

# Tenkaichi Bushi: Keru Naguuru FAQ/Walkthrough (JIS)

by LastBossKiller

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Tenkaichi Bushi: Keru Naguuru (Famicom)  
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---Viewing This Document---

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- - - = = = ===== Intro ===== = = = - - -  
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Tenkaichi Bushi: Keru Naguuru, translated as "The Greatest Warrior on Earth: Kick and Punch", is a one-on-one fighting game for the NES/Famicom. It was developed by Game Studio and published by Namco in 1989, but released only in Japan. The game features a versus mode in which you can battle the computer or play against a friend, and also a large story mode in which you get to explore a large world map and watch your puny fighter develop into the greatest warrior on Earth.

I found the battles in this game to be pretty awkward and unpolished, which is unfortunate because it's most of what the game is based on. But the exploration of the world map and finding items or completing missions to learn new attacks was a pretty fun adventure to play through. For most of the game, I had a lot of fun, but toward the end, when it became very difficult and time consuming to figure out what to do next, it got pretty boring. Too many of the quests toward the end were hard to figure out what to do and even if you speak Japanese, you'll probably resort to using a faq to finish the game.

Although this game is in Japanese, you shouldn't have too much trouble playing it through with this faq as a reference, so get ready for an epic kung fu style adventure!

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- - - = = = ===== Getting Started ===== - - -  
- - - = = = ===== = = = - - - [sec1]

At the game startup, you see the following menu options:

- ふたりで たいせん - "Two person battle". 1 player versus 2 player.
- ひとりで れんしゅう - "Practice alone". 1 player fights against a computer controlled opponent.
- しあいを かんせん - "Watch a match." Two computer controlled opponents fight each other.
- しゅぎょうを はじめる - "Begin study". Begin story mode.
- しゅぎょうを つづける - "Continue study". Continue story mode. You must enter a 12 character password.

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- - - = = = ===== Game Modes ===== - - -  
- - - = = = ===== = = = - - - [sec2]

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= Versus Mode =-----  
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If you choose one of the top three options on the title screen, you'll be in what I'm referring to as a "versus mode". It can be two human opponent, a human versus a computer, or two computers. No matter which one you choose, you will have to choose two fighters to use in battle. Each fighter has slightly different strengths and weaknesses, such as HP levels, strength

levels, and slightly different attacks.

None of the characters will be able to use all of the moves that you can learn in story mode. They aren't even able to jump. Basically, the only controls are to push "A" to attack, and you can press "Up" + "A" or "Down" + "A" to attack high or low. The attack will also often change depending on how close or far to your opponent you are.

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-----= Story Mode =-----
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When you select the story mode, you are asked to choose your name from the following list:

アンケイ - "Ankei"  
イッカン - "Ikkan"  
ウンシヨウ - "Unshou"  
エンキ - "Enki"  
オウタク - "Outaku"  
カインェン - "Kainen"  
キヨウゲツ - "Kyougetsu"  
ギョクホウ - "Gyokuhou"

After selecting your name, you hear a motivational speech from your mother who wishes you the best in your quest to be the greatest warrior on the planet. She also gives you some Money (おかね). From there, you are free to explore the world.

At the beginning of the story mode, your fighter will have extremely low HP and strength, and will only be able to punch. You aren't given much guidance about what to do, only that you are to explore the world, test your skills, and develop into the greatest warrior on Earth.

The world map is full of towns, castles, caves, and various other places where you can gain information, fight warriors to test your strength, or find useful items. You will want to listen to the clues offered in the towns or in the houses scattered about the map to learn where you should go to improve your skills.

The remainder of this section is devoted to explaining the story mode mechanics without giving away any spoilers about what to do in case you want to figure things out on your own. If you want an explanation about how to finish the game, refer to the "Walkthrough" section.

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---Controls-----
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While walking around in story mode, press "A" to see what item you are currently carrying. If you are carrying nothing, it will say  
なんにも もっていません ("Not carrying anything").

