

# Moulin Rouge Senki: Melville no Honoo FAQ/Walkthrough (JIS)

by LastBossKiller

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Moulin Rouge Senki: Melville no Honoo (Famicom)  
Guide by E. Phelps, ver. 1.0  
(aka LastBossKiller)

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- - - = = = ===== Disclaimer ===== = = = - - -  
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---Viewing This Document---

This document contains Japanese text. To view it correctly, set your browser or word processor to view "Shift-JIS" format. For example, if you are using Internet Explorer, using the dropdown menu, go to View -> Encoding -> More -> Japanese (Shift-JIS). You could, instead, open this document with Microsoft Word, and it will ask you about the encoding automatically, allowing you to select Shift-JIS.

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- - - = = = ===== Intro ===== = = = - - -  
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Moulin Rouge Senki: Melville no Honoo (translated "Moulin Rouge War Chronicle: Melville's Flame") is a strategy game that plays a lot like an RPG in which you control an army that must defeat the evil Duma army that has nearly conquered the realm. It may look complicated at first, but you will soon see that it's a very simple game with very few things to keep track of. Although the gameplay is simple, it can be a pretty difficult game to finish unless you know all of its quirks, which I gladly explain below.

The guide will also help with the Japanese text that you will encounter, although there isn't very much dialogue in the game so knowledge of Japanese isn't really needed to enjoy it.

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 - - - = = = ===== Story ===== = = = - - -  
 - - - = = = ===== = = = - - - [sec1]

The story of this game is explained by the old man when you start the game. His name is King Ru, ruler of the Ru Kingdom. He says that the army of the Duma Kingdom has conquered many nations near and far and has slowly made their way toward your kingdom. The kingdom of Ru has long been protected by Melville's Flame. As long as this item remains in the temple, the kingdom will be safe. But the Duma army somehow learned about Melville's Flame and managed to sneak into the temple at night and steal the flame. It is only a matter of time now until the Duma army is able to conquer the Ru Kingdom. Your mission is simple: recover Melville's Flame and defeat the Duma army!

After King Ru explains the situation, you are introduced to the four commanders of your army: Alex (アレクス), Fana (ファナ), Lankin (ランキン), and Barias (バリアス). These commanders control the elite squad of soldiers known as the Moulin Rouge.

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 - - - = = = ===== Game Mechanics ===== = = = - - -  
 - - - = = = ===== = = = - - - [sec2]

This section explains everything you need to know to play the game.

---Towns-----[sec2a]---

Towns, like the one you begin the game in, are places where you can recruit soldiers, buy supplies and equipment, get information, etc. Not all towns have the same options available. For example, some don't have a weapon shop, some don't have a dining hall, and some don't have a barracks.

The options that you might find in a town are listed below:

- もんぱん - "Gate Watcher". He tells you information.
- ぶきや - "Weapon Shop". Buy weapons or armor to upgrade your soldiers' stats.

しょくりょうや - "Dining Hall". Buy food rations so your army can eat while camping. 1 ration costs 20 links.

へいしゃ - "Barracks". Recruit soldiers for your army.

しんでん - "Temple". Donate money to increase your leadership stat by 5 points. The cost depends on the current area.

ふねや - "Ship Salesman". Buy boats so you can sail to other lands.

しみん - "Citizen". He tells you information.

いどう - "Move". Leave the town.

#### ---Unit Recruitment-----[sec2b]---

Before you set off on your journey, you'll need to recruit soldiers. This is done by visiting the barracks (へいしゃ) in town. Each of your four commanders can control a squadron of soldiers. First, select the commander whose squad you want to fill, then select the type of unit you want to fill his squad with (they all have to be the same type of unit for a given commander). Next, you need to set how many soldiers you want to hire. The maximum is 64.

For more elite types of units, you won't be able to fill your squad with the 64 soldier maximum unless your commander has a high enough leadership stat. You can raise your commanders' leadership by donating money at a temple.

Your commanders can only control certain types of units. For example, only Lankin can control an artillery squad. Only Fana can control a Wizard squad. Which units can be controlled by each commander are listed in the "Units" section of this guide.

#### ---Leadership-----[sec2c]---

Leadership is an important stat that you will need to pay some attention to. If your leadership is low, you won't be able to command the full 64 soldier maximum for some types of units. Later in the game, this will be a serious disadvantage because you'll want to control some better types of troops if you hope to win.

Your leadership is increased by donating money at a temple in town.

Your leadership is decreased if you run from battle. Therefore, it's best not to run if you can help it, although it's often strategically smarter to run in some instances, so don't avoid it completely.

#### ---Money-----[sec2d]---

There is no experience to be gained in this game. The only reward for winning battles is money, which are called "links" (リンク) in this game.

Money is extremely important for maintaining your army. You need it to recruit soldiers, buy rations, buy better equipment, amongst other things. It's not a very good strategy to hope to stockpile money by fighting a lot of random battles since you will have to dump a lot of that money back into your army maintenance, and the net gains are slow. Most of the money you gain will be from conquering areas and pillaging the castles.

Since it's painfully slow to build up money from random battles, you will need to be very careful about how you spend your money. The way that you can be smart or stupid with your money is mostly centered around which units you use in your army. Some are very expensive and don't make your army as much stronger as the price would indicate, so your unit choices need to be cost effective.

#### ---Equipment-----[sec2e]---

Since there are no level-ups in this game, the only way to improve your army's strength is to buy better equipment. You buy equipment from the

weapon shops (ぶきや) in towns. You only need to buy a piece of equipment one time, and then it will automatically be applied to all of the corresponding troops for the remainder of the game. For example, if you buy the Spear (やり), all of your Spear units will have an upgraded attack for the remainder of the game.

---Camping-----[sec2f]---

While wandering around the screen, your army will slowly get tired. They get tired faster if you walk over rough terrain, desert terrain being the most harsh on your army. After some time, you will see the message:

へいしが すこし つかれているようだ

"The soldiers seem to be getting a little tired."

No action needs to be taken yet at this point, it's just a warning message. After walking around some more, you will then see the message:

へいしが つかれている

キャンプ したほうが

よくないか?

"The soldiers are tired. Wouldn't it be good to setup camp?"

