

Satomi Hakkenden FAQ/Walkthrough (JIS)

by LastBossKiller

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Satomi Hakkenden (Famicom)
Guide by E. Phelps, ver. 1.0
(aka LastBossKiller)

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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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Satomi Hakkenden is a game for the NES/Famicom that was only released in Japan. It is based on a classic Japanese novel called Nansou Satomi Hakkenden. Hakkenden is translated as "Eight Dog Story". The novel revolves around eight samurai, whose last names all include the word "dog" in them, inu (いぬ) being the Japanese word for dog. They are supposedly descendents of a demon possessed dog who married a princess after bringing her father, the leader of the Satomi clan, the head of his enemy who had nearly wiped out the Satomi, thus saving them from total defeat.

Although the novel itself has not been translated to English other than a few small portions, the characters from the story are used widely in other media, such as manga and anime, which are often translated. For examples, watch the classic anime "The Hakkenden" or the more recent "Hakkenden: Eight Dogs of the East". They involve the same eight samurai characters, but the stories are always different and the characters are always re-invented in different ways. There is also a them of eight mystical beads that appears in each of the stories, one for each samurai. In this game, gathering the beads is your primary mission.

The game Satomi Hakkenden is not to be mistaken with another NES/Famicom game named Shin Satomi Hakkenden. They were developed and produced by different companies, and they actually have no relation to one another other than the fact that they are based on the same book.

Satomi Hakkenden is a turn-based RPG almost identical to Dragon Quest in

gameplay with only a few minor differences here and there. It's production quality is decent, so if you feel like another Dragon Quest clone, or you actually known something about the Hakkenden, then you may have a good time.

This guide is intended to guide you through the game even if your Japanese is not very good. If you have any corrections or suggestions, please send them to lastbosskiller@gmail.com.

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

At the game start, you see an old man who tells you about a war, at Satomi Castle, in the country of Awa. Their opponents were youkai, demonic beings, and they were unable to defeat them.

He says that you need to go to this castle and defeat the youkai to restore peace to the world. But to do so, you will need eight rosary beads. He gives you the first, the こうのたま ("Filial Piety Bead").

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---Villages-----[sec2a]---

Like in any RPG, villages are a place to rest, buy equipment, gather information, etc. Here, I will explain the various shops and other services that are in most towns.

Inn - The inn has the 宿 symbol on its sign (meaning "inn"). You can rest at these for a small fee, and it will advance the in-game date by seven days (which I don't think really matters, but just so you know). You HP and MP are restored, but statuses are not removed, and dead characters remain dead.

Weapon Shop - The weapon shop has a sword symbol on its sign. You can buy weapons and armor here, but you cannot sell anything.

Item Shop - The item shop has a blue pouch on the sign out front. You can buy items here and sell anything in your inventory, even important items, so be careful!

Pub - The pub has a yellow sake jar and cup on the sign out front. Here, you can pay money to hear rumors. Sometimes, this triggers an important event, so pay to hear the rumor in each town. It's cheap!

Key Shop - A few towns have a shop that sells keys. These keys can be used to open most locked doors, but they are one use only for each one you buy.

Gambling Den - There is a building that has a checkboard pattern-like sign out front in a few towns where you can gamble. You just choose if you think the dice will land on even (ちょう) or odd (はん).

Special Item Shop - In one town, there is a shop with a question mark on the sign that sells items that you can't buy anywhere else.

---Castles-----[sec2b]---

Castles, like the one you start next to, are a place where you can save your game. Before saving your game, you will be told the amount of experience each of your characters need to level up.

Of course, some castles are dungeons instead.

---Temples-----[sec2c]---

Temples are a place where you can revive dead party members or remove a curse status ailment from a character, both for a fee of course. The menu options are:

そせい - "Revive".

おはらい - "Purification".

Some temples are dungeons, but these usually look more old and ruined.

---Weapons and Armor-----[sec2d]---

The equipment system in this game is a little different. All of your characters can equip any piece of weapon or armor. However, the amount of stat increase is different for each character. For example, consider the

Short Sword (こがたな). If Shino or Dousetsu equip this weapon, their attack strength will be increased by six. If Sousuke equips it, his attack is only increased by two. If Genpachi equips it, his attack is only increased by one.

Usually, a piece of equipment will work really well on one or two characters, But on the rest of the characters, it will only increase their attack by one. It is rare to find equipment that works well on more than two characters.

---Cursed Equipment-----[sec2e]---

There are cursed weapons, armor, and helmets throughout the game. If you equip one of these, nothing bad seems to happen at first. But when you engage in battle, during the first round of attacks, you character will become afflicted with Cursed (のろい) status, making him unable to take any actions during battle.

The curse can be removed by any of the typical ways (visiting a temple, using certain spells or items), but it will come back again if you keep wearing the piece of equipment and engage in another battle. Just take it off and sell it.

---Battles-----[sec2f]---

The battle system is almost identical to Dragon Quest. The enemies even come in groups, which you can target with group affecting spells and stuff. The only difference here is that you can actually choose which member of a group you want to attack directly when you target a single enemy.

There are a couple more new things to note. First of all, you have a "Talk" command (はなす). Sometimes, you will be attacked by a good youkai. Use the talk command and the good youkai will give you an item. If you use the talk command when facing an evil youkai, they will attack you. Only Shino (the main character) has this command.

All of the characters except for Shino have a "Hide" (かくれる) command. If A character selects this, they cannot be damaged during battle, even by spells which target your whole party. However, if the character takes an action, they will no longer be hidden.

---Status Ailments-----[sec2g]---

The game has two major status ailments that do not go away unless cured with an item, spell, or something like that. Even worse, they don't even go away when you die! They are:

どく - "Poison". A poisoned character is damaged as you walk. Curse this using the Antidote (どくけし) item or the spell Anti-Poison (げどく).

のろい - "Curse". A cursed character can take no actions during battle.

Remove a curse by paying a fee at a temple, using the Talisman (ごふ) item, or using the spell Kaiju (かいじゅ).

During battle, there are a couple temporary status effects. The enemy can put you to sleep and it can also "seal" your spells, preventing you from using your magic.

---Conscience Points-----[sec2h]---

You receive "Conscience points" (りょうしん) from each battle. Your points increase by killing evil youkai and decrease if you kill good youkai. Thus this is a measure of how good your party is. I don't know if there are any negative effects to having low conscience points, but these points can decrease really quickly if you start killing the good youkai, so be careful!

---Leveling Up-----[sec2i]---

When a character levels up, the first thing that happens is that there is

basically a spinning roulette wheel that you push "A" to stop and see how many HP points your character gains on this level up. Obviously, you want to get a high number, and if you pay attention to the timing, you can actually get really good at stopping on the highest number. If a character has the ability to cast spells, you will also have to stop the wheel to try to get a high MP point increase.

After these one or two wheel spins, you will be given a certain amount of points to distribute to the rest of your character's stats. Those stats are こうげき力 ("Attack strength"), ぼうぎょ力 ("Defensive strength"), and すばやさ ("Speed"). The total number you can distribute is random and doesn't depend on any roulette wheel spin.

---Odds and Ends-----[sec2j]---
There are a few other things to mention about the game mechanics that don't fit in the sections above. Here they are:

- (1) When you surprise the enemy, it says ようかいは、きづいていない ("Monsters don't notice") in the upper-right window, where their names are usually displayed.
- (2) The enemy gets a free turn to attack if you fail to escape from a battle, even if you surprised the enemy.
- (3) Each character can hold a total of 8 items.
- (4) If a character targets an enemy, but that enemy dies before the character gets a chance to attack, the character will not automatically attack a different character, but will just take no actions for that round instead.
- (5) You receive damage if you walk on desert squares on the world map.
- (6) When your party is wiped out, you keep all of your experience and items, but you lose half of your ryo (money).

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---Getting Started-----[sec3a]---
When you first start up the game, you see the following menu options:

```
START - Start a new game.  
ゲーム 1 - "Game 1". Load a saved game from file 1.  
ゲーム 2 - "Game 2". Load a saved game from file 2.
```

If you choose to start a new game, you will be asked to enter the name of the main character. Keep in mind that this character is really Shino, one of the eight dog warriors, so I will keep calling your main character "Shino" for the purposes of this faq.

While entering the name, you will see the Japanese "alphabet" and the commands:
けずる - "Erase"
おわり - "End"

---Walking Menu-----[sec3b]---
Press "A" while walking around to bring up the following menu commands:

はなす - "Talk". Use to speak to townspeople.
じゅつ - "Skills". Use magic.
ぶき - "Weapons". Equip weapons and armor. The command そうびしない ("don't equip") makes it so nothing is equipped for that category.
もちもの - "Inventory". Interact with your inventory. After selecting an item, you can use the commands: つかう ("Use"), わたす ("Transfer"), and すてる ("Drop").
しらべる - "Search". Look for hidden items or open a treasure chest.
ちから - "Strength". Brings up the status menu.