Pressing "A" will also search the current tile you are standing on for items or messages.

You can hold down the "B" button to run while moving around the world map.

When moving around the world map, text will pop-up when you are about to engage in a random encounter. Press "A" to accept the battle, or you can press "B" to try to run away. There is no punishment for failing to run away.

While talking to people in story mode, occasionally they will ask you a question. Press "B" to say "no" to the question, or "A" to say yes. I've

indicated in the walkthrough the places where you need to press "B" during a conversation, although these occasions are rare.

### ---Battles-----

The battles in this game are basically button-mashers. There's not a lot of strategy, especially at the beginning when you don't have any attacks other than the punch.

When you learn more attacks, the buttons will still be very simple. You always just press "A" to attack, although you could also press "Up" or "Down", then "A" to attack high or low. You can also jump by pressing "B" after you've gained that ability, and you can attack while jumping eventually as well.

The attacks that you perform will vary depending on the distance at which your opponent is standing from you. For example, you might kick when your opponent is far, but punch when he is at close range. This is done automatically, so as I said, the buttons are simple.

The names of the opponents and their HP are shown at the bottom of the screen. Colored banners indicate whether the player's health is high (blue), low (yellow), or zero (red).

If you press "Select" during battle, you will surrender and automatically lose.

Your HP is automatically returned to maximum after the battle ends.

### ---Goals-----

The first time you play, you're not given much of a hint as to what to do. However, after you enter a password to continue your quest, you will see a screen that is an overview of your current progress. The screen summarizes your progress in each of several areas of training. The screen looks something like this:

ジャンプリョク - "Jump strength".  
タオのミ - "Tao seeds".  
テラのしゅぎょう - "Temple training".  
レベル - "Level".  
ケンシのくらい - "Fighter rank".  
たいりよく - "Body strength".  
スピード - "Speed".  
おぼえたワザ - "Skills learned".

To complete the game, you will want to maximize every stat that is shown in this screen and complete every sub quest.

Two of these entries are straightforward to understand. First, "Level" is simply your overall level, like your experience level in an RPG. The "Body strength" is your current maximum HP.

The other entries are not clear until you understand the flow of the game. You can increase your "Jump strength" and "Speed" by doing certain things, and then the word ない ("Nothing") located next to these entries will change to something else to indicate that they have increased.

Eating "Tao seeds" increases your attack strength, and this entry will tell you how many seeds you've eaten.

Your "Fighter rank" is increased by defeating the champions of the castles located around the world map.

The "Temple training" entry will simply say the word とちゅう ("In progress") or おしまい ("Finished"), indicating whether you've completed the temple training quest or not.

"Skills learned" refers to special skills that are learned by pleasing certain old kung fu masters located around the world. These skills will be listed in the black space located below the word おぼえたワザ.

---World Map Locations-----

The world map has a lot to explore. Here is an explanation of the general types of things you can find on the map, but keep in mind that there are a lot of secrets to be found by searching suspicious looking places on the map. You search by pressing "A", by the way.

Your house - You start at your house. Your mother wishes you luck and sends you on your way. You can return to your house to get your current password. It is the second set of text that your mother says to you when you enter the house. It is a 12 character password.

Sand plot near your house - 3 steps South from your house is a small sand plot. Here, you can battle your neighbor Kyoushi (キョウシ) to test your skills. When you defeat him, your level will be upgraded. Your level only increases when you've done enough fighting on the world map, so you can't just keep fighting him over and over. However, you can gain more than one level by defeating him, so there's no reason to worry about visiting him very often. In fact, leveling up doesn't seem to make you any stronger, so you can put it off as long as you like.