You can continue to walk for some time after this message appears without any punishment, but eventually your number of soldiers will start decreasing as you walk. To prevent this, it's best to camp when this message appears.

You can also rest your soldiers in castles that you've conquered, saving you the expense of using your rations.

---Battles-----[sec2g]---

Battles in this game are very simple. You have four squads, each controlled by one of your commanders. You tell each squad which enemy squad to attack. Then a round of battle commences in which each squad attacks once. It is almost exactly like a turn-based RPG. If you've played *Destiny of an Emperor*, then you'll see it's similar. The strength of your squads' attacks will be dependent on how many soldiers are remaining in each squad.

You don't have to kill all of the enemy soldiers to win a battle. Instead, you just have to whittle them down to a small number and the fight will automatically end. Sometimes, this will give you weird victories in which you have almost no troops remaining, the enemy would easily wipe you out in another turn or two since they have quite a bit more troops than you, but suddenly their number is low enough that you are declared the victor. So you shouldn't give up so easily!

If you encounter a stationed army on the map and they initiate a battle with you, the enemy will get to attack first during each round of battle. If instead, you initiate the battle by selecting the option せんとう ("Battle") from your menu, then you will initiate the battle and attack first during each round of the battle.

Different units have different ranges in which they can attack. There are basically three different types of units: Melee, Short-Ranged, and Long-Ranged types. A Melee type unit can only attack if it is in the front row of your army, and it can only attack the enemy's front row. A Short-Ranged type unit can attack if it's placed in any of your army's rows, but it can only attack the enemy's front row. A Long-Ranged type of unit can attack any enemy row from any of your army's rows.

The order in which actions are taken in this game is strange. It depends on what type of battle it is. Here are the different types of battles and order of action:

- (1) Random encounter versus monsters. Your Long-Ranged units attack first, then all the enemy units attack, then your Short-Ranged and Melee units attack.
- (2) Non-random encounter versus a stationed army in which the enemy initiated the battle. The enemy's Long-Ranged units attack first, then your Long-Ranged units attack, then the enemy's Short-Ranged and Melee units attack, then your Short-Ranged and Melee units attack.
- (3) Non-random encounter versus a stationed army in which you initiated the battle. Your Long-Ranged units attack first, then the enemy's Long-Ranged units attack, then your Short-Ranged and Melee units attack, then the enemy's Short-Ranged and Melee units attack.
- (4) You fight the enemy across a castle wall. You get a free turn first in which all of your Long-Ranged units attack and your Short-Ranged and Melee units do not attack but simply move into the castle wall. On the rest of the turns, all of your Long-Ranged units attack first, then the enemy's units attack.
- (5) Fight inside the enemy's castle. Your Long-Ranged units attack first, then the enemy's Long-Ranged units attack, then your Short-Ranged and Melee units attack, then the enemy's Short-Ranged and Melee units attack.

A few other important points to note:

If your army is wiped out, you get a game over and are returned to the title screen. You then have to restart the game from your last save point.

If one of your squads is set to attack an enemy squad that is wiped out before they have a chance to attack, they will not attack a different squad instead, but will just take no action. This applies to the enemy army as well.

Rarely, an enemy's back row squad will disappear from the screen, then appear behind your army and attack from behind. You cannot attack these units. You'll have to defeat their other squads and the battle will then end without you having to defeat the troops at your rear. This only happens if the enemy's back row is a melee type unit.

---Retreating-----[sec2h]---

You can run from battle by selecting the `たいきやく` ("Retreat") option. Each squad can run away separately, so you have to tell all of your squads to run if you want your entire army to run. They will wait until their turn during a battle round to run, so you might get hit a few times before you can run. But you are always successful at running.

When you retreat, your leadership stat will decrease by 3 each time. Also, squads that run will lose three soldiers each time you run. Therefore, it's best not to run unless you really need to.

If you run from a stationed army, the stationed army will disappear from the map for a short time. But they will quickly re-appear, so make sure you move away from the area if you want to avoid the battle.

---Conquering Areas-----[sec2i]---

The main focus of the game is conquering areas that are held by the Duma army. If you enter a cave (such as the one you start by), you will be shown a map of several areas that you can try to assault. Areas that have not been cleared show a castle that is dark in color. Areas that are cleared will have a white castle instead. You can see other kingdoms by pressing "Select".

To conquer an area, you must assault the castle in that area. It is the only requirement. You can avoid the stationed armies that you see scattered across the maps. To capture the castle, you must win two battles that are

essentially always the same. After victory, you will enter the castle where you have some menu options, described in the section below.

After conquering a new area, you will be able to move to the areas that are adjacent to that area. A major goal in each area is to find the king of that kingdom. You don't know where the king is, and his location can change based on the order in which you clear the areas. Each time you clear an area, you will need to search the castle to see if the king is there.

After clearing an area, you will need to walk back to the cave that you started from to get to a new area. These caves connect areas via underground tunnels.

---Castles-----[sec2j]---

When you capture a castle, you will always see the following menu options:

- おうさまをさがす - "Search for the king". See if the king is in this castle.
- せんりひんをさがす - "Search for spoils". Get a random value of links, between 2000 and 4000.
- きゅうそく - "Rest". Rest your army, which is the same as camping.
- いどう - "Move". Exit the castle.

After capturing a castle, you simply need to select each of the above options in order, starting from the top option. You'll search for the king (who is usually not here, so you'll just see a soldier tell you he's not here), then you'll get a random value of money, then you'll rest your army for free, then you'll leave.

---Saving the Game-----[sec2k]---

You can save your game by approaching the strange looking statue that is always located next to the caves that you start next to in each area. The statue looks like an Easter Island head, or maybe a giant slug or something? Just walk into it, let the text scroll by, then press "B" to close the window and continue playing.