---Status Menu-----[sec3c]---

The status menu shows the following stats for the selected character:

Upper-left window:

ぶき - "Weapon". The equipped weapon is shown next to this.
よろい - "Armor". The equipped armor is shown next to this.
かぶと - "Helmet". The equipped helmet is shown next to this.
両 - "Ryo". The amount of ryo carried, the currency of this game.
りょうしん - "Conscience". Shows your current conscience points.

Upper-right window:

れべる - "Level"
たいりよく - "Health". Your max HP.
ようりき - "Skill power". Your max MP.
こうげき力 - "Attack strength"
ぼうぎょ力 - "Defensive strength"
すばやさ - "Speed"
EX - "Experience."

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

During battle, you have the following menu options:

たたかう - "Fight". Use a regular physical attack.
もちもの - "Inventory". Use items in your inventory.
ぶき - "Weapon". Change your equipment mid-battle. It uses the character's turn, so they cannot attack or anything else during this round.
にげる - "Run". Escape from battle.
はなす - "Talk". Attempt to talk to the youkai. See the "Battles" portion of the "Game Mechanics" section for details.
じゅつ - "Skills". Use spells.
かくれる - "Hide". The character hides, avoiding damage.

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- - - = = = ===== Characters ===== - - -
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[sec4]

Here are the four playable characters in this game. Each of them is one of the eight dog warriors, but unfortunately all eight do not join you. Note, the characters all have the word "dog" (inu) in their last names. Some of the other dog warriors make brief appearances at times in the game.

Shino (しの) Inuzuka - The main character of the game. Cannot use spells but is very strong.
Genpachi (げんぱち) Inukai - A priest that can use a lot of good magic spells for healing, attacking, and warping.
Sousuke (そうすけ) Inukawa - A ninja that has average strength, but can use a good number of spells that make him pretty useful.
Dousetsu (どうせつ) Inuyama - A warrior that cannot use spells, but is very strong.

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[sec5]

---Higo Village-----[sec5a]---

You start next to Higo (ひご) Village and Higo Castle. The castle is simply a place to learn how much experience you need to level up, and you can also save your game there. Many villages have such a castle nearby. Press "Select" to see the map of Japan, with a blinking icon indicating your position, and to see that you have one of the eight beads, that has the symbol 孝, representing "filial piety".

In town, you can visit the weapons and items shops. You should get the Short Sword (こがたな) when you can afford it.

You should also visit the pub (it has a sign out front with some bottles on it). At a pub, you pay to hear a rumor, and sometimes this will trigger an event, so I recommend doing it in all villages just in case it matters. It's cheap anyway. In this pub, you learn that the Phoenix Statue has been stolen from Oosumi Cave.

Hang out in the Higo Castle area and kill monsters to level up once or twice, and get enough money to purchase the Short Sword. Don't go South yet since the monsters are too much stronger, but you can venture Northeast whenever you're feeling confident. To the Northeast, the first thing you'll see is a border crossing guard, which leads to the Bungo (ぶんご) region. The guard will make you pay 50 ryo (this game's currency) to pass, but if you do this, you'll find the monsters are crazy strong for you at this point, so ignore it for now.

Cross the bridge South of the border crossing to reach the town of Hyuuga (ひゅうが). Be careful, because the monsters are a little tougher in this area. You'll need to be level 4 or so to be able to handle them easily, but some equipment in Hyuuga Village could help.

---Hyuuga Village-----[sec5b]---

Enter the pub and pay to hear that the priest Genpachi (げんぱち) is looking for someone named Shinran (しんらん). When you exit the pub, you may notice a person dressed in red to the left that wasn't there before. Speak to him to learn that he is Genpachi, who will now join your group! He is one of the "Eight Dog Warriors", Genpachi Inukai. He is not a strong fighter, but he learns a lot of useful spells.

You can upgrade your equipment by getting a Straw Hat (みのがさ) and a Katana (かたな) when you can afford it.

Next to Hyuuga Village is a temple. In the temple, you can revive dead allies and removes curses. Temples are often located near villages. There is another temple a little to the Northeast, called Bungo Temple, which is actually a dungeon. Inside is a locked door that you can't open and prevents you from exploring it at this point.

When you are feeling up to the next challenge, go South to find a cave. On the way, you will see a port to the right which is useless at this point. Also, the monsters will again become a lot stronger, especially when you enter the cave, so prepare for some level grinding to become strong enough to wade through the cave. I think you probably need to be at level 6 or so. Also, there are enemies that can inflict poison on you, so bring some

Antidotes (どくけし).

---Hyuuga Cave-----
Beware of the snake enemy called Wounded Orochi (ておいのおろち) who can inflict poison on your party. Perhaps worse is the enemy called Loklokkubu (ろくろっくび) that can cast a spell that does a lot of damage, so you might want to run from her. Finally, the youkai called Ceiling Hanger (てんじょうさがり) is actually a good youkai, so don't attack it. Instead, use the はなす ("Talk") command to receive an item from it. If you kill them, your りょうしん ("Conscience") points decrease.

From the cave entrance, if you go right, you will eventually come across a Zaguri Seed (ざぐりのみ), which restores a good amount of HP, but is maybe not worth the trip.

Go left from the entrance and you will have a pretty much linear path to travel. At one point, you will have to choose to go up a ladder or to ignore it. Ignore it since it leads nowhere, and you will eventually come across an old man, named Shinran (しんらん). Talk to him and he'll teach you a password to open a door: まはりく. It's not entered in your inventory or anything, you just have to remember it.

You're done in the cave, so it's time to exit.

Next, you want to go to the temple a little Northeast of Hyuuga Village, Bungo Temple (ぶんごのてら). I would suggest stocking up on Zaguri Seeds (ざぐりのみ) though, which will restore a good amount of HP when used. Also, you probably need to be at least at level 8 to not have too much trouble with the enemies inside.

---Bungo Temple-----
When you enter this temple, go up to the locked door and "Speak" to it, using the はなす command. You will be asked to enter a password. Enter the one that you received from the guy in the cave: まはりく. The door will open and you can enter.

After opening the door, going right will lead to nothing but a dead end, so go left. After going down a ladder, go straight down to the bottom of the screen, then follow the linear path to eventually come across a treasure chest. As you approach it, you will be attacked by a boss.

Boss: King Kubira (くびらおう) - 200 EXP, 50 Conscience, 500 ryo.
There's not much you can do in terms of strategy, so it's all a matter of how strong you are. To win, you will probably need 3 to 4 Zaguri Seeds (ざぐりのみ) and to be at level 8 or so.

After winning, stand over the chest and search to get the しんのだま ("Faith Bead"), one of the 8 beads you are searching for. Press "Select" to see that it is added to your bead collection. It has the symbol 信, which represents "faith".

Next, back on the world map, cross the border to the North to enter the Buzen region. A little to the North is Buzen (ぶぜん) Village.

---Buzen Village-----[sec5c]---
In Buzen, visit the pub to learn that a person named Okiku was thrown out of Tsushima Castle because she lost a valuable plate.

There is a gambling den in the upper-left corner of town. You choose an amount to bet (10 or 50 ryo), then choose ちょう ("Even") or はん ("Odd").

Dice is thrown and you win if you correctly predicted the outcome would be even or odd.

Outside of town, there is a cave to the Southwest. Inside, if you walk up to the water's edge, you will see the spirit of a woman who is counting and seems in distress. There's nothing to do here yet though.

Go to a port to the West of Buzen, past a couple of bridges. Pay 10 ryo here to sail to Tsushima (つしま).

---Tsushima-----

On Tsushima island, search one of the trees to find the Plate (おさら). Immediately return to the cave Southwest of Buzen to give it to the spirit woman. She says she can now rest in peace. She was the woman expelled from the castle for losing this plate. For thanks, she tells you the password to a door in Tsushima Castle: てくまく.

Return to Tsushima island and enter the castle.

---Tsushima Castle-----

There are three ladders leading up from the ground floor. If you go up the middle one, you'll find a chest containing 500 ryo. But the ladder you want to take to meet your next goal is the one on the left.

On the second floor, make your way to the middle of the room where you'll see someone shut in behind a locked door. Use the はなす ("Speak") command on the door and enter the password you received from Okiku, which was: てくまく.

Speak to the ninja-looking guy behind the door. His name is Sousuke (そうすけ), and he is one of the eight dog warriors. He now joins your group! He also gives you your third rosary bead, the ぎのたま ("Justice Bead"). It has the symbol 義 on it, representing justice.

You are finished with this castle, so exit, take the boat back to Buzen, and buy Sousuke some equipment. Get the Katana and Stealth Clothes (にんぷく). You can go back to Hyuuga to get him a Straw Hat (みのがさ), but it only increases his defense by 1 point, so it's up to you.

