Location of the Wind Deva
17. Returns you to the game's starting point, triggers the appearance of the final boss
18. Location of the last battle

However, the map does not number all the relevant points of interest, so some extra points of interest:

East of 18: This is where you will start the game

North of 2: On the screen with the torii, go east and examine the snow mound from the west side to get the adult male's magic spell Blizzard

North and west from 2/North and east from 9:

There is a bridge here that is impassable. If you attempt to cross it, the game will warn you off. If you go across still afterwards, you will be instantly killed and the game will reset

West of 5 (Same Screen, Access travelling west and south from 3):

The hole on the centre of this screen has a shuriken upgrade of 20x shurikens

The centre maze where point 16 is located:

The centre maze will actually transform after the boss at point 16 is defeated. Prior to winning against him, a town in the northwest corner of the maze will restore your HP every time you revisit. Following the Deva's defeat, a hut in the east side will restore your HP. The entrance to the maze remains the same at the southwest, however.

West from 10 to the other end of the land outcrop:

One of the towns here will give you a one-time capsule refill, only after defeating Suinin.

West of 6 (same screen, across the river) in the maze:

The town here will refill your HP. This is in effect useless, however, due to the sheer amount of travelling around to get from this point deep into the maze to the start of the maze and then to Point 17.

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Earth Deva  
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[DEV1]

You start the game off by naming the three characters, although only hiragana characters are allowed. After, when you are dropped off on the world map, you can go up into the house for a long amount of dialogue, but it is not mandatory to do so.

If you go down slightly south and then west from the house you start off at, you will come to a small area nestled in mountains isolated from the rest of this screen. Stepping over the hole gives you some text, and you can revisit this hole to resupply your stockpile of shurikens automatically and free of cost.

Return to the starting house, and go north a screen into a snowy area. Proceed north another screen (you can walk through the trees, just not the mountains on the east side next to the water) to another screen, where you will

see a town. Head up and enter the town (touching the left part) for some more text, and your storage capacity of healing capsules will be increased to a total of 9. Additionally, only for this first visit, you will be given a full supply of healing capsules. In the future, the only way to get more capsules is to defeat more enemy ninja before they have the chance to use their own supplies in battle, or one-offs from other villages.

From there, head west a screen and south a screen, and you should spot a red torii (a Shinto shrine). You can visit the torii, but all it offers is information, which is the same for all torii and several towns in the game. However, head east to the snow mound, standing one panel west of it, and you will get the Blizzard magic spell, which only the adult male may use. Continue south a screen to where another town is.

Now, it should be noted that you should avoid going west as two screens west is a bridge that results in an instant game over if you attempt to cross. Instead, from the town, go south two screens following the road. In this screen, you will see a castle west over the river. Ignore that for now, and instead go south a screen where you will see another town, then east another screen.

The town next to the water here is very helpful - you will get your health completely healed EVERY time you visit. As such, you can sit here and grind out levels a bit while going back to heal after every battle or two. Once you are ready to move on, proceed south two screens, staying along the road, then go across the bridge on what is the southeast-most screen of the game world. As the town here is useless with nothing but information, head west three screens, past another torii, past a bridge, and onto a section of land with a hole. Enter the hole to take on the first Deva of the game.

Donin  
-----

Donin is the Earth element Deva, so as you would expect his ability is to burrow underground and pop out at a later time. You will want to keep moving left and right and be constantly jumping (not while at a standstill, but jumping while moving so you are always going left and right), as Donin has a nasty habit of jumping right out from under your ninja character, thus causing contact damage.

After Donin emerges from underground, he will often but not always burrow back underground right away. You have a couple of seconds in which you can throw shurikens at him to cause some damage before he escapes. Other times, he will move left and right on the ground, and this is the time to damage him. Once he starts to burrow, move again or take the time to use a Capsule.

Occasionally, Donin will, upon emerging from underground, also zigzag while coming back down to the ground, so watch out when he does this as well.