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- - - = = = ===== Menu ===== = = = - - -
- - - = = = ===== = = = - - - [sec3]
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---Town Menu-----[sec3a]---

Not all of the menu options are available in each town. The possible menu options that you will see are:

- もんばん - "Gate Watcher". He tells you information.
- ぶきや - "Weapon Shop". Buy weapons or armor to upgrade your soldiers' stats. First, select a piece of equipment, then select はい ("yes") to purchase it, or いいえ ("no") if you don't want to buy it. You'll then be asked if you want to buy something else.
- しょくりょうや - "Dining Hall". Buy food rations so your army can eat while camping. 1 ration costs 20 links. Set the number of rations you want, then press "A" to see the cost. Say はい ("yes") to purchase, or いいえ ("no") to refuse. Then you'll have the options: かう ("buy") or みせをでる ("leave the shop").
- へいしゃ - "Barracks". Recruit soldiers for your army. First, select one of your commanders whose squad you want to fill, then you choose the type of unit you want that commander to have, then select the number of soldiers to recruit. You'll see the total cost for your selection, then choose はい ("yes") to purchase, or いいえ ("no") to refuse.
- しんでん - "Temple". Donate money to increase your leadership stat by 5 points. First, choose a commander, then choose はい ("yes") to donate the

requested amount, or イイエ ("no") to refuse.

ふねや - "Ship Salesman". Buy boats so you can sail to other lands. You will have the choice of four different types of boats to choose from and you need to select a total of four, one for each of your commanders. After selecting four, the total cost is shown at which point you choose はい ("yes") to purchase, or イイエ ("no") to refuse.

しみん - "Citizen". He tells you information.

いどう - "Move". Leave the town.

---Walking Menu-----[sec3b]---

Press "A" to see the following menu options:

せんとく - "Battle". Initiate a battle with a nearby stationed army.

のうりよく - "Ability". Choose a commander and you will see their stat menu.

キャンプ - "Camp". Spend 4 food rations (one for each commander's squad) to camp and rest your army.

---Stat Menu-----[sec3c]---

とうそつ力 - "Leadership"

ぶたい - "Units". Tells the type of unit this commander currently controls.

へいしすう - "Number of troops"

こうげき力 - "Attack strength". The attack strength of the current units controlled by this commander.

ぼうぎょ力 - "Defensive strength". The defensive strength of the current units controlled by this commander.

こうげきはんい - "Attack range"

おかね - "Money"

しょくりょう - "Food". Number of rations you hold.

---Battle Menu-----[sec3d]---

During battle, before giving your units any actions, press "Select" to change the ordering of your squads. Select the squad you want to put in front first, then the squad you want in the second row, and so on.

Give each of your squadrons an action from the following menu options:

たたかう - "Fight". Tell this unit to attack.

ぼうぎょ - "Defend". Tell this unit to defend, which raises its defense for this turn.

たいきやく - "Retreat". Tell this unit to run from battle.

アイテム - "Item". Use an item.

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- - - = = = ===== Units ===== = = = - - -  
- - - = = = ===== = = = - - -

[sec4]

---Units You Can Control-----

Melee Type:

Swords (けん) - Cost per soldier: 2. Commanders: All.

Atk: 96, Def: 64. Minimum leadership needed: 0.

Spears (やり) - Cost per soldier: 1. Commanders: All.

Atk: 32, Def: 48. Minimum leadership needed: 0.

Cavalry (きば) - Cost per soldier: 20. Commanders: Alex.

Atk: 64, Def: 64. Minimum leadership needed: 16.

Short-Range Type:

Chariots (せんしゃ) - Cost per soldier: 25. Commanders: Barias.

Atk: 112, Def: 96. Minimum leadership needed: 48.

Elephants (ぞう) - Cost per soldier: 30. Commanders: Barias.

Atk: 96, Def: 80. Minimum leadership needed: 80.

Long-Range Type:

Bow and Arrows (ゆみや) - Cost per soldier: 1. Commanders: All.

Atk: 64, Def: 16. Minimum leadership needed: 0.

Stone Throwers (とうせき) - Cost per soldier: 5. Commanders: Alex and Barias.

Atk: 80, Def: 64. Minimum leadership needed: 0.

Artillery (たいほう) - Cost per soldier: 10. Commanders: Lankin.

Atk: 96, Def: 80. Minimum leadership needed: 16.

Guns (てっぽう) - Cost per soldier: 5. Commanders: Alex.

Atk: 96, Def: 64. Minimum leadership needed: 128.

Wizards (まじゅつし) - Cost per soldier: 50. Commanders: Fana.

Atk: 144, Def: 80. Minimum leadership needed: 128.

---Enemy-Only Units-----

Boomerangs (ブーメラン) - A fairly weak Long-Ranged type unit.

Axes (おの) - A Melee type unit that is stronger than the Sword unit.

Giants (きよじん) - A strong Melee type unit.

---Random Encounter Monsters-----

Here are the monsters you will encounter during random encounters. Other than the dragon, they are all Short-Range units.

Halloween (ハロウィン) - Average attack and defense.

Orc (オーク) - Average defense, high attack.

Scarto (スカルト) - High defense, weak attack.

Dragon (ドラゴン) - Found only in the underground labyrinth. Attacks all your units at once with a fire breath attack.

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- - - = = = ===== Equipment ===== = = = - - -  
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Here I list the equipment that you can purchase in the weapon shops.

Offensive:

Sword (けん) - Increase Sword unit attack by 16. Cost: 1500.

Spear (やり) - Increase Spear unit attack by 16. Cost: 1500.

Bow (ゆみ) - Increase Bow and Arrow unit attack by 16. Cost: 4500.

Horse (うま) - Increase Cavalry unit attack by 16. Cost: 3000.

Stone (いし) - Increase Stone Thrower unit attack by 16. Cost: 6000.

Artillery (たいほう) - Increase Artillery unit attack by 16. Cost: 6000.

Magic Staff (まほうのつえ) - Increase Wizard unit attack by 16. Cost: 6000.

Defensive:

Armor (よろい) - Increase defense of all units (except Wizard) by 16.

Cost: 1500.

Shield (たて) - Increase defense of all units (except Wizard) by 16.

Cost: 900.

Helmet (かぶと) - Increase defense of all units (except Wizard) by 16.

Cost: 900.

Copper Armor (どうのよろい) - Increase defense of all units (except Wizard) by 24. Cost: 6000.

Copper Shield (どうのたて) - Increase defense of all units (except Wizard) by 24. Cost: 3000.

Robe (ローブ) - Increase defense of Wizard unit by 32. Cost: 3000.

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- - - = = = ===== Items ===== = = = - - -  
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These are the items you can receive in the game. I learned about the effects of using them during battle from a Japanese website:

[http://rko.jp/melvilles\\_flame/data.html](http://rko.jp/melvilles_flame/data.html)

I am not sure if they are correct. Using them in battle did seem to have some effect, but I found them pretty useless in general.