Go to the port North of Buzen and pay 50 ryo to get taken to the largest Japanese island, Honshu. Go East to find the village of Aki (あき).

---Aki Village-----[sec5d]---

A woman in the lower-left house here says her name is Shizu Inuyama. Note, her name has the word "inu" in it, but she is not one of the eight dog samurai. However, she says her younger brother, Dousetsu, went to meet with Tono of Oki and hasn't returned.

Elsewhere in town, you hear that there is a border crossing to the North. Beyond the border, going East brings you to Oki and going West takes you to Iwami Cave.

In the pub, pay to hear a rumor about a powerful youkai in Iwami Cave who knows a mysterious technique.

There is a temple and castle you can save at outside the village a bit to the East. There are a couple ports further East, but it's too early to use them at this point.

You want to go North and pay 50 ryo to cross the border next. Beware though that the enemies are super powerful on the other side. The problem is a lot

of them cast spells that damage your whole party for quite a few damage. The enemies in Iwami Cave, the next destination, aren't nearly so bad, so just try to get there as quickly as possible and perhaps run a lot to avoid the world map enemies.

After crossing the border, you'll see the cave just a little to the Northwest. However, you have to go a bit to the East to get around the trees, then go back West. This is Iwami (いわみ) Cave.

---Iwami Cave-----
Go down the ladder to the left. On the next floor, go up and right to find a another ladder down.

You will see a locked door with a treasure chest behind it, but you can't open the door yet, so ignore it. Go down, ignoring the first ladder you see going down, and continue to the bottom-right corner of the screen to find another ladder which you should take.

Go left all the way across a bridge. As you reach the end of the bridge, you will encounter a boss enemy.

Boss: Dark Swordsman (あんこくけんし) - 400 Exp, 50 Conscience, 600 ryo. He can attack one character three times in one turn, although he doesn't do this every time. There's not a lot you can do strategy-wise, but it will help to bring a lot of Zaguri Seeds to keep your HP up.

After winning, search the chest to get the Bashousen (ばしょうせん). You're finished with the cave for now (remember, there's that locked door), so exit.

You probably want to return to town to rest and stuff, but next, you want to go quite a distance Northeast from the Aki border crossing to find a port. There, pay 75 ryo to sail to Oki. Go slightly Northwest to find Oki Castle.

---Oki Castle-----
Go up the ladder at the bottom-left corner of the screen. On the next floor, go down, then right and up to find another ladder going up. You'll see a locked door with a chest behind it which you cannot open yet, so there's another one to keep in mind for the future.

After going up the ladder next to the locked door, you will be in a room with a guy surrounded by flames. Stand next to the flames, facing them, and use the Bashousen. The flames disappear. Talk to the guy who says he's Dousetsu (どうせつ) Inuyama, one of the eight dog warriors, who joins your party! He gives you your fourth rosary bead, the Loyalty Bead (ちゅうのたま), which carries the symbol 忠 for loyalty.

The nearby chest has a Masakari if you want it. You are finished with this castle, so return to Aki to save and rest.

Next, you want to take a boat from the port just Southeast of the Aki Castle where you can save your game. This takes you to the Sanuki (さぬき) region for a fee of 100 ryo.

After landing, go West and ignore the first bridge which just leads to a dead end. Go South a bit to find another bridge leading West and cross that one instead.

Continue along the path, going around the mountains counter-clockwise, until you find Tosa (とさ) Village

---Tosa Village-----[sec5e]---

This is the first town in which you can buy Keys (かぎ). They cost 50 ryo each, and they are a one time use item, so you'll have to purchase several to open all the locked doors we came across. I'll list them below.

In town, you hear there is a bamboo flute called the Arashiyama (あらしやま) hidden in the cave to the North. If you try to go there, you will find that there is a locked door that you cannot pass, not even with a Key.

So now we want to go back to the locked doors we skipped to get some important items. Some are optional, so do only the ones you really want since it's time consuming to do all this backtracking.

You can take the ship located West of this town which you must've seen to get back to Hyuuga, where there were a few locked doors of importance.

Here are the locked doors you skipped and what they have behind them:

Higo Village - Get the Gold Bell (きんのすず).

Oosumi Cave (Cave South of Higo Village I haven't mentioned) - Empty (for now).

Buzen Village - The door leads to a graveyard. Search the third grave from the right in the middle row to find Musashi's Sword (むさしのけん).

Aki Village - Leads to some sick people. Nothing of worth here.

Iwami Cave - Get a Famed Sword Kozasa.

Oki Castle - Get a Shinran Orb.

Of these, the Gold Bell is a require item for continuing your quest.

Musashi's Sword is a strong weapon and easy to get. The Famed Sword Kozasa is kind of a waste of time. The Shinran Orb is useful (it fully restores a single character's MP), but is a lot of effort to get, and you'll find plenty of these later, so it's up to you.

After getting at least the Gold Bell, return to Tosa, which can be via the port South of Hyuuga, or the port Southeast of Aki.

---Tosa Cave-----

In Tosa, you'll want to get at least four Keys for the upcoming cave, but try to keep your Key supply stocked up whenever it's low since there are locked doors that appear periodically throughout the game.

From Tosa Village, go North to find a cave. Inside, you find a door blocking your way. The sign says to use the Gold Bell (きんのすず) to open it, so stand in front of the door and use the bell.

Go down the left stairs. You can ignore the locked door above you since it just leads to a Zaguri Seed. Go down and unlock the door, then follow the path to find another door you need to pass through and a chest containing the Arashiyama (あらしやま).

This is all you need from this cave, but if you were to go down the right stairs from the first floor, you could open the top locked door to get a Spirit Honey (れいきのみつ), which isn't worth it. But you should go down instead and unlock two doors to find a chest containing a White Mirror (しろのかがみ). It fully restores a character's HP and MP and can be very useful in a pinch, such as against strong bosses.

Exit the cave and get to the port just to the East, which is annoyingly situated so that you have to go around a maze of trees. Pay 150 ryo to take a boat to a small island to the North. Enter the castle on the island, Awaji Castle.

---Awaji Castle-----

There are no random battles in the castle, thankfully. Talk to the guy in front of the stairs. If you have the Arashiyama (あらしやま), he will let you pass.

On the second floor are a few locked doors. You only need to unlock the one in the lower-right. Speak to the man inside, who introduces himself as Kobungo Inuta, one of the eight dog warriors! He says something about opening up a path for you somewhere and that he knows where another rosary bead is. Then he runs off ahead of you.

You're done here, so exit the castle and return to Aki (あき). You may have Genpachi's spell Hiku (ひくう) by now, which will warp you to previously visited towns to make the trip quickly.

From Aki Village, take the port to the far East and pay 200 ryo to be taken to a location further East. Follow the long path to reach Kawachi (かわち) Village.

---Kawachi Village-----[sec5f]---

In the pub, you hear the rumor that youkai like Yomi Honey (よみのみつ).

There is a key shop and a gambling den here.

Outside, go East and cross a bridge. Then go South until you run into the mountains, then go East until you can go around the mountains to the South. If you go South and follow the path, you will find Kii Village. However, instead of going South, go North until you find a row of trees next to the water. It will look like this:

```
o
  
o
X
o
  o
oo
  
o
```

The "o" are the trees. Search at the "X" to find the Yomi Honey (よみのみつ). Now, go South through the opening in the mountains, then left along the coast to find Kii (きい) Village.

---Kii Village-----

Something is clearly wrong in this village. All of the people are talking strangely and the shops only sell cursed items. The inn even charges 10000 ryo!

If you talk to the guy in the Southwest corner who is blocking a ladder down, he says there's a dangerous youkai locked away behind him. If you have the Yomi Honey in your inventory, he will let you pass.

Down the ladder, use a Key to open a locked door. Speak to the man inside and he'll tell you the password to enter Hida Village: らみはず.

Outside, go back North to the tree area where you found the Yomi Honey, then go a little Northeast to find a cave. Inside, a man will ask you for a password in order to pass. Enter the password you learned: らみはず. Pass

through the cave to appear next to Hida (ひだ) Village.

---Hida Village-----[sec5g]---

Talk to the lady in the house just left of the item shop. She says her name is Kayo Inue and that Shimbei was captured by youkai. Shimbei Inue is one of the eight dog warriors!

You'll notice that there's a house you can't reach in the Northwest corner of town. You can't get there yet.

Back outside of town, go around the trees to reach the Ancient Temple (ふるでら) a little to the South.

---Ancient Temple-----

Go up the right side of the screen to find a ladder leading down. On the next floor, the screen is mostly dark, so you can't see where you can walk and where there are walls. Try to find the paths through the dark areas. First go to the upper-right corner of the room, then the lower-right, then the lower-left, then the upper-left, then make your way right and down to the middle of the screen to find a ladder down.

On the next screen, go right and you will see a treasure chest. As you pass through the entry to the treasure room, you will be ambushed by a boss.