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Wind Deva  
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[DEV2]

Following the fight against Donin, your health should be completely restored. Proceed right three screens (going north from the torii leads to another dead end at a small village that offers information) to the southeast corner of the map. From here, walk over the bridge heading north two screens, then west a screen to find the town at the crossroads of three different



pathways. If you visit this town after defeating the Deva Donin, the number of capsules you have on hand will ALWAYS be restored to 9.

From this town, head west one screen, then south two screens. Ignore the bridge and go south another screen, then west a screen. You will be on the same screen where you fought Donin, but you will be able to access the island in the middle this time. Go south over the hole on the island, where you will get an upgrade of 20x shurikens to your satchel, so now you may carry up to 50 shurikens at a time.

Proceed back east a screen and north a screen, then back west over the bridge a screen and then north another screen where you should see a torii. From here, head north into the maze. Once inside, go up and take the RIGHT of the two paths leading north to the next screen. On the next area, head left and loop around to go north past the middle of the three bridges crossing the river. On the screen after that, being in the northwest corner of the maze, you can follow around left to the village here to get free heals all the time.

To move on, go out the right side of the screen. Loop back around onto the first screen, then go up and back east onto the right screen. Head right and down until you come to an option of two south paths next to each other, and take the LEFT one. Going south, head east one screen to come to a bridge and castle. Once you enter the castle, you will take on another boss of the game, Funin.

Funin  
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Funin, the Wind element Deva, may actually be the easiest boss, though he will seem intimidating at first. For basically the entire fight, Funin will be in the air, flying back and forth, often changing altitude, and sometimes swooping in at your own ninja on the ground before flying back up. However, Funin does not swoop in that often, so you can take the opportunity to heal your health with capsules whenever required.

That being said, there are four ways you can attempt to deal damage to Funin. The first is to wait for him to swoop in on you and stab him with your sword when he does so. This can take quite a while, however. You are better off taking to the air with constant jumps and either stabbing him whenever you are in range with him, timing and throwing shuriken horizontally, or pressing and holding the Up button to throw your shurikens directly skyward (yes, you CAN do that) whenever Funin is about to fly right overhead of your character.

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Water Deva  
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[DEV3]

Once Funin has been defeated, head west a screen, and you will find the Deva's death has altered the maze. Go south, west and back north for a linear bit. Once you come to a section of four separate passageways leading north a screen, you have two options. The second from the right path leads you to a small hut that will heal your HP completely. The leftmost path, meanwhile, will take you out of the maze. Taking the leftmost path, take the lower left path on the next screen, and following that the first path south. From here, go to the southwest corner of the next screen to get to the entrance screen to the maze. Outside the maze, you may want to go east a couple of screens to the town at the crossroads to replace your Capsules as well if needed.

From the torii that is at the entrance to the maze, move west a screen to find another torii. Go north a screen following the road. The village in this next area will heal your health completely, so you may again want to take the time to level up here. Moving on from there, go north. In this area, you will see a structure across the water that you cannot access from the south side of the screen, but will be important for later. Instead, head west across the bridge to an area with still another torii.

From this location, go south a screen. If you visit the town here, you will pick up your second magic spell, the Doppelganger spell, which only the adult male ninja can use. Go back up a screen to where the torii is, then head north still another screen. The town here does nothing but offer information and gossip, so instead head east to a screen with another torii. Continue east yet another screen. If you visit the central town here, you will acquire the Invisible magic spell, but only the boy may use this spell.

Head back west a screen to the torii. From here, go north two screens and then east two screens following the dirt road. The town at the end of the passageway will give your shuriken capacity another upgrade, up to 70 shurikens if you got the earlier upgrade on the south side of the map as well. Revisiting this town shall also give you a shuriken refill every time you do so.

Return back to the torii, then go south a screen through the right-most of the three paths through the mountain range. Save, then go towards the tower for the game's third Deva boss battle.