Houses - There are numerous houses spread out over the world map. Many of the people in these houses will give you useful info, and many of them play an important role in your quest. Sometimes you will have to visit certain houses to get items or learn fighting skills. I made a map showing the locations of all the houses, and giving each house a number so I can refer to them during the walkthrough portion of this guide. See the "Houses Map", uploaded as a separate file to gamefaqs, to see the locations of houses.

Towns - There are a lot of towns in the game, where you can gain info, items, and battle the local hero. Most of them are small villages, that take up one square on the world map. Others are large towns that take up two squares on the world map. See the "Town Layout" section for an explanation of the town layouts.

Castles - There are a few castles in the game, with a guard blocking your entrance. To gain access, you have to appease the guard in some way. When you are able to enter, you will fight a champion warrior, and by defeating him and impressing the ruler, your "fighter rank" will be upgraded.

Temples - There are four temples located in the game where you can learn fighting techniques. Each temple has three warriors you can battle. Each time you defeat one, you will gain a new technique, so you can learn three techniques at every temple.

Caves - Caves are places where you will find items or learn skills if you can manage to figure out how to trigger these events.

---Town Layouts-----

There are two kinds of towns in the game: small towns and large towns. All small towns have the same layout, and all large towns have the same layout. Large towns are basically the same as small towns, with a few extra features.

These features are explained in the sections below.

#### -Small Towns-

Small towns have the following locations:

Rich man - A rich man is always located in the house in the upper-left of town. You can enter this house if you want to trade an item in your inventory for money. That is its only purpose.

Dojo - The lower-left building always contains a fighter that you can challenge. Winning these battles doesn't seem to have any benefit, but is more just a chance to test your strength against the local hero.

Stables - In the upper-right corner of town is a horse stable. You can use money to ride a horse to previously visited areas. If you don't have money, you can challenge the stable owner's son to a fight and you'll get a free ride if you win.

Store - Just below the stables is another building that is always a store. Usually, you can enter this building to trade money for some item, but often you will have to enter with a certain item that the store owner is looking for to get his item.

Elder - The small grey building at the bottom-middle part of town houses an old man that will tell you the name of the town and some information about the town or its surroundings.

House - There is a house in the lower-right corner of towns. Usually, you will get some info by visiting these houses, and occasionally you will receive an item.

#### -Large Towns-

Large towns have exactly the same locations as a small town, so if you know what a small town looks like, then you'll already know what the large town contains. However, there are a few additional places in large towns which will be explained here.

Tea house - This building is located between the dojo and the elder's grey building at the bottom of the screen. If you enter the tea house with money, you will spend it on drinking some tea, which has no purpose other than to lose your money. If you enter it when you don't have any money, you will challenge another fighter to a battle and if you win you will get more money. The difficulty of the fighters seems random. This is a fairly convenient way to get money.

Temple - At the top-center of large towns is a temple. You can enter this temple to receive your current password.

Houses - There are five houses in the lower-right corner of large towns. These serve as places to gather info and sometimes you'll receive items.

#### ---Random Encounters and Leveling Up-----

You will not run into random encounters if you remain on the roads. So try to stay on the roads if you are avoiding fights. Also, when text appears saying that you are about to be attacked, you can press "B" to try to run away from the battle.

Your maximum HP can be increased by winning battles on the world map. You never get HP upgrades from anywhere else, so there's no point trying to level up by fighting inside towns. When you want more HP, just stick to the world map. Also, you will gain more HP per battle as your HP level gets higher.

You will fight different kinds of enemies depending on what type of terrain you are walking on when you hit the random encounter. Also, only certain enemies seem to give you a good chance of having an HP level up after battle. So, for example, if you are walking on stairs, you will encounter the Trouble Maker (じゃまもの). Defeating the trouble maker almost always results in an HP upgrade. However, if you are walking on a farming field, you will encounter the Peasant (のうふ), who seems to never give you an HP upgrade. Here is a list of terrains, the character you will encounter on that terrain, and whether or not they are likely to give you an HP upgrade:

Terrain	Opponent	HP Upgrade
Grass	Fighter (ケンシ)	Yes
	Fake Fighter (にせケンシ)	No
Trees	Bandit (さんぞく)	Yes
Field	Peasant (のうふ)	No
Stairs	Trouble Maker (じゃまもの)	Yes
Sand	Eccentric (かわりもの)	No

Also, it should be noted that you will no longer run into random encounters if you reach the maximum HP of 999.