Boss: Wind God (ふうじん) - 700 Exp, 50 Conscience, 900 ryo.

He can attack your whole party at once, doing over 100 damage each with his Tornado (たつまき) attack. He doesn't have too much HP, but it will be hard to win if he uses his Tornado attack a lot. If you still have a White Mirror, it can be a big help to completely restore a character's HP and MP. I wouldn't worry about saving it for later since it can be replaced and there are other better healing options for future boss fights.

When you win, search the chest to get the Virtue Bead (じんのたま). It carries the symbol 仁, representing virtue.

Exit the temple and go back through the cave. Then, go Southeast to find the Owari (おわり) border crossing. Pay 200 ryo to pass. Follow the path to find Shinano (しなの) Village.

---Shinano Village-----[sec5h]---

In this village, you'll notice a house surrounded by water that you can't reach. You can get there later, but not now. For now, just upgrade equipment, rest, and head back outside.

North of the village, you will find a cave.

---Mirror Cave-----

Inside, you find a room with mirrors and an old man. The old man warns you not to enter the mirrors without the Hiku (ひくゝ) spell. That's because you have to warp to get back from the places these mirrors will take you. So, level build until Genpachi learns Hiku if he doesn't have it yet.

The mirrors are situated in the room like this:

3 1

2 4

1 5

The mirrors I've labeled "1" warp to empty islands on the world map, so don't waste your time going in them. Mirror "4" takes you to the house you couldn't reach in Hida Village, but there's nothing to gain there, so avoid that one as well. Mirror "5" takes you to a fairly small cave where you can wade your way through lava and enemies to get the not so great reward of a Spirit Honey, so once again it's not worth your time.

Mirror "2" will take you to a house in the middle of nowhere. If you search the grass square farthest to the left, you will get a Revive Seed (そせいのみ), which revives a dead ally with full HP. I believe you can return here and get another one every time you use the one you have.

Warp back to Shinano and come back to the Mirror Cave.

Mirror "3" is the one that will take you to your next major goal. It exits you on the world map to the North. You can return to the Mirror Cave by going back into the cave you just exited. But to continue, go up to the next cave entrance, which we'll call the Lost Forest Cave.

---Lost Forest Cave-----
Optional Treasures: Black Mirror, 2000 ryo, Talisman, Yomi Katana.

As I've listed above, there are some treasures here you can get, but you have to go a little out of your way. To get to where you need to go, go to the Northeast corner of the first room, where you'll find a ladder leading down. To get there, go right from the entrance until you reach the lava. Go up at that point (through the lava, yes) and follow the path to the ladder.

You'll be outside again. Go East to find another entrance into the cave.

Inside, go up at the first fork, then follow the path until you reach another fork. Go up at that one as well and follow the path to find a ladder down. In the next room, go up the ladder on the upper-right. Then just follow the path until you come across Keno Inuzaka, one of the eight dog warriors! He came here to find the Bodhisattva Statue which was stolen. He asks for your help, then goes up ahead of you. As he walks away, you see him get hit by a fireball and collapse. Talk to him and he is clearly dying. He asks for you to get the Bodhisattva Statue and return it for him. He then gives you the Wisdom Bead (ちのたま), which carries the symbol 智 for wisdom. Then he dies.

Go up and you will see a treasure. As you approach it, you will be attacked by a boss.

Boss: Dragon King (りゅうおう) - 900 Exp, 50 Conscience, 900 ryo.
He has a high attack power, doing around 150 HP damage to a single character. He can also breath fire to damage all of your party for over 100 HP each. If Genpachi has leveled up enough to learn the spell Zen Tai Chiyu, which completely heals your entire party, it will make this battle significantly easier (assuming you have enough MP to cast it).

When you win, open the chest to get the Bodhisattva Statue (ぼさつぞう).

Return to Shinano, then go South and cross a bridge. Follow the path until you find the Izu (いず) border crossing. Pay 300 ryo to cross. Then continue along the path to find the next village, Kamakura (かまくら) Village.

---Kamakura Village-----[sec5i]---
A man blocks your entrance to the village. If you have the Bodhisattva Statue, you will return it and he will let you pass.

There's a key store here if you need to replenish your keys.

In town, you hear that the sea god can remove whirlpools. They are referring to whirlpools you can see on the world map a little to the East, but there's nothing you can do about it right now. There is a house at the bottom of the screen, outside of the village walls, where a woman will tell you to bring the eight rosary beads to Princess Fuse Cave.

Exit the village and head Northeast. You have to go around the trees, which is annoying. Find the bridge, cross it, then head West to find the Musashi (むさし) border crossing. Pay 400 ryo to pass. From here, go Northeast to find Iwashiro (いわしろ) Village.

---Iwashiro Village-----[sec5j]---

A person at the center of the village says Kobungo went to the North mountains and never returned. You'll recall Kobungo was the dog warrior you freed from Awaji Castle and said he knew where another bead is.

In the pub, you hear a rumor that a phoenix statue has been seen in the Oumi Ancient Castle, past the West border crossing, and to the South.

Otherwise in town, you hear that you can pass through the Eastern border crossing to reach Rikuchuu Village.

So it seems there are three directions to go at this point: West, East, or North.

Outside, if you go North, you'll find that the mountain pass is blocked by some boulders which you can't remove at this time. So let's go West instead, where you'll find the Echigo (えちご) border crossing. Pay 500 ryo to cross.

Across the border, you'll find two ports. One just to the North, and another a bit farther to the West. Let's go to the nearby one to the North first. Here, pay 250 ryo to be taken to a small island with a ruined castle on it.

---Sado Castle-----

The ladder straight up from the entrance and the one that is found by taking the path to the right both lead to nowhere, so go left instead. At the first fork, if you go left, you'll find a ladder that ultimately leads to a chest containing the Cursed Clothes (のろいのふく), which you don't need unless you need a little cash from selling them.

Instead, go down at the fork, then go right at the next fork and you'll come to a ladder leading down in the upper-right corner of the screen. Simply follow the path until you come to a point where you can go left or down. If you go left and up you will come to a chest containing 2000 ryo. If you go down at that fork, you will be going to the path which will ultimately bring you to a room with a treasure in it. As you approach it, you will be attacked by a boss.

Boss: Dog God (いぬかみ) - 950 Exp, 50 Conscience, 950 ryo.

The dog has a huge attack power, doing 175 HP damage to a single character. He can also cast Shinku Ha (しんくうは) to damage your whole party. The battle's not too bad though, especially if you have enough MP to cast Zen Tai Chiyu when your health's low.

When you win, open the chest to get the Aoba Flue (あおばのふえ).

Return to Iwashiro to rest and such, then head back West past the border crossing. This time, go West to find another port which will take you to the

Etchu (えっちゅう) region for 300 ryo.

Head Southwest (the temple you see to the West is a normal revive/curse removal temple) and you will eventually come across the Oumi Ancient Castle (おうみのこじょう).

---Oumi Ancient Castle-----

Optional Treasures: Zaguri Seed, Spirit Honey x2, Black Mirror, Demon Crystal, Key.

There are several treasures that you can go out of your way to get if you want, listed above, but if you just want to get the phoenix statue and leave, go up the ladder in the lower-left corner of the first floor. From there, you simply follow a linear path to a locked door. Use a Key to open it, then open the chest to get the Phoenix Statue (ほうおうぞう).

Exit the castle, then warp to Higo. Go South across the bridge, then go East to find Oosumi (おおすみ) Cave.

---Oosumi Cave-----

Use a Key on the locked door, then walk to the middle of the grey platform. You hear the voice of the god of the sea. He thanks you for returning the Phoenix Statue and gives you Yoshisada's Katana (よしさだの刀) as thanks. He says you can use it to calm stormy seas.

Warp back to Iwashiro Village. Go North to the boulders blocking the path and use the Aoba Flute (あおばのふえ) to remove them. You want to get to the castle to the Northwest, but you have to go around the lake via the right-hand side to wade through the rock maze.

The castle is Funamushi (ふなむし) Castle.

---Funamushi Castle-----

Optional Treasures: 3000 ryo, Famed Sword Ochiba, Spirit Honey x3, Zaguri Seed x2, Phoenix Blood.

Once again, this castle is full of treasures that you can go out of your way for. To go the direction that will take you to your goal, go to the lower-right corner of the first room to take a ladder up.

Follow the path, opening two locked doors along the way, until you come across a fork. At the fork, go up, then just follow the path until you come across a person. It's Kobungo, but when you talk to him, he turns into a youkai and attacks you.

Boss: Sea Slater (ふなむし) - 999 Exp, 99 Conscience, 999 ryo.

This boss once again has a high attack, doing about 250 HP damage to a single character, and casts Water Current (すいりゅう), which damages your whole party.

After winning, Kobungo reverts back to his human form and thanks you before dying. He leaves behind a rosary bead, the Serving Our Elders Bead (ていのたま), which carries the symbol 悌 for "serving our elders".