Suinin

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Suinin is a vicious step up from Funin. In addition to throwing shurikens, he can also throw some sort of water vortex projectile that is not blockable, only dodgable, and causes a significant amount of damage if you let it hit you. Additionally, Suinin is also capable of moving quickly across the battlefield, and he has a spinning attack ala Mega Man 3's Top Man that has a somewhat wide range of damage, meaning if you attempt to attack him with your katana you will definitely take some damage back in the process.

The Water Deva does sometimes run right off screen for a period of time, so you should take the time provided when he does to use a Capsule to recover your HP before he comes back on screen. You should also have the Doppelganger spell by now, so abuse the heck out of it - Suinin has prolonged periods of standing still, and the Doppelganger increases the damage you can cause with your stabbing attack. Additionally, it sometimes but not always reduces damage that you take.

One other consideration in the battle is that unlike the previous two Deva battles, the environment can also cause damage to your character in the form of falling rain from above. You have a decent amount of time to see and respond to it, but it is something to consider if you are busy focusing on Suinin instead. As can be expected of being the Water Deva, Suinin will not take damage from the rain.

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Flame Deva

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[DEV4]

After your fight with Suinin, head north a screen back to the torii. If

you go north two screens and west a screen, the northernmost of the two towns here will refill your Capsules up to 9. However, this is only good for one time, unlike the town way back at the crossroads on the east side of the screen.

Again returning to the torii, proceed west two screens and north a screen, then travel up and west on the south side of the mountain range. Visit the town burrowed away in the mountains here to acquire the Magic Blade spell, which only the adult male ninja can use. Go east two screens from here along the underside of the mountain range, then up north one more screen.

You should come to another torii next to the water and a bridge to your right. From here, continue west two screens to make it to the northwest corner of the map. Unfortunately, the hole in this screen does not have anything useful, so instead head south from the hole and down a screen. Proceed south across the bridge, then south another screen. Head west and go up north, then loop around west and down south again.

Coming to another hole, visit this one to get a shuriken refill plus your last shuriken capacity upgrade, so that you may now carry upwards of 90 shurikens at a time. From there, head south a screen, then east a screen. Go across the bridge, then head south another screen. Loop around clockwise going east, south and west to another town. You can learn the Time Stop spell from this town, which only the kunoichi may learn.

Loop back around, but save before you attempt to cross the bridge. Once you get within two panels of the bridge, you will be forced to do battle with the last of the Devas, the Flame Deva.

Hinin

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Hinin will be a massive step up in difficulty compared to the previous three Devas, so it may take a few playthroughs to get his attacking patterns down.

The thing Hinin will do a massive amount of the time is to jump forward in the air while spinning, using his sword to deflect any shurikens fired at him. Upon landing, if your character is not within a fairly close range, he will continue to spin forward (or reverse directions if you are in the opposite side he was moving while in the air) with his annoying sword spin. If he is on the ground and spinning towards you, stop moving and jump once he gets close, as this will cause him to stop spinning. If you move and jump, he will continue spinning until he goes past you, and you risk falling into his spinning attack.

You may be best off just sticking close to him once he lands from the air, as this will typically cause him to stop spinning on landing, opening him up for shuriken attacks as well as regular stabbing attacks without taking a massive amount of damage in return. You can even attempt to use the time to restore your health through your Capsules, as his regular attack causes far less damage than his spin attack.

Hinin will very occasionally also run off screen, again giving you a chance to use your Capsules. In addition to his spinning attack and regular sword attack, he will sometimes cast a fire spell with two fire pillars that start slightly apart, but quickly move together, attempting to box you in. This can be rather difficult to respond to, so you may just have to take the hit sometimes.

It is a smart idea to abuse your own spells in this battle, so as soon as a spell runs out, trigger it again.

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Last Battle  
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[DEV5]

Following the death of the last Deva, cross the bridge and go west a screen. Go north from here, and visit the town here to refill your capsules up to 9 as many times as needed. Once done doing any levelling up here, head south two screens to go into the second maze area of the overworld.