Red Gem (あかいほうせき) - Receive from the king of Tsuwarf. The defense of your soldiers (except the wizard) are increased by 16 when this is in your possession. Will randomly raise or lower your attack by 16 if used in battle.

Blue Gem (あおいほうせき) - Receive from the king of Akantos. The defense of your soldiers (except the wizard) are increased by 16 when this is in your possession. Will randomly raise or lower your defense by 32 if used in battle.

Magic Mirror (まほうのかがみ) - Receive from the king of Saujisu. The defense of your soldiers (except the wizard) are increased by 24 when this is in your possession. Will randomly raise or lower your defense by 32 if used in battle.

Melville's Flame (メルヴィルのほのお) - Receive from the king of Isento. Needed in order to get the "good ending". Will randomly raise or lower your attack and defense by 64 if used in battle.

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- - - = = = ===== Walkthrough ===== = = = - - -
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At the beginning of the game, after the introductory dialogue, you need to prepare your army for the journey. After leaving this castle, you won't be able to return, so you need to make sure you make the correct choices at the beginning with your limited funds.

Here are my recommended actions:

- (1) Pay 250 links at the temple (しんでん) to have Lankin's leadership increased by 5. This is because Lankin will be commanding Artillery units, but won't have a high enough leadership to fill the 64 soldier maximum. Even with this upgrade she still won't be able to.
- (2) Pay 1500 links at the weapon shop (ぶきや) to purchase the Armor (よろい).
- (3) Buy 8 rations of food at the dining hall (しょくりょうや) in case you need to camp.
- (4) Choose the units you want to control. I would choose:  
Alex - Stone Throwers (とうせき)  
Fana and Barias - Bow and Arrows (ゆみや)  
Lankin - Artillery (たいほう).  
Do the maximum that you can hold of each type. The reason for these choices: Long-Ranged units are by far the best since they can attack sooner than the other types. These are all the strongest Long-Ranged type units for each commander, except for Barias. In his case, I chose the Bow and Arrows instead of Stone Throwers because they're cheaper and we can't afford another Stone Thrower unit.

When you've done all of the above, select いどう ("Move"). You will then have to choose which kingdom to go to. Choose Tsuwarf (ツワーフ), which is the easiest kingdom.

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-----= Tsuwarf =-----[sec7a]-----
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---Tsuwarf Area 1-----

The text in this section is very long because I want to make sure that I explain all of the details of the game that you will need to know to have the most success. So it will be worthwhile for you to take the time to read all of these details even though this first area isn't terribly hard.

You will start next to a cave. If you enter this cave, you can go to the other kingdoms or other areas in this kingdom. You can't go to the other areas in this kingdom yet though until you clear this one. The weird looking object next to the cave is a statue that you can save your game at by approaching it. Press "A" to let the dialogue scroll, then press "B" to close the textbox and continue.

Your goal in this area, like all areas of the game, is to locate the castle and capture it. Along the way, you will see stationed armies that you will want to avoid since there is no real benefit to defeating them. They will often engage you in combat if you come near them. The range at which they engage you is different for each army, so sometimes you can get very near without triggering a battle, and other times you will trigger a battle even if you're all the way across the screen. If you cannot avoid a battle with a particular army, it is better to initiate the battle yourself by pressing "A" to open the menu, then selecting せんとう ("Battle"). This way, you'll get the first attack each turn instead of the enemy.

I will let you know which armies you cannot avoid in each area as you go through the walkthrough.

When you start your first battle, which will probably be a random battle versus some monsters, first press "Select" to change the ordering of your troops. Place one of the Bow and Arrow units in the front, and we will consider these units to be fodder that will take most of the damage in battle. They should almost always defend. Even though the Bow and Arrow units supposedly have a low defense, they can take a lot of hits as long as you have them defend each turn. In fact, the Sword unit doesn't seem to be any better in this capacity even though their defense is supposedly higher, and Bow and Arrow units are half the cost.

You don't want to run from any battles since you will lose some soldiers and your leadership stat will decrease. These penalties can be fixed later, so run if you absolutely must, but do your best to avoid it.

Battle strategies in this game are very obvious. In general, you want to damage the largest enemy squadrons since they can do the most damage. Also, you want to focus primarily on damaging the Long-Ranged units since they can attack anyone in your army from any row.

First, head West, avoiding the stationed army you will see, until you reach the rocks blocking your way. Then head North until you come to a place where it looks like you have to go right, but instead go North through the opening in the rocks. Then go around the rocks above you via the left hand side, heading North, until you can go East. You'll see a stationed army to the South. Avoid them, heading East into an opening in the rocks, then head South. You will come across another army that you cannot avoid, so initiate a battle with them.

After defeating the stationed army, go a little farther South to find the castle. Walk up to it to attempt to capture it. The enemy castle battles all have the same premise. You will fight two battles. In the first, you will fight the following units: two Bow and Arrow units, Stone Throwers, and Artillery. You get a free turn to attack with your long-range units and your

melee/short-range units will enter the castle wall and will not participate in this first battle. The enemy Artillery units are the most dangerous, followed by the Stone Throwers, so make sure you whittle down their numbers right away. There is no point in having your front row defend since these are all long-range units you're fighting against, so just use all of your units to attack.

In the second battle, you fight against the following units: Boomerangs, Chariots, and two Artillery units. You'll want to have your front row defend, then focus on damaging the Artillery units primarily to get the advantage in this battle. The number of troops you battle in these castle battles is random, just like all other battles in the game, so if you have trouble winning, just reset and try again.

After winning the battle, you will enter the castle and see four menu options. Select each of them in order, starting from the top, to search for the king (who will not be here), then to pillage some money, then to rest your troops, and finally to leave. You have to walk back to the cave to exit this area. This is a time in many areas where you may actually need to run from all of the random battles to keep your army alive. You'll lose some soldiers and leadership points, but it's worth it to avoid a game over after your hard work. Hopefully your army is intact enough that you don't need to run.