Exit the castle and return to Iwashiro to rest and such. Then, go East and pay 600 ryo to cross the Hitachi (ひたち) border crossing.

Make your way Northeast a long way to reach the Tooru (とおる) border crossing. You have to pay 700 ryo to cross here.

Next, head Southwest and weave your way through the trees to find Rikuchuu (りくちゅう) Village.

---Rikuchuu Village-----[sec5k]---

In the pub, you hear a rumor that a Memory Seed can be used to restore lost memory. This is referring to a man at the bottom of the village, near the water, who seems to have lost his memory.

Other townspeople tell you that lights can be seen in the Northern mountains at night. And a border crossing to the West will take you to the Mutsu region. A Turtle Shell treasure is hidden in Mutsu Temple.

Back outside, go West through the mountain pass, then North to find a cave.

In the cave are two mirrors. The top one warps you near Kamakura Village. The bottom one warps you to the house in Shinano Village that was surrounded by water. Search the tree outside the house to get the Master Key (ますたあかぎ). Now, you can warp back to Rikuchuu.

The Master Key will open locked doors just like the normal Keys, but it can be used infinite times, so you can throw away all your other Keys.

Go West from Rikuchuu again, and go past the bridge. Continue North to the Mutsu (むつ) border crossing. Pay 800 ryo to cross. This is the first region where the enemies might actually start dropping some good equipment. Head Northeast all the way to the Northern edge of the map, then go West and follow the path to find Mutsu (むつ) Temple.

---Mutsu Temple-----

Optional Treasures: 5000 ryo, Akashi Helmet, Priest Staff, Yomi Helmet, Phoenix Blood

There is a really good weapon in this temple for Genpachi, called the Priest Staff (にょいぼう). If you want to do a little extra exploring to get it, go down the upper-left ladder. On the next floor, go up at the fork. Follow the path to another ladder. On the next floor, go down at the fork and this path will eventually take you to the Priest Staff.

Escape from the dungeon, and go back in to fulfill your real objective. From the first floor, go down the lower-left ladder. Go down at the fork and follow the path to the next floor. Then go down at the next fork, which will ultimately bring you to a room full of skeletons. Unlock one of the doors using your Master Key or normal Key, then search the skeleton toward the middle of the screen to get the Turtle Shell (かめのこうら).

That's all you need from here, so exit the temple.

---The Final Bead-----

Warp to Kawachi (かわち) Village and go talk to the old man blocking the entrance to a small enclosure around a tree in the lower-right part of the village. He lets you pass in exchange for the Turtle Shell. Search the tree to get the Memory Seed (きおくのたね).

Warp back to Rikuchuu Village and talk to the old man at the bottom of the screen, next to the water. You use the Memory Seed on him to restore his memory. He then tells you that the final rosary bead is buried under a tree to the West, between two rivers.

Exit the village and go West. As you cross the two bridges next to each other, notice the tree a little North that you can't reach from here. Walk

around the water via the West side to reach the tree and search it to find the Gratitude Bead (れいのたま), which carries the symbol 礼 for gratitude.

Warp back to Kamakura (かまくら) Village, then head East where you will see some whirlpools in the water. Stand next to the water's edge and use Yoshisada's Katana (よしさだの刀). A path will be created through the water.

Cross the path and head a little further East to find Princess Fuse (ふせひめ) Cave

---Princess Fuse Cave-----

Treasures: Devil Flute, Shadow Clothes, Lightning Arrow, Famed Sword Shigemitsu, Kukai Robe, White Mirror, Demon Crystal, Ninja Sword Kagemaru.

All of the treasures in the cave are listed above, but I will just give you directions to the good ones. Also, the enemy called がんくつおう will rarely drop the Life Armor (いのちのよろい), which is the strongest armor in the game, no matter who equips it.

On the first floor, make your way to the altar. As you walk up to it, you will hear the spirit of Princess Fuse speak to you. She is the lady that gave birth to you by mingling her spirit with the dog demon. All she says is to hurry and save the world, then a ladder appears behind the altar. Go down the ladder (annoyingly, if you're attacked before you get down the ladder, it disappears, and you have to re-talk to the princess).

On the next floor, head right all the way to the lower-right corner of the room. Ignore the ladder going down. Continue going up along the path until the path splits. To get some awesome treasures, go left and open the locked door. Follow the path until it splits. You'll want to go down each arm of the split path to get two good treasures: the Lightning Arrow (らいこうのや) and the Shadow Clothes (かげのふく). The Lightning Arrow is pretty much the most powerful weapon in the game, and anyone can equip it to get the same attack power increase of +220.

Return to the part of the path where you unlocked the door. From there, continue going all the way to the right to find another locked door, which you should open. Continue along the path until it splits. At the fork, go down. At the next one, go down again where you'll find the Kukai Robe (くうかいのけさ), which is a good item for Genpachi.

Return to the last fork, then go right to the edge of the screen. Then go down and follow the path to the stairs leading up (the treasure on the way is a White Mirror).

Follow the long linear path until you reach a room full of lava. There, go Northeast to find a treasure with a Demon Crystal inside. Continue going Northeast to find the ladder leading out and another treasure, containing the Ninja Sword Kagemaru (忍刀かげまる).

When you emerge on the world map, head Northeast to find Awa (あわ) Village.

---Awa Village-----[sec51]---

You can rest and buy the Masamune here. Your next stop is the final dungeon, and you can conveniently warp back to this village from now on to take you near it.

When you're ready, head Southwest to find Satomi (さとみ) Castle.

---Satomi Castle-----

Treasures: Satomi Armor, Devil Flute, Magic Sword Murasame, Satomi Helmet.

There is some good equipment to find here. Even more importantly, the enemy called むねんどうし will randomly drop the Light Sword (ひかりのけん), which is about as powerful as the Lightning Arrow (depending on who equips it). Also, you can get the Life Armor (いのちのよろい) rarely by defeating either the Dark Elder (やみのおきな) or the Bull Demon (ぎゅうぎ). I'm not sure which because I got it after a battle with both of them.

On the first floor, go up the ladder in the upper-left corner to find the Satomi Helmet (さとみかぶと).

Back on the first floor, go right and follow the path toward the middle of the room. As you approach the ladder, you will be attacked by a boss.

Boss: King Mekira (めきらおう) - 1 Exp, 100 Conscience, 1 ryo.
He casts Thunder (いかずち), which can damage your whole party 200 HP each, and he casts Hypnotize (さいみんふう).

After winning, go up the ladder. Follow the path until you have to choose between a ladder above you and one below you. The one below you lead to the rest of the good treasures in this castle, so go there first. You'll have to go right or left at a fork next. Go left to get the Satomi Armor (さとみのよろい), then return and go right at the fork. Follow the linear path to find a chest containing the Magic Sword Murasame (妖刀むらさめ).

Now, go all the way back to the room where you had to choose between going down the ladders above or below you. This time, use the ladder that was above you. Go right, ignoring the first ladder you see, and head down and right to find another ladder leading up. As you approach it, you will be attacked by another boss.

Second boss: Raijin (らいじん) - 1 Exp, 150 Conscience, 1 ryo.
This boss never used any special attacks when I fought him, so it was super easy. His name implies he will use the Thunder spell though.

After winning, go up the ladder and follow the linear path to find another ladder. As you approach it, you will be attacked by another boss.

Third boss: Blaze Dragon (かえんりゅう) - 1 Exp, 200 Conscience, 1 ryo.
He casts Hot Wind (ねっぷう), which does around 200 damage on all your party.

After winning, go up the ladder and once again the path is very linear. You will eventually come across the final boss, Tamazuna.

Fourth boss: Tamazuna (たまずな)
I didn't find this battle to be very hard at all. But after you defeat him, another (and truly final) boss will appear.

Fifth boss: Shura Majin (しゅらまじん)
He does huge damage, so hopefully you have plenty of Shinran Orbs for replenishing Genpachi's MP so he can cast Zen Tai Chiyu a lot. You can buy more Shinran Orbs in Hida Village if you end up dying. His single attack does around 300 HP damage to a single character, and his spell Maku Ha (まくうは) does around 300 HP damage on your whole party. Ouch! I really didn't find the battle to be too hard at this point, so hopefully you manage to win. Good luck!

---Ending-----
The Castle shakes and you're suddenly surrounded in darkness. There is a

faint light and Princess Fuse appears. She thanks you for bringing peace back to the world. She warns that evil in man's heart will cause another like Tamazuna to appear once again someday and that your journey has only begun.

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- - - = = = ===== Items ===== = = = - - -
- - - = = = ===== = = = - - - [sec6]

Here are the items in the game. The "Event Items" are listed separately below.