---Money and Items-----  
 You can only carry one item at a time. When you start the game, you will have Money (おかね), which will count as your one item. You can walk into many stores and trade this for an item, but then you will no longer have money. You can get your money back by visiting the rich man at the upper-left house of any town. He will buy any item in the game from you, so you can always exchange an item for money. If you sell an item for money, you can always get the item back by repeating whatever process you took to get that item. So basically, an item never disappears from the game even if you mis-use it.

A lot of the time, you will find yourself without money or an item, so you can't do any trades. There are several ways to get more money. The easiest way is to let your character lose a battle on the world map. You will awaken at your house and your mother will give you money. Sometimes it sucks to go all the way back to your house, so this isn't always the favorite option. You can also get money by visiting the tea house in any large town. If you win a battle in a tea house, you will get money. Finally, you can get an item from someone and trade that in for money.

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 - - - = = = ===== Walkthrough ===== - - -  
 - - - = = = ===== = = = - - - [sec3]

Your goal is to become the greatest warrior on the planet. To do this, you need to complete several objectives. Here are the goals:

- (1) To reach level 999 and upgrade your maximum HP to 999.
- (2) To learn all of the techniques taught in the four temples.
- (3) To eat 3 "speed seeds" to upgrade your speed.
- (4) To eat 3 "jump seeds" to upgrade your jump strength.
- (5) To eat 7 "Tao seeds" to upgrade your attack strength.
- (6) To learn 14 secret techniques taught by hermits.
- (7) To defeat the champions of each castle and improve your "fighter rank".

After completing the above quests, you will then be the strongest warrior on the planet. But there will be one final test to prove you are the greatest

warrior of all time.

You can complete the above quests in any order you like, or more likely you will do them all at the same time. In other words, you might find one speed seed, then learn a few skills in the temples, then win a battle at a castle, and so on, inching your way toward completing each goal. For the sake of organizing this walkthrough, I will list each quest in a separate section, but keep in mind that you can change the order that you do things at any time.

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-----= Leveling Up -----[sec3a]---  
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Begin by fighting some battles on the world map to increase your maximum HP. As described in previous sections of this guide, you will only get HP upgrades by defeating certain enemies, so try to remain on the grass, trees, or stairs to fight the correct types of enemies. As you get stronger, the random encounter enemies will also get stronger. This doesn't just apply to your HP, but also if you get a speed upgrade or something else, the random encounter enemies will also get a speed upgrade. Just something to keep in mind.

Ultimately, you will need to upgrade your HP all the way to 999. But this is a game-long process, so no need to level up too much at this point. You'll just want to level up enough to defeat some of the enemies in the temples, as described in the next section.

Aside from leveling up your HP, you also have an overall "Level" that is increased by defeating your neighbor Kyoushi (キヨウシ), who can be found by entering the sand plot located directly below your house. Defeating Kyoushi will only result in you leveling up if you've defeated a lot of opponents, and he won't even fight you at the beginning of the game. Come back periodically to challenge him and increase your level, but don't worry about it too much because it doesn't seem to make you any stronger or anything. But ultimately you will have to get your level to 999 to become the ultimate warrior. You can gain a lot of levels at once by defeating Kyoushi one time, so you can put off fighting him for long periods of time and then return to get a big level upgrade at one time.

=====  
-----= The Four Temples -----[sec3b]---  
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There are four temples scattered across the world map. See the "World Map" graphic that I made (uploaded as a separate file to gamefaqs) to see the exact locations. These are the places you will go to learn more attacks. You start with only a wimpy punch attack, so you will be much happier if you manage to learn some techniques from the temples.