---Tsuwarf Area 2-----

When you make it to the cave, you will see a grid of locations within Tsuwarf that you need to conquer. The grid looks like this:

```
|-----|
|  |4  |
|3  |---|
|  |  |
|---| 5|
|  |  |
| 2|---|
|  |1  |
|-----|
```

I have numbered the areas above in the order that I will describe them, but you can change the order of areas that you will conquer if you like. You can only go to an area that is adjacent to one that you have cleared. Uncleared areas have a castle that is dark in color and cleared ones appear white. You can also change kingdoms by pressing "Select".

Next, you very much want to go to area 2 because it has a town where you can resupply.

After selecting area 2, go West a little ways (stay South of the rocks) to find a town. Here, you can recruit more soldiers. You should have Lankin donate money at the temple 2 or 3 times until she can command the maximum of 64 Artillery soldiers. For the time being, I will continue to recommend the same types of troops that you used in the first area.

Also in the town, you can buy food rations, and there is also a Ship Salesman (ふねや), which we will ignore for now.

After restocking your troops (and saving), go Northwest from the town until you can get around the red wall. Then go East, avoiding any stationed armies, and assault the castle to clear this area.

From now on, you should always return to area2 to resupply your soldiers or get rations when needed. I won't repeat this anymore from now on.

---Shield Upgrade-----

This may be a good time to go out of your way to get an equipment upgrade. Instead of going to Tsuwarf Area 3, first let's go to Akantos (アカントス) by pressing "Select" while viewing the area grid. You can only enter one area, so choose that.

From the cave, go North as far as you can. Then go East, avoiding the army you will see to the South by staying far away from it, and continue farther East until you see another path leading South which will take you to a city.

In the weapons shop, you can buy the Spear (やり) for 1500 links and a Shield (たて) for 900 links. I recommend never using the Spear soldiers since they suck, so you can ignore the Spear if you like. But you should definitely get the Shield which will increase your army's defense a decent amount.

After your purchase, return to the cave and the Tsuwarf Kingdom.

---Tsuwarf Area 3-----

There is no town in this area. Go South from the cave until you hit the red wall. Then go West, avoiding the stationed army, then continue heading Southwest. You'll see an opening in the red wall to the East. Avoid the first opening and continue South and enter the second opening you see to the East. You will have to fight an army that is blocking the path.

Continue East to find another army near a bridge. You want to cross the bridge to find the castle. It is possible to avoid the army by the bridge by walking as far away as possible from them to reach the bridge.

---Tsuwarf Area 4-----

There is a city in this area which has an equipment upgrade. From the cave, go East all the way, then go South all the way to find a town. Along the way, you'll have to avoid three armies by walking around them.

In the city, you can buy the Helmet (かぶと) for 900 links which will improve your army's defense. You can also buy the Armor and Shield if you haven't yet.

To capture the castle, go West from the town and cross a bridge. Avoid an army to the West by staying far away from it while heading Northwest. You have to go around a red wall via the West side. You'll have to fight two armies along the way before you can conquer the castle.

---Tsuwarf Area 5-----

There is no city in this area. Go North as far as you can, avoiding two armies along the way. Then go West across a bridge, then South as far as you can. Then go West, battle an army, then capture the castle.

In one of the Tsuwarf areas, you will have found the Tsuwarf King. At that time, he will give you the Red Gem (あかいほうせき). After clearing all the areas in Tsuwarf, it is now time to focus on conquering the Akantos (アカントス) Kingdom.

=====  
-----= Akantos =-----[sec7b]-----  
=====

The grid map of areas in Akantos looks like this:

```

|-----|
| 2 | 6 | 7 |
|----| |---| |
|   |--15|--|
| 1 | |---| |
|   | 3 | 4 |
|-----|

```

---Akantos Area 1-----

Go North from the cave until you see a path to the East through the rocks. Enter it and battle the army that is in the way. After the battle, go South to capture the castle.

---Akantos Area 2-----

Go Southeast as far as you can, avoiding the army along the way. Then head West through a path that passes into the rocky terrain. You will have to battle an army along the way, then continue Northwest to find a city.

In the city, you can buy the Bow (ゆみ) for 4500 links which will increase the attack power of your Bow and Arrow units. You can also recruit more soldiers here.

From the city, go directly South and battle an army along the way. Further South is the castle, but you have to go East first to get around the mountains to reach it, and you'll have to battle another army along the way. If your troops are getting low, return to the city in this area to replenish before attacking the castle.

---Akantos Area 3-----

Go Northwest from the cave into the mountain range. Go North at the fork and fight two armies along the path to find the castle.

---Akantos Area 4-----

There is a city in this area that doesn't have anything good to offer you, but if you want to reach it, go South from the cave and fight a battle at a fortress. Fortresses are easy battles that are identical to the first battle of the castles. After winning, you can pass the fortress, then go Southwest to find the city.

To find the castle, go directly West from the cave as far as you can, fighting two armies along the way, then go a little South to the castle.

---Akantos Area 5-----

From the cave, go East to the water. Follow the water East as it curves South then West, and you will find the castle while battling one army along the way.

---Akantos Area 6-----

Go West from the cave, then go South all the way, avoiding the army on the way. Go East and battle the army, then go North and battle another army. Continue going Northwest beyond that battle to find the castle.

---Akantos Area 7-----

If this area is too difficult for you at this time, you can visit area 1 of Saujisu (サウジス) to get the Stone upgrade first. You can also have Barias command Stone Throwers instead of Bow and Arrows for better attack and defense, especially since you can probably afford more of these units now.

Go Northwest as far as you can. There is an army along the way that will

initiate battles with you from a very far distance and is sometimes unavoidable, so be careful to stay away or just initiate the battle yourself if you're worried. Once in the Northwest corner of the map, go directly South into the mountains. You will battle two armies along the way.

After going South as far as you can, go East and battle another army, then continue Southeast to find the castle. You can avoid the army that is near the castle.

In one of the Akantos areas, you will have found the Akantos King. At that time, he will give you the Blue Gem (あおいほうせき). After clearing all the areas in Akantos, it is now time to focus on conquering the Saujisu (サウジス) Kingdom.

```
=====
-----= Saujisu =-----[sec7c]----
=====
```

The Saujisu area grid map looks like this:

```
|--|
| 1|
|-----|
| | 7| |
|2|--| |
| | 4| |
| |--|6|
| | 3|-|
|----|5|
    |-|
```

---Saujisu Area 1-----

I would recommend Barias switching to Stone Throwers at this point in the game. So my recommended units are:

Alex and Barias - Stone Throwers.