- Antidote (どくけし) - Removes poison status from a single character.
- Talisman (ごふ) - Remove curse from a single ally.
- Charm (おふだ) - Prevent random encounters for a limited time.
- Pill (がんやく) - Restore 40 HP to a single ally.
- Zaguri Seed (ざぐりのみ) - Restores 80 HP to a single ally.
- Phoenix Blood (ほうおうのち) - Fully restore HP to a single ally.
- Spirit Dew (れいきのつゆ) - Restore 10 MP to a single ally.
- Spirit Honey (れいきのみつ) - Restore 30 MP to a single ally.
- Shinran Orb (しんらのたま) - Fully restore the MP of a single ally.
- White Mirror (しろのかがみ) - Fully restore a single ally's HP and MP.
- Revive Seed (そせいのみ) - Bring single ally back to life with full HP.
- Key (かぎ) - Opens locked doors.
- Master Key (ますたあかぎ) - Opens locked doors. Infinite uses.
- Black Mirror (くろのかがみ) - Cursed item. If used, it drains the targeted ally's HP to 1.
- Demon Crystal (まのすいしょう) - Cursed item. If used, it drains the targeted ally's MP to 1.
- Devil Flute (えんまのふえ) - Cursed item. Using this during battle drains all of your party members to 1 HP.

---Event Items-----

- Bashousen (ばしょうせん) - Removes mystical flames.
- Gold Bell (きんのすず) - Opens a locked door in the cave North of Tosa Village.
- Yomi Honey (よみのみつ) - Give to a guy in Kii Village.
- Bodhisattva Statue (ぼさつぞう) - Return this to Kamakura Village.
- Aoba Flute (あおばのふえ) - Destroys the boulders North of Iwashiro Village.
- Phoenix Statue (ほうおうぞう) - Return to Oosumi Cave.
- Yoshisada's Katana (よしさだの刀) - Removes whirlpools from the sea.
- Turtle Shell (かめのこうら) - Give to a guy in Kawachi Village.
- Memory Seed (きおくのたね) - Give to a guy in Rikuchuu Village.

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- - - = = = ===== Equipment ===== = = = - - -
- - - = = = ===== = = = - - - [sec7]

Below is shown all of the weapons, armor, and helmets in the game. For each item, the attack (for weapons) or defense (armor/helmets) increase for equipping each one is shown. They effect each character differently. If a character's name is not shown next to the item, it means that his stat is only increased by one if he equips it.

I use the following abbreviations for the character names:

Shi = Shino (the main character), Gen = Genpachi, Sou = Sousuke,
Dou = Dousetsu

---Weapons-----

Wood Sword (ぼくとう) - Shi: 2, Dou: 2.
Shuriken (しゅりけん) - Sou: 2.
Staff (つえ) - Gen: 3.
Sickle and Chain (くさがりがま) - Sou: 5.
Short Sword (こがたな) - Shi: 6, Sou: 2, Dou: 6.
Tokko (とっこ) - Gen: 8.
Fundou (ふんどう) - Sou: 10.
Katana (かたな) - Shi: 11, Sou: 3, Dou: 11.
Rosary (じゅず) - Gen: 15.
Masakari (まさかり) - Shi: 16, Dou: 16.
Iron Spear (てつのやり) - Shi: 20, Dou: 20.
Bow (ゆみや) - Sou: 20.
Bishop Staff (しゃくじょう) - Gen: 22.
Nanban Sword (なんばんけん) - Shi: 26, Dou: 26.
Musashi's Sword (むさしのけん) - Shi: 30, Dou: 30.
Famed Sword Kozasa (名刀こざさ) - Shi: 35, Dou: 35.
Ninja Sword Yayoi (忍刀やよい) - Sou: 40.
Six-Foot Pole (ろっかくぼう) - Gen: 40.
Pure Spear (きよまさのやり) - Shi: 50, Dou: 45.
Fire Bow (ひのゆみや) - Sou: 55.
Silver Tokko (ぎんのとっこ) - Gen: 60.
Famed Sword Ochiba (名刀おちば) - Shi: 65, Dou: 55.
Ninja Sword Kasumi (忍刀かすみ) - Sou: 70.
Water Current Sword (すいりゅうけん) - Shi: 80, Dou: 70.
Yoichi Bow (よいちのゆみや) - Sou: 95.
Famed Sword Shigemitsu (名刀しげみつ) - Shi: 100, Dou: 90.
Priest Staff (によいぼう) - Gen: 100.
Ursa Major Sword (しちせいけん) - Shi: 120, Dou: 110.
Ninja Sword Kagemaru (忍刀かげまる) - Sou: 130.
Famed Sword Masamune (名刀まさむね) - Shi: 140, Dou: 130.
Magic Sword Hiryu (妖刀ひりゅう) - Shi: 160, Dou: 150.
Strong Man Katana (べんけいの刀) - Dou: 180.
Magic Sword Murasame (妖刀むらさめ) - Shi: 200.
Lightning Arrow (らいこうのや) - Shi: 220, Gen: 220, Sou: 220, Dou: 220.
Light Sword (ひかりのけん) - Shi: 230, Gen: 150, Sou: 180, Dou: 220.

---Cursed Weapons---

Rusty Katana (さびたかたな) - Shi: 33, Dou: 33.
Dark Sword (あんこくけん) - Shi: 75, Dou: 65.
Yomi Katana (よみのかたな) - Shi: 130, Dou: 130.
Bloody Sword (ちぬられたけん) - Shi: 180, Dou: 170.
Devil Katana (えんまのかたな) - Shi: 220, Dou: 210.

---Armor---

Cloth Clothes (ぬののふく) - Shi: 2, Gen: 2, Sou: 2, Dou: 2.
Stealth Clothes (にんぷく) - Shi: 3, Gen: 3, Sou: 3, Dou: 3.
Doumaki (どうまき) - Shi: 5, Dou: 5.
Silk Robe (きぬのけさ) - Shi: 2, Gen: 6, Dou: 2.
Cypress Armor (ひのきのよろい) - Shi: 8, Dou: 10.
Truth Robe (しんのけさ) - Gen: 12, Sou: 2.
Iron Armor (てつのよろい) - Shi: 12, Dou: 15.
Nanban Clothes (なんばんふく) - Gen: 20, Sou: 10.
Copper Armor (どうのよろい) - Shi: 18, Dou: 20.
Black Clothes (くろのふく) - Sou: 25.
Blue Armor (あおいのよろい) - Shi: 30, Dou: 30.
Angel Raiment (はごろも) - Gen: 35.
Akashi Armor (あかしのよろい) - Shi: 39, Dou: 40.
Shinobi Clothes (しのびのふく) - Sou: 40.
Spirit Armor (れいきのよろい) - Shi: 48, Dou: 50.
Two Kings Armor (におうのよろい) - Shi: 59, Dou: 60.

Phoenix Robe (ほうおうのけさ) - Gen: 60.
Kukai Robe (くうかいのけさ) - Gen: 70, Sou: 55.
Shadow Clothes (かげのふく) - Gen: 55, Sou: 70.
Satomi Armor (さとみのよろい) - Shi: 100, Dou: 55.
Life Armor (いのちのよろい) - Shi: 105, Gen: 100, Sou: 90, Dou: 105.

---Cursed Armor-----

Mad Armor (くるったよろい) - Shi: 30, Dou: 25.
Yomi Clothes (よみのふく) - Sou: 60.
Cursed Clothes (のろいのふく) - Gen: 60.
Devil Armor (えんまのよろい) - Shi: 120, Gen: 100, Sou: 100, Dou: 120.

---Headgear-----

Straw Hat (みのがさ) - Shi: 3, Gen: 3, Dou: 3.
Iron Helmet (てつかぶと) - Shi: 6, Dou: 6.
Copper Helmet (どうかぶと) - Shi: 9, Dou: 10.
Blue Helmet (あおいかぶと) - Shi: 15, Dou: 15.
Akashi Helmet (あかしかぶと) - Shi: 20, Dou: 19.
Satomi Helmet (さとみかぶと) - Shi: 30.
Two Kings Helmet (におうかぶと) - Dou: 40.

---Cursed Helmets-----

Dark Helmet (やみのかぶと) - Shi: 35, Gen: 15, Sou: 15, Dou: 30
Yomi Helmet (よみのかぶと) - Shi: 55, Gen: 30, Sou: 30, Dou: 50.

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[sec8]

Here are the spells your characters can learn. For each spell, I list its effect, its MP cost, and what level a particular character will learn it at.