This maze has a lot of loops in it, so read carefully if you do not want to get lost in the labyrinth. From the start of the maze, take the left bridge to go down. Do not go south a screen just yet - instead, take the bridge in the lower left area of the screen up, then cross the leftmost of the three bridges in the southeast corner to go south a screen finally.

In the next area, the path is entirely linear, so go straight south another screen. Coming into the next area, you have two paths leading right - take the north one going east. Continuing on, take the lone north passageway in the next screen, then continue north up another screen along a linear path. The next area has an option between north and east - head east.

Getting deeper still into the maze, go to the south side of this screen, and take the leftmost of the three paths going south. From there, it is fairly linear for several more screens. When you have the option of two paths going east, take the south one to come out to the castle. Head to the castle.

After some dialogue, you will be transported to the northeast side of the map, right next to where you started the game at. Save your game, then head west a screen. Enter the hole here to take on the game's final boss.

Phantom Knight  
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After the Flame Deva, the final boss of the game is rather tame in comparison, which makes the author wonder if the Flame Deva was the real final boss or if the developers ran out of money prior to shipping.

In any case, the Phantom Knight has a limited movement range, only being able to take small hops back and forth. There is quite literally enough room for your ninja character to run under the Knight while it is jumping and still avoid taking contact damage.

The Phantom Knight also only has two attacks. The first of this is a kick with its boot which only strikes a very short distance in front of it. Its other attack is to swipe out in front with its sword. While this has a little bit more range than the Knight's kick attack, it still lacks any decent range, and it only rarely uses its sword slash.

That said, the Knight's attacks can hurt, so be careful, keeping an eye on your health gauge, and build some damage between you and the Phantom Knight before using a Capsule.

Other than that, the Phantom Knight can only be damaged by attacking the upper part of its body. The lower part will not take any damage if you strike it, so if you wish to throw shuriken at the Phantom Knight or stab it, you need to lightly tap the Up button to jump a short distance to attack the Knight.

Following the fight, enjoy your ending.

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Codes  
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[CODE]

While playing, you can make use of the Controller 1 and 2 buttons to do the following effect. Thanks go to ReyVGM for posting these (though I had to fix one of them)

NO RANDOM ENCOUNTERS

Press and Hold the B button on Controller while moving around to avoid ANY random encounters on the overworld map

RANDOM ENCOUNTER ANY TIME

On the map screen, press the A button to bring up the interface. Press Start on Controller 1 (enemy ninja will be moving) or Select (enemy ninja will NOT be moving). Regardless of what button you press, however, any non-ninja foes will still be moving

FIGHT THE DEVAS ANY TIME

On the map screen, press the A button to bring up the interface. Press and hold one of the following buttons on the Controller 2 pad before pressing Start on Controller 1 (Deva will be moving) or Select (Deva will NOT be moving)

Earth Deva	B
Wind Deva	A + B
Water Deva	A
Flame Deva	Right

REVIVE A CHARACTER

If one of your ninja is killed in battle, then on the map screen, press the A button to bring up the interface, then select the first option to bring up the character selection. Press and hold Up + A on Controller 2, then select the fallen character with the A button on Controller 1 to revive that ninja.

WALK ANYWHERE

Hold the A button on controller 2 to walk anywhere, including over mountains and water. This is the ONLY way to reach the torii in the northwest corner of the map located over the water on a small isolated island.

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Desired Information  
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[DESR]

STUFF THE AUTHOR WOULD LIKE INFORMATION ON  
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How precisely does the levelling system work in this game? The kage-cha.htm page at saturn.dti.ne.jp (listed below in the credits) states there is an EXP system.

However, through trial and error, the author cannot figure out how the EXP works, as there does not seem to be any in-game indication and the web resource does not clarify. The author believes it is not on a per-fight basis but that EXP for fights on a screen may decrease as your level increases.