Fana - Bow and Arrows.

Lankin - Artillery.

There is a city in Saujisu area 1 that has a needed equipment upgrade. Head all the way to the Southwest part of the map to find the city. There, you can buy the Stone (いし) for 6000 links which will increase the attack power of your Stone Throwers.

The castle is in the Northwest corner of this area. From the cave, go North to get out of the desert area and avoid an army to the West. Then go West-Northwest, walking above the rocky terrain. You'll see an army that you can avoid by going around. You'll see a red wall that you need to get around to get to the castle, which is done by following a linear path and fighting two armies along the way.

---Saujisu Area 2-----

There is a city in this area that has another good equipment upgrade. The city is next to the castle, so follow these directions for both. Go West from the cave until you hit some rocks. Then go Northwest and battle an army in the way. From there, continue Northwest until you can get around the rocks. Then go South a long way until you see an army. Avoid the army while going a little further South, then go East through an opening in the rocks. You will see water and the town is just a little further East from the water.

In the city, you can buy the Artillery (たいほう) for 6000 links, which will

increase the attack power of your Artillery units.

The castle is just Northwest of the town, past an army you have to battle. You can use the town to replenish your soldiers, but you can't hire Stone Throwers there, so you'll have to substitute your Stone Throwers for Bow and Arrows if your Stone Thrower units are low.

---Saujisu Area 3-----  
There is no city in this area. Go South until the red wall ends, then go West all the way to the end of the map, battling two armies along the way, to find the castle.

---Saujisu Area 4-----  
There is a city in this area, located directly Southwest from the cave. There is an army above it that you should probably fight. There is nothing special in this city, but you can use it to replenish your soldiers, although they don't have Artillery units. If your Artillery units are getting low, then you can have Lankin switch to Bow and Arrows until you finish this area.

The castle is located West from the city, behind a fortress. You'll have to fight one army along the way (the first one you see that's below your path). You have to win a battle at the fortress to be able to pass it. Fortress battles are identical to the first castle battles that you fight over the castle wall.

Go a little Northwest past the fortress to find the castle.

---Saujisu Area 5-----  
The castle is very near the cave. Go North, through the rocks, and fight the army you see. After the battle, go Northwest to find the castle.

---Saujisu Area 6-----  
There is a city in this area, located past a fortress, and is reach by going South-Southeast from the cave. But there is nothing special in the city, so it's best ignored.

To reach the castle, go South-Southwest from the cave and follow the linear path. You'll have to fight two armies along the way (the first one you see can be avoided by staying far to the left side of the path).

---Saujisu Area 7-----  
There is a city in this area that doesn't have any equipment to buy, but can be used to hire soldiers. They don't have Artillery or Bow and Arrow units though, so it's not the most useful of towns.

To reach the castle, go West from the cave until you see the red walls. Go North, between two red walls, until you see a path headed West (the city is just North of this junction if you want to visit it). After going West through the opening, go all the way Southwest to find the castle. You will have to fight two armies along the way.

In one of the Saujisu areas, you will have found the Saujisu King. At that time, he will give you the Magic Mirror (まほうのかがみ). After clearing all the areas in Saujisu, we have cleared all the areas that are accessible on this continent. It is now time to buy some boats and head to Isento.

=====  
-----= Isento =-----[sec7d]-----  
=====

---Leadership Upgrading-----

Before leaving this continent, you will want to upgrade your leadership statistics for a couple of your commanders. Later in the game, you will want to command some new units that require a high leadership stat. Right now, it costs 250 links to upgrade your leadership by 5 points. If you wait until later, it will cost 2000 links for the same upgrade. So let's start upgrading now since you can't afford the extravagant price.

Alex and Fana are the only ones that really need to use any new units (in my opinion), so upgrade both of their leadership stats to at least 200. The Artillery is the best unit Lankin can command, so no upgrades are needed. Barias can command an Elephant unit or Chariots, but these are not at all worth the cost, so he can stick to using Stone Throwers for the duration of the game.

You might want to give Lankin and Barias a few leadership upgrades just so you can run away from battle a few times though.

---Sailing To Isento-----

Isento can only be reach by ship. You can buy ships in Tsuwarf area 2 or Akantos area 4. For the purpose of following my directions, go to Tsuwarf area 2.

In the city located in Tsuwarf area 2, talk to the Ship Salesman (ふねや). You have to purchase one ship for each of your commanders. The options are:

こがたせん - "Small Boat". Cost: 500 each.

ちゅうがた - "Medium Sized". Cost: 750 each.

おおがた - "Large". Cost: 1000 each.

いくさぶね - "Warship". Cost: 1500 each.

I highly recommend buying four warships. These are strong enough that you won't have to run away from the upcoming ship battles. If you run from a ship battle, your leadership will decrease and you'll lose some of your soldiers, like usual.

After buying ships, select いどう ("Move") and you will appear on the water in your ships. Head directly West for a long time until you run into land. Then head directly South, across another gap of water, until you run into land again. Now head East and follow the coastline as it curves South, then West, and enter the port that you will see.

The area grid map of Isento looks like this:

```
|-----|  
| 4   |  
|-----|  
|  3 |  
|-----|  
|5 | 1|  
|-----|  
|  2 |  
|-----|
```

---Isento Area 1-----

The area that you entered by following my directions above is area 1. You can hire soldiers in the city that you arrive in, but not Stone Throwers, so you'll have to switch Alex and Barias to Bow and Arrows if their units get low.

From the city, go West until you see a path leading Southwest. At that time,

go North instead and you will find the castle. The first battle at castles will now have the following enemy units while you are in Isento: Bow and Arrows, Stone Throwers, Artillery, and Wizards. Wizards have a huge attack power, but low defense, so make sure you take them out quickly.

To find the cave, go North from the city, avoiding some armies on the way. You'll see a fortress blocking a path through the rocks. You can avoid the fortress battle by walking through an opening in the rocks just West of the fortress (it looks like you can't walk through it, but for some reason you can).

After passing the fortress, go West all the way to find the cave.