Chiyu (ちゆ) - Restore 30 HP to a single ally, 3 MP
Learns: Genpachi Lv 1, Sousuke Lv 5.
Hypnotize (さいみんふう) - Put a single enemy to sleep, 5 MP
Learns: Sousuke Lv 1
Shinen Ha (しねんは) - Damage a single enemy, 3 MP
Learns: Genpachi Lv 3
Bind (かなしばり) - Paralyze a single enemy, 2 MP
Learns: Genpachi Lv 5
Suihyo (すいひょう) - Damage an enemy group, 6 MP
Learns: Genpachi Lv 7
Blaze (かえん) - Damage enemy group, 8 MP
Learns: Sousuke Lv 8
Anti-Poison (げどく) - Remove poison from a single party member, 10 HP
Learns: Genpachi Lv 10
Seal (ふういん) - Seals an enemy group's magic, 10 MP
Learns: Sousuke Lv 12
Shinku Ha (しんくうは) - Damage enemy group, 10 MP
Learns: Genpachi Lv 13
Exit (がいしゅつ) - Instantly escape a dungeon, 20 MP
Learns: Sousuke Lv 14
Tai Chiyu (たいちゆ) - Restore 100 HP to a single ally, 10 MP
Learns: Genpachi Lv 15, Sousuke Lv 28
Hikyu (ひきゅう) - Damage a single enemy, 10 MP
Learns: Sousuke Lv 17
Hiku (ひくう) - Warp to previously visited towns, 30 HP
Learns: Genpachi Lv 18
Kaiju (かいじゆ) - Remove curse, 20 MP

Learns: Sousuke Lv 19
 Water Current (すいりゅう) - Damage all enemies, 15 MP
 Learns: Genpachi Lv 20
 Annihilation (しょうめつ) - Instantly kill a single enemy, 15 MP
 Learns: Sousuke Lv 21
 Zen Tai Chiyu (ぜんたいちゆう) - Completely restore all ally's HP, 90 MP
 Learns: Genpachi Lv 22
 Freeze (ひょうけつ) - Freeze all enemies, 10 MP
 Learns: Sousuke Lv 23
 Enchu Ha (えんちゅうは) - Damage an enemy group, 15 MP
 Learns: Genpachi Lv 24
 Blaze Current (かえんりゅう) - Damage a single enemy, 20 MP
 Learns: Sousuke Lv 26
 Revive (そせい) - Bring single ally back to life with full HP, 50 MP
 Learns: Genpachi Lv 27
 Thunder (いかずち) - Damage all enemies, 20 MP
 Learns: Genpachi Lv 29
 Shiten Ha (してんは) - Instantly kill an enemy group, 20 MP
 Learns: Sousuke Lv 30

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[sec9]

Higo (ひご) Village

Weapon Shop:	Item Shop:
Wood Sword - 50	Pill - 6
Short Sword - 75	Antidote - 6
Cloth Clothes - 50	Charm - 50
Doumaki - 100	Talisman - 30

Hyuuga (ひゅうが) Village

Weapon Shop:	Item Shop:
Short Sword - 75	Pill - 6
Katana - 200	Talisman - 30
Straw Hat - 40	Antidote - 6
Doumaki - 100	Charm - 50
Staff - 50	Zaguri Seed - 100
	Spirit Dew - 20

Buzen (ぶぜん) Village:

Weapon Shop:	Item Shop:
Katana - 200	Pill - 6
Masakari - 400	Talisman - 30
Tokko - 100	Antidote - 6
Shuriken - 100	Charm - 50
Doumaki - 100	Zaguri Seed - 100
Silk Robe - 100	Spirit Dew - 20
Stealth Clothes - 100	
Cypress Armor - 200	

Aki (あき) Village

Weapon Shop:	Item Shop:
Straw Hat - 40	Pill - 6

Iron Spear - 800	Zaguri Seed - 100
Iron Helmet - 300	Talisman - 30
Iron Armor - 700	Antidote - 6
Nanban Sword - 1500	Charm - 50
Sickle and Chain - 200	Spirit Dew - 20
Rosary - 300	Spirit Honey - 200
Truth Robe - 400	

Tosa (とさ) Village

Weapon Shop:

Fundou - 400
Nanban Clothes - 700
Nanban Sword - 1500
Famed Sword Kozasa - 3000
Iron Helmet - 300
Iron Armor - 700
Copper Helmet - 800

Item Shop:

Pill - 6
Zaguri Seed - 100
Talisman - 30
Antidote - 6
Charm - 50
Spirit Dew - 20
Spirit Honey - 200

Kawachi (かわち) Village

Weapon Shop:

Bishop Staff - 800
Bow - 800
Famed Sword Kozasa - 3000
Iron Helmet - 300
Iron Armor - 700
Copper Helmet - 800
Copper Armor - 1500

Item Shop:

Pill - 6
Zaguri Seed - 100
Talisman - 30
Antidote - 6
Charm - 50
Spirit Dew - 20
Spirit Honey - 200

Kii (きい) Village

Weapon Shop:

Rusty Katana - 1000

Item Shop:

Demon Crystal - 6000

Hida (ひだ) Village

Weapon Shop:

Bishop Staff - 800
Bow - 800
Famed Sword Kozasa - 3000
Black Clothes - 2000
Angel Raiment - 1500
Blue Helmet - 1500
Blue Armor - 3500

Special Item Shop:

Antidote - 6
Charm - 50
Zaguri Seed - 100
Spirit Honey - 200
Phoenix Blood - 5000
Shinran Orb - 7000
White Mirror - 10000

Item Shop:

Pill - 6
Zaguri Seed - 100
Talisman - 30
Antidote - 6
Charm - 50
Spirit Dew - 20
Spirit Honey - 200

Shinano (しなの) Village

Weapon Shop:

Six-Foot Pole - 2000
Ninja Sword Yayoi - 2500
Famed Sword Ochiba - 6000
Black Clothes - 2000
Angel Raiment - 1500
Blue Helmet - 1500
Blue Armor - 3500

Item Shop:

Pill - 6
Zaguri Seed - 100
Talisman - 30
Antidote - 6
Charm - 50
Spirit Dew - 20
Spirit Honey - 200

Kamakura (かまくら) Village

Weapon Shop:

Item Shop:

Six-Foot Pole - 2000	Pill - 6
Ninja Sword Yayoi - 2500	Zaguri Seed - 100
Famed Sword Ochiba - 6000	Talisman - 30
Shinobi Clothes - 5000	Antidote - 6
Blue Helmet - 1500	Charm - 50
Blue Armor - 3500	Spirit Dew - 20
	Spirit Honey - 200

Iwashiro (いわしろ) Village

Weapon Shop:

Fire Bow - 5000
 Famed Sword Shigemitsu - 10000
 Shinobi Clothes - 5000
 Akashi Helmet - 3000
 Akashi Armor - 6000

Item Shop:

Pill - 6
 Zaguri Seed - 100
 Talisman - 30
 Antidote - 6
 Charm - 50
 Spirit Dew - 20
 Spirit Honey - 200

Rikuchuu (りくちゅう) Village

Weapon Shop:

Silver Tokko - 6000
 Fire Bow - 5000
 Famed Sword Shigemitsu - 10000
 Phoenix Robe - 5000
 Akashi Helmet - 3000
 Akashi Armor - 6000
 Spirit Armor - 10000

Item Shop:

Pill - 6
 Zaguri Seed - 100
 Talisman - 30
 Antidote - 6
 Charm - 50
 Spirit Dew - 20
 Spirit Honey - 200

Awa (あわ) Village

Weapon Shop:

Ninja Sword Kasumi - 10000
 Famed Sword Masamune - 19000
 Silver Tokko - 6000

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 - - - = = = ===== Enemies ===== - - -
 - - - = = = ===== = = = - - - [sec10]

Below, I list all the enemies I encounter, organized by region. I have only listed items that the enemies drop if they are particularly good. So they'll drop a lot of Pills, Antidote, cursed items, etc. that I decided not to list. I also list all of the spells/special attacks I saw them use, but I might have missed some if they didn't use it on me, of course. The dropped items are particularly useful toward the end of the game, so take a peak at the end of this section if you want to see what enemies to focus on for some good equipment.

Also, I note whether an enemy is a "good youkai", in which case you should use the "Talk" (はなす) command to get items from them instead of attacking.

For each enemy, I list three numbers which represent: Exp/Conscience/ryo obtained for defeating that enemy.

Higo Region:

しぞうくび - 2/1/2

こおに - 1/1/3
みつめび - 3/1/4

Hyuuga Region:

ひとつめ - 5/2/5
しゅのぼん - 7/5/15

Hyuuga Cave:

ろくろっくび - 7/2/2. Note: Casts Shinen Ha.
ておいのおろち - 8/1/3. Note: Inflicts Poison.
てんじょうさがり - 20/-20/20. Good youkai.
おにちょうちん - 6/1/8

Bungo Temple:

あだしび - 9/3/8. Note: Often runs away.
ひのたまこぞう - 10/1/8
ひすいのおに - 7/1/10
はんにゃぼう - 13/5/10
わらいじぞう - 6/1/6

Area South of Higo:

きつねのめん - 7/1/13
てのめ - 11/1/9, Note: Casts Shinen Ha.
へびくいがま - 8/2/6
ひとくいなべ - 10/4/7

Buzen Region:

ひんしのだいじゃ - 12/1/9. Note: Can inflict poison.
けむりちょうちん - 10/1/7
くびながおんな - 15/3/15. Note: Casts Blaze and Seal.
ちょうちんこぞう - 50/-50/50. Good youkai.
どろろ - 9/1/6
のっぺらぼう - 20/5/20.