Every temple has three warriors you can fight. Every time you defeat one, you will learn a new skill. After defeating all three, you will have completed that particular temple and there will be nothing left to learn there.

Here is a list of temples, the warriors that you will fight at each one, and the skill that you learn by defeating each warrior:

Hokurin Temple (ホクリンジ)

Warrior 1: Chinnen (チンネン) - 14 HP.

Skill acquired: ケリ ("Kick"). Push "A" during battle to automatically

kick when your opponent is at a longer distance than the punch can reach.

Warrior 2: Saronen (サロネン) - 33 HP.

Skill acquired: ヒザゲリ ("Knee"). You automatically attack with your knee by pressing "A" when the opponent is very close.

Warrior 3: Kankunen (カンクネン) - 72 HP.

Skill acquired: ヒジうち ("Elbow Strike"). Press "A" while close to the opponent.

Tourin Temple (トウリンジ)

Warrior 1: Unkei (ウンケイ) - 16 HP.

Skill acquired: しゃがむ ("Squat"). Push down to squat.

Warrior 2: Rikei (リケイ) - 37 HP.

Skill acquired: げだんづき ("Lower thrust"). You can punch while squatting by pressing "Down" and "A".

Warrior 3: Bunkei (ブンケイ) - 81 HP.

Skill acquired: トウリンジひでんの ケリわざ ("Tourin Temple Secret Kick Technique"). You can kick while squatting by pressing "Down" + "A".

Sairin Temple (サイリンジ)

Warrior 1: Roosuu (ロースー) - 15 HP.

Skill acquired: じょうだんのツキ ("Fake thrust"). Press up and "A" to punch to the head.

Warrior 2: Maaboo (マーボー) - 35 HP.

Skill acquired: ケリ ("Kick"). Head kick, push "Up" + "A" when the enemy is at a far distance to kick to the head.

Warrior 3: Tenshin (テンシン) - 77 HP.

Skill acquired: ヒジうち ("Elbow strike"). Press "Up" + "A" when the enemy is in close range to attack to the head.

Nanrin Temple (ナンリンジ)

Warrior 1: Chouhi (チョウヒ) - 21 HP.

Skill acquired: ジャンプ ("Jump"). Press "B" to jump.

Warrior 2: Kanu (カンウ) - 44 HP.

Skill acquired: ヒジうち ("Elbow"). Jump and press "A" to do a jump attack.

Warrior 3: Chouun (チョウウン) - 95 HP.

Skill acquired: とびヒザげり ("Flying Knee Kick"). Jump and press "A" to do a jump attack.

After defeating all 12 warriors in the temples, visit the cave just South of Kounei and the hermit there will increase your maximum HP to 250.

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-----= Speed Seeds -----[sec3c]---  
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You can get some speed upgrades pretty easily by finding hidden "speed seeds". The locations of these seeds are indicated on the "Item Map" I made, uploaded to gamefaqs as a separate file. There are three different speed upgrades, and I will explain how to get them below. Note that these upgrades must be done in the order listed.

(1) On the world map, just East of Kaikei, which is a town located in the Northwest corner of the world map, there is a beach. Search one of the beach tiles and you will see some text telling you that there are turtles on the beach. You chase one of the turtles and snatch a speed seed from its mouth, eating it and upgrading your speed. You speed will now have the rating カメ ("Turtle").

(2) On the world map, just Southwest of Nanrin Temple, there is a river. If you search a particular square of the river, you will see text telling you that there are fish jumping in the river. You chase one of the fish, grabbing a speed seed from its mouth and receiving a speed upgrade. Your speed rating will now be サカナ ("Fish").