---Isento Area 2-----  
From the cave, go South, avoiding the army, until the path allows you to head West. There is a fortress in the way that you have to defeat to pass. Just beyond the fortress is a city.

The city has some important equipment upgrades. These are the Copper Armor (どうのよろい) for 6000 links and the Copper Shield (どうのたて) for 3000. The Robe (ローブ) for 3000 is also an important piece of equipment, but you can put off buying it until later since it's for a unit that you can't use yet. You can also buy the Sword (けん) for 1500 links and the Horse (うま) for 3000, which increase the attack power of your Sword and Cavalry units, but these are a waste of money in my opinion.

You can also hire soldiers in this city. You can't hire Bow and Arrows though, so for the duration of the Isento conquest, I will recommend using this city as your main source for hiring soldiers, with the following recommended units:

Alex and Barias - Stone Throwers.  
Lankin - Artillery.  
Fana - Swords.

Fana's units will be put in the front row of your army and defend on every turn.

The castle is just Northeast of the city, beyond an army that you will have to battle.

---Isento Area 3-----  
There is no city in this area. The castle is West of the cave, behind some water. There is a gap in the water you can walk down through located below an army that will take you right to the castle.

---Isento Area 4-----  
Just above the cave is a gap in the rocks you can walk through although it doesn't look like you can. Past that gap, fight the army that's nearby, then go West and follow the linear path to find the castle.

---Isento Area 5-----  
From the cave, go Southwest to avoid the two armies you can see. Once around them, head North until you see a bridge leading East which you need to cross. Then, go Southeast and fight the army that is on the right side, near another bridge you need to cross. After defeating that army, follow the linear path to the castle.

After winning the battle at this castle, you will find the king of Isento. He tells you that Melville's Flame has been hidden in a labyrinth that is underneath this castle. A menu option will appear while you are in this

castle that says めいきゅう ("Labyrinth"). Before entering the labyrinth, go resupply your soldiers and save your game.

When you enter the labyrinth, you will find it's a 3D dungeon crawler. I have uploaded a map as a separate file on GameFAQs that you can use to find where to go. All of the battles in this dungeon are random encounters versus a Dragon (ドラゴン). The dragon can damage all of your units with one attack, so your army will slowly be whittled down. It's important to head in the correct direction without wasting too much time to make sure your army can survive long enough. Even with my maps, you will likely have to try a few times before you succeed. Luckily, you usually get to attack first and the Dragon will die without having a chance to attack. But you don't always get to attack first, so hopefully luck is on your side and this doesn't happen too much.

The goal of the labyrinth is simply to find Melville's Flame (メルヴィルのほのお). Walk to the correct location, located deep in this large maze, and you will find an old lady that will hand it to you. You will then instantly warp back outside the labyrinth.

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=====
-----[sec7e]-----
=====
```

```
---Sailing to Duma-----
Next, we will sail to the final continent of Duma. Make sure your army has all of its soldiers filled to the max. Also, buy the Robe if you haven't yet. Then buy four Warships in the city in Isento area 2. When you are on the water in your ships, go West a little until you can go North. Then just sail straight North and you will run into the Duma continent, conveniently next to a port city. Enter this city, which is Duma (ドウマ) area 1.
```

Here is the area grid for Duma:

```
|-----|-----|
|  | 12 | 9 |--| 8 |
| |-----| |---|
|13| 10 | 3 | 6| 7 |
| |-----| |---|
| |11| 4 |2|--|  |
|-----| | 5 |
|-----|
| 1 |
|-----|
```

To give you a fore-warning: The last area that you clear will have the king of Duma and you'll have to fight an extra battle in that castle. It is best that you leave an easy area for last so that your army is healthy for that extra battle. This is why I left area 13 for last. The castle is right next to the cave.