Does using the button passwords to trigger a fight affect leveling up? Trying 16 fights at the start of the game using the A + Start combination does not trigger a level up after 16 battles. For that matter, does A + Select, resulting in a enemy standing still, give you any EXP?

When you are occasionally ambushed with a second fight following an initial fight, does the ambush count towards your EXP at all?

Do different screens on the different overworld map have different functions of item drops from enemies? On the starting screen, the author has never gotten a Capsule or Item drop. One screen north, however, Capsule drops are prolific.

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Credits  
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[CRED]

A massive number of resources were used in the writing of this guide, mostly the following websites:

<http://www.ne.jp/asahi/oroti/famicom/kou/gametengoku/kagero/kagero.html>

<http://www.ne.jp/asahi/oroti/famicom/kou/gametengoku/kagero/map1.png>

<http://www25.atwiki.jp/famicomall/pages/662.html>

<http://ifs.nog.cc/hell-z.hp.infoseek.co.jp/baka/kagerou.htm>

<http://www.saturn.dti.ne.jp/~dastard/famicom/kage-cha.htm>

<http://www.saturn.dti.ne.jp/~dastard/famicom/kage-tit.htm>

<http://www.saturn.dti.ne.jp/~dastard/famicom/kage-flo.htm>

A thanks also goes to this Nico Video user and his/her videos which I used as reference for getting through the game:

<http://www.nicovideo.jp/user/283851>

<http://www.nicovideo.jp/watch/sm6641897>

<http://www.nicovideo.jp/watch/sm6642122>

<http://www.nicovideo.jp/watch/sm6643537>

One final thanks goes to ReyVGM for his posted cheats on GameFAQs.com

Need help with something that's not in this FAQ? Got a comment to make? Find something wrong in this FAQ, or else just want to contribute something extra? Email me at darkstar.ripclaw AT gmail DOT com if you need any of these things. Do NOT ask stuff that is answered in this guide; unless the wording is truly ambiguous, a bit of toying around never hurts. Please refer to the actual in-guide FAQ first before asking a question.

If you are reading this document from a site that is NOT GameFAQs.com, please go and examine the version on GameFAQs.com and see if it is the same version as the one you are reading. If it is not, then you may yet be able to find the answer you are looking for in the GameFAQs.com version.

If you wish to ask whether or not you can host this on your site, go right ahead in hosting it. The only thing that I ask you to do is to keep the 'The most recent version of this FAQ may always be found at GameFAQs.com' line at the top completely intact as well as the paragraph right above this one, as that is the main site that I always update to. If your site's version gets even one version out of date, I would like for people to be aware of a more up-to-date version.

#### Wish Upon A Darkstar

```
;;ff
LLKK..
..WW##ii
tt####LL
DD####DD
ii#####ii
LL#####LL
..WW#####EE
ff#####;;
..KK#####ff
ii#####DD
GG#####;;
;WW#####jj
LLKKKKKKKKKKKKKKKKKKKKWW#####KKKKKKKKKKKKKKKKKKKKLL..
,,GG#####ii
..EE#####Ettttii,,
ttKK#####WWLL;,,,;jjffjj;;
..ttKK#####KKtt:::ttjjjjff
..ttKK#####LL:::LL
;LLKK#####jj :ii;,,,;..;ii;
ii;; ;ttGGKK#####GG:::;,,,;..
..iiii iiii .ii#####KKtt
iiii ;,,,; .tt#####WWtt
tttt ;, :DD#####WWii
; ;,,, ;,,,WW#####EE#####WW..
;i; ii;jj#####ff..GG#####;
.. ;ii...LL#####GG.. ;KK#####;
ii.. KK#####DD.. iiWW#####ii
ii#####KK,, jj#####LL
LL#####WW;; LL#####;
DD####WWii ..KK####tt
```

,,WW####jj  
ff####LL  
LL##GG..  
jjKK..

; ;WW##GG  
tt##WW,,  
LL##tt  
..KKLL

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