(3) With Money (おかね) in your inventory, buy the Bamboo Pole (タケざお) from the store in Uuhan. Next, go to house "26" where you will trade the Bamboo Pole for the Flute (フエ). Southeast of Tensui, you can find a suspicious looking square at the end of a cape. Search that square and you will blow the Flute, attracting some birds, and you manage to grab a speed seed from the mouth of one of the birds. Your speed rating will now be トリ ("Bird").

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-----= Jump Upgrade =-----[sec3d]---  
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You will learn how to jump by defeating the first warrior in Nanrin Temple. After that, you will be able to upgrade your jump height by visiting certain locations. See the "Item Map" I made to locate these locations on the world map easiest, but I also describe their locations here. These upgrades must be done in the order listed.

(1) Search a pear tree just North of Nanrin Temple. Some text will appear, telling you that you see a pear in the tree. You try jumping to get it, but fail. Keep pressing "A" many times and eventually you will reach the pear and eat it, resulting in an upgrade of your jump ability.

(2) After defeating all the warriors in the four temples, go to house "25" to get a jump upgrade from the man there. Your jump ability is now rated じいさん ("Old man").

(3) There is a hill just Northeast of Sanhai. Search the Northernmost tile on that hill to see some text that says that you see a cloud. You jump up to the cloud and grab a jump seed, which increases your maximum jump ability. Your jump ability is now rated クモ ("Cloud").

=====  
-----= Tao Seeds =-----[sec3e]---  
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Eat Tao seeds to increase the strength of your attacks. See the "Item Map" I made to locate some of these seeds on the world map easiest. These upgrades must be done in the order listed.

(1) When you have Money in your inventory, go to the village of Taiyan and get the Dried Goods (ひもの) from the store. Then go to house "24" and the guy will give you a Tao Seed in exchange for the Dried Goods.

(2) After having eaten a Tao Seed, visit house "30" and the guy there will give you another one.

(3) Enter the cave with the stalagmite, just West of Tousenkoo. You find a Tao seed under the stalagmite.

(4) There is a hill just South of Chinmen Castle. Search the Northern-most square on the hill to find a Tao seed.

(5) Enter the shop in Shiihookan to get a Tao Seed.

(6) In the desert in the Southeast corner of the world map, you will find a suspicious looking grassy tile in the middle. If you search that tile, you see some text about a "fire racket" that is too hot to touch. Go two steps right and two steps up and search the area to see some text telling you you have found the location called "sand hell". It asks if you want to run away. Press "B" to say no, and you will get the Tao Seed.

(7) Search the tile located 5 blockes East and one block North from your house to find a Tao seed. It's in the middle of some trees.

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-----= Learning Techniques from the Hermits -----[sec3f]----
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You can learn more fighting techniques by running errands and pleasing hermits that are scattered across the world map. Most of them are found in houses, but some are in caves. These techniques are listed individually on your progress report screen when you load a game by entering a password. These techniques can be learned in any order. How to get each technique is explained below.

(1) Technique: コウシュ

Go to house "14" and talk to the hermit there. He says that he lost his kite in the hills to the West of his house. The kite is located 3 steps West and 1 step South from this guy's house. But it appears that you cannot reach it because it is on a hill with no apparent opening. However, if you walk around to the West side of this mountain range, you can find a few different sections of mountain that the game will let you walk over. For example, one is right next to a small sand plot. Use these access points to reach the aforementioned square, located 3 step West and 1 step South from the hermits house and search that square to find the Kite (タコ).

After finding the Kite, return to the hermit's house and he will teach you the technique コウシュ. Push "A" while facing away from your opponent to punch backwards.

(2) Technique: シンキヤク

Go to house "32" and the old man there will ask you to bring him a crow with a white head. With Money (おかね) in your inventory, visit the store in Jouzan to receive the Crow (カラス). Then go to the town of Kaikei and enter the shop to have the guy there paint the crow's head white. You will then have the Painted Crow (ペンキでぬったカラス) in your inventory. Return to house "32" and you will give the Painted