```
---Duma Area 1-----
In the city you arrive in, you can buy a Magic Staff (まほうのつえ) for 6000 links, which you should do if you can afford it. This will make the Wizard unit more powerful, which we will start using soon.
```

You can recruit soldiers in this city, but the options are pretty bad. Alex can use the Gun (てっぽう) unit, which is identical to the Stone Throwers in attack and defense since your Stone Throwers are upgraded. He needs to have around 200 leadership points to be able to command the maximum 64 soldiers.

Replace his Stone Throwers with these if his number of soldiers is low. Everyone else will have to settle for Bow and Arrows, so hopefully you don't have to result to this. In fact, I would just reset the game and start over again from Isento if my army was too damaged since a bunch of Bow and Arrow soldiers are probably not going to be successful in the upcoming castle battle.

You can find the cave Northeast of the city if you want to save, but you have to battle an army on the way.

The castle is located in the Northeast corner of this area. To get there from the city, go Southeast until you can get around the mountains blocking the passage to the East. Then go through the opening leading North, and go Northeast, remaining on the right side of the grassy area. Go North as far as you can, then go West and try to avoid all of the armies that are blocking the castle, which is possible although tricky.

The first battle in the castles of Duma will now have the following enemy units: Guns, Boomerangs, Stone Throwers, Artillery. All of these units are now pretty strong, so try to take out the largest units to minimize the damage you take.

---Duma Area 2-----

Next, we need to find a better city to replenish our soldiers. Area 2 has a decent one, and I would recommend using it as my main resting place for now.

From the cave, go North until a passage opens up leading West. You'll see the city, so go Southwest to find the passage into the rocks that leads to it.

This city has the powerful Wizard (まじゅつし) unit that Fana can command. You will need their high attack strength to handle the difficult battles of Duma. There won't be any more equipment purchases necessary, so you can put all of your funding toward maintaining this expensive unit. Alex and Barias should use the Stone Throwers (Alex could use Guns instead), and Lankin will have to settle with using Bow and Arrows for now since there are no Artillery units to hire. This means Lankin's unit should be placed in your front row and defend primarily.

There are a lot of enemy units to fight on the way to the castle in this area, so you may need to make several trips back to the city to replenish soldiers. Be very patient and don't take any unnecessary risks. From the city, head North, then Northwest, staying along the rocks. You will have to fight three armies along the way as you follow the rocks which curve West. After the third army battle, you will go Southwest until you can get around the rocks and go East. Go through the passage through some rocks in the Southeast part of this area and go straight East from there to find the castle.

---Duma Area 3-----

This is another difficult area, but it has a city where Lankin can get Artillery units. So try to conquer this one as soon as possible.

From the cave, go East and battle the army in the way. After the fight, continue East all the way to find the city. You can hire Artillery units here for Lankin, but you can't hire Stone Throwers or Bow and Arrows. So if you need to hire more soldiers for the other commanders, Alex should use Guns, Fana will continue to use Wizards, and Barias should use Swords and have his unit at the front row of your army. Be patient and return to this city often if your soldiers are getting damaged a lot in the battles leading to the castle.

To reach the castle, go Southwest from the city. You can avoid the first army you see by staying as far away from them as possible as you go around them. Then continue South where you'll have to fight an army, then go West across a bridge and fight another army. After that, go North and fight another army. After clearing that army away, you can follow the clear path to the castle.

After clearing area 3, I would now start restocking my soldiers by visiting area 3 to get Lankin her Artillery soldiers, then area 2 to get the Stone Throwers. My recommended units for now until the end of the game are:

Alex - Stone Throwers or Guns

Fana - Wizards

Lankin - Artillery

Barias - Stone Throwers

Put one of the Stone Thrower or Gun units in the front row of your party.

---Duma Area 4-----

There is a city in this area that you can use to restock your soldiers while fighting in this area. To get there, go South from the cave until you see a red wall blocking your way. Don't go all the way down, but instead go East on the path above the bottom one where you'll find a fortress blocking your path. Past the fortress you will find the city, but you also need to avoid an army on the way by keeping a large distance from them.

In the city, you can hire Stone Throwers and Bow and Arrows, but you can't hire Wizards or Artillery.

To reach the castle, go all the way South from the cave until you run into the red wall. Then go East, passing by the first path heading South and taking the second Southern path that is blocked by an army that you have to fight. Past there, continue along the linear path, fighting one more army, to reach the castle.

---Duma Area 5-----

From the cave, go South until you can go East. You have to fight an army blocking your path. Then continue East until you can go North. Continue North until you can go West, where you'll have to fight another army blocking your path. Go all the way West and avoid the army you will see while taking the path leading West that then goes North. At the end of that path is a city where you can restock your soldier supply. You can hire Bow and Arrows, Stone Throwers, and Wizards, but not Artillery.

Go back to the fork where you avoided the army and go East this time across a bridge. Go Southeast over the mountains and fight an army. Go all the way South, then West to see an army blocking a passage North. Fight that army, then continue North to find the castle. Again, resupply your soldiers at the city before assaulting the castle if necessary.

---Duma Area 6-----

This is probably the hardest area in the game, so whatever you do, don't leave it for last! From the cave, go Northwest to see two armies blocking a path. Fight the army on the left and avoid the army on the right. Continue North up that passage and you'll have to fight a fortress battle. After the battle, avoid the army above you by going East, then North, and West to get around them but head West. Avoid the next army you see as well until you find two armies guarding another passage heading North. Fight the army on the left side, then continue North, fighting another army blocking your path, and finally battling another fortress that blocks the castle.

There is no city in this area, so you have to weather all of these battles and arrive at the castle with a decent army. If you can manage to do this, and it may take a few tries, then you'll probably have no problem finishing the rest of the areas below.

---Duma Area 7-----

Go Southwest from the cave, remaining on the left-hand side of the rocks at the middle of this area. You'll see two armies that you can avoid. Then continue to the Southwest until you find an army blocking a passage South. Fight that army and another one that's along the same path and you will find the castle just to the Southeast.

---Duma Area 8-----

From the cave, go through the opening in the rocks to the Northeast, then while remaining on the North side of the rocks, follow them to the Southeast (you can avoid the army that you see) until you can take a path leading South. The path curves West and you have to fight three armies along the way. If you need to resupply your soldiers, then you can head to the Northwest beyond these three battles to find a city.

In the city, you can hire Stone Throwers, Guns, and Wizards, but no Artillery or Bow and Arrows. Lankin might need to command Sword units if her Artillery unit is too damaged, so if that happens, move them to the front row and have them defend.

From the city, head Southeast, remaining on the North side of the rocks, to find the castle.

---Duma Area 9-----

Head Southwest from the cave and battle an army standing next to a bridge leading West. Cross the bridge and go South and fight another army. Then enter the castle to the West.

---Duma Area 10-----

The castle is located all the way in the Southeast section of this area. It is possible to avoid all of the armies that are stationed here, but you will have to keep a large distance from them which can be hard.

---Duma Area 11-----

From the cave, go East, battling the army that's right next to the cave. Continue East until you can go South. Fight the army in your way, then continue going South, remaining on the right side of the rocks, to find the castle.

---Duma Area 12-----

Go North from the cave and follow the rocks as they curve Northwest. You can walk around the army you see without confronting it. Continue Northwest, then West until you see an opening leading South through the rocks. Walk over the mountain terrain leading Southwest and battle an army blocking the passage South. After that battle, head East, battling another army, and follow the path to the castle.

---Duma Area 13-----

Just go South a little way from the cave and you will find the castle.

After conquering the final castle, you will find the king of Duma when you select the top menu command. You will then enter a third battle where you try to defeat his army for good. This is hard because the enemy gets a free turn to attack you, and then gets to attack first on every subsequent turn. Your army will be pretty damaged before they even get a chance to attack, so it

will probably take you a few tries to win, and you'll have to get lucky and hope that the enemy starts with a small number of soldiers and attacks your weaker units. Just try over and over again, and eventually you'll win and see the game's ending.

Ending:

If you don't have Melville's Flame, you will get a different ending message I have heard, so you need Melville's Flame in your possession to get the "good" ending. The good ending just says that you've recovered Melville's Flame and stopped the army of Duma. Nothing exciting. Hope you had fun with the game, and congratulations!

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- - - = = = ===== = = = - - -  
- - - = = = === Conclusion === = = = - - -  
- - - = = = ===== = = = - - -
```

I hope you found this guide useful. If you have information that you'd like to contribute or other suggestions for how the guide can be made better or if you find any mistakes, please send it to [lastbosskiller@gmail.com](mailto:lastbosskiller@gmail.com). I will give you the proper credit for your help.

Thanks to the NES FAQ Completion Project regulars for providing a fun environment for exploring old, obscure games!