Tsushima Castle:

はがねのおに - 10/4/8.
ざしきあらし - ?
じゅじゅつかい - ?, Note: Casts Seal and Suihyo.
おおどうもうがま - 6/2/5. Note: Can inflict poison
さつじんなべ - 13/3/7.
きつねおんりょう - 7/1/6

Aki Area:

うばごぜん - 18/2/20.
もうりょう - 14/1/11. Note: Can inflict curse.
おばけねずみ - 10/1/8. Note: Can inflict poison.
しらぬい - 16/2/12. Note: Casts Shinen Ha.
おにおどし - 30/5/75. Note: Can change into a もうりょう.

Oki Area:

よもつがき - ?. Note: Can attack twice per turn.
しふせんばば - 32/2/68. Note: Casts Seal and Blaze.
かえんまじん - ?. Note: Casts Blaze.
かいらい - 13/1/14. Note: Can inflict curse.
みのじぞう - 100/-60/100. Good youkai.

Iwami Cave:

おふだがえし - 27/1/15, Note: Casts Hypnotize.
どくろんけんし - 20/1/50.
ようこ - 38/5/30. Note: Casts Blaze.

びゃっこ - 40/2/35

Oki Castle:

こんごうどうし - 100/15/100.

やまんば - 40/3/20

おおはつかねずみ - 21/1/12. Note: Can inflict poison.

かがりび - 19/1/20 Note: Casts Blaze.

Tosa Region:

おしのぎつね - 31/3/22. Note: Casts Hypnotize.

いったんもめん - 33/1/25. Note: Can attack twice per turn.

しゃれこうべ - 35/3/20.

やみたんざく - 30/2/13. Note: Can inflict curse.

ばけねこ - 38/1/19

かなだま - ?. Good youkai.

Tosa Cave:

よもつしこめ - 83/3/100. Note: Casts: Seal, Blaze.

かまいたち - 30/1/30

かげろう - 32/1/48

Kawachi Region:

こなまず - 30/2/23. Note: Can attack twice per turn.

いwanaぼうず - 47/1/30. Note: Casts Suihyo.

わかさのにんぎょ - 130/4/160. Note: Casts Suihyo.

Area East of Kawachi:

おにわらし - 39/1/40. Note: Can attack twice per turn.

たからのばんにん - 46/1/150

おおかむろ - 95/2/130. Drops: Shinran Orb. Note: Casts Hypnotize and Tai Chiyu. Can transform into a きめんわらし.

ひょうとく - Good youkai.

うんがいきょう - 48/1/26. Note: Casts Seal, Tai Chiyu.

きめんわらし - 60/1/60.

Ancient Temple:

ひのかみ - 59/2/63. Drops: Phoenix Blood.

もみじてんぐ - 100/10/135. Drops: Shinran Orb. Note: Casts Tornado.

はくらいのおに - 51/1/50, Note: Can attack twice per turn.

てんぐのてした - 47/1/50

Owari Region:

てんぐ - 120/10/110. Note: Casts Tornado. Can turn into a からすこてんぐ.

からすこてんぐ - 60/1/40. Note: Casts Tornado.

きじん - 75/1/62. Note: Casts Blaze, Seal.

りゅうのひまご - 200/-80/200. Good youkai.

ながれもの - ?

Lost Forest Cave:

こうまきょう - 76/1/69

のろわれたしたい - 187/1/15

おにどうじ - 125/1/125. Note: Casts Shinku Ha.

Izu Region:

がじゅまる - 53/1/56. Note: Casts Shinku Ha, Blaze.

つちころび - 65/1/60. Note: Can attack 3 times per turn.

へびおしょう - 73/1/61

うみのたみ - ?

うみにんぎょ - ?. Note: Casts Water Current.

Iwashiro Region:

はたおんりょう - 160/20/180
ひだるま - ?. Note: Casts Fire.
かじがばば - ?. Note: Casts Shinku Ha, Shinen Ha.
りきゅうねずみ - ?
きつねのぶすま - Good youkai.

Echigo Region:

かのおおに - 85/1/70. Drops: Yoichi Bow.
やみほうおう - 80/1/100.
いっぽんだたら - 180/20/180. Drops: Shinran Orb.
びしゃがつく - 82/1/80
くびれおに - 103/2/100

Sado Castle:

ぬっぺふほふ - 79/1/85. Note: Casts Hypnotize, Shinku Ha.
からかさ - 90/1/100. Note: Can attack three times per turn.
べっこうぎ - 150/20/200. Note: Casts Tai Chiyu, Shinku Ha.
いやしおに - 101/1/150

Etchu Region:

やまおどし - 200/20/200
たたりもっけ - 93/1/100
おにじか - ?
とおりま - 120/10/200.
せんりょうちょう - Good youkai.

Oumi Ancient Castle:

あしゅらこぞう - 109/1/120. Note: Can attack twice per turn.
やみぼうず - 130/1/160. Note: Casts Tai Chiyu, Shinku Ha.
ひとだま - 100/1/135. Note: Casts Fire.
きゅうびのきつね - 250/10/210. Note: Casts Tai Chiyu, Hikyu.

Funamushi Castle:

まんじぼうず - 91/1/90. Note: Casts Tai Chiyu, Suihyo.
へびおきな - 100/10/200. Note: Casts Hikyu, Seal.
うみがっぱ - 90/1/110. Note: Can inflict poison.
くすくす - 99/1/120. Drops: Shinran Orb.

Hitachi Region:

かわたろう - 100/1/130. Note: Casts Suihyo.
はんぎょじん - 230/20/220. Note: Can attack twice per turn.
なきじじい - 110/1/142. Note: Casts Tai Chiyu, Shinku Ha.
なまぐさぼうず - 135/1/150. Note: Can inflict poison.

Tooru Region:

ぼとぼと - 200/1/200. Note: Usually runs away.
じごくもんばん - 150/1/190
ひゃっきやぎょう - 250/10/250. Note: Casts Lightning.
あやしいおとこ - 250/-100/250. Good youkai.
ひとつめじゃのめ - 106/1/160. Note: Casts Hot Wind.

Cave North of Rikuchuu:

けんむん - 50/1/150

Mutsu Region:

ゆきおんな - 210/1/210. Drops: Two Kings Helmet, Two Kings Armor. Note: Casts Snow Storm.
きたのまおう - 300/20/280. Drops: Ursa Major Sword. Note: Casts Hypnotize,

Enchu Ha.

あやかし - 160/1/155

ぬえ - 150/1/150. Note: Can attack twice per turn.

しぶんせんこ - 190/1/190. Note: Casts Tai Chiyu, Seal. Can transform into
きたのまおう.

Mutsu Temple:

あまのじゃく - 160/1/190. Note: Usually runs away.

こおりのつくね - 350/10/300. Note: Casts Hail.

しにがみ - 220/10/200. Note: Casts Shinku Ha, Blaze Current.

しき - ?. Note: Casts Blaze, Hikyu.

Area East of Kawachi (across the whirlpools):

えんま - 375/20/350. Note: Casts Hikyu, Thunder.

ねこわらし - 170/1/300. Drops: Pure Spear. Note: Casts Hypnotize.

ひのえんま - 270/1/300. Drops: Phoenix Blood, Water Current Sword.
Note: Casts Hot Wind.

ひのとりに - 200/1/250. Note: Casts Fire.

Princess Fuse Cave:

(Either the うらこうや or the がんくつおう drops the Ursa Major Sword. Not
sure which.)

あっきらせつ - 320/1/320

がんくつおう - 400/20/400. Drops: Life Armor. Note: Casts Tai Chiyu, Blaze
Current.

おにあまごぜん - 290/1/350. Drops: Two Kings Armor. Note: Casts Shinku Ha,
Seal.

うらこうや - 300/1/300. Note: Casts Enchu Ha. Extremely strong versus
physical attacks.

ばさん - 250/1/300. Note: Casts Shinku Ha, Water Current.

Satomi Castle:

(Either the ぎゅうぎ or the やみのおきな drops Life Armor and the Strong Man
Sword. Not sure which for either of these items.)

まおうのて - ?. Note: Can inflict curse.

きりさき - 350/1/400. Drops: Pure Spear. Note: Can attack three times per
turn.

やみのおきな - 400/1/400. Note: Casts Tai Chiyu, Thunder. Has high defense
versus physical attacks.

むねんどうし - 500/20/500. Drops: Light Sword. Note: Casts Tai Chiyu, Water
Current.

ぎゅうぎ - 300/1/300

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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. 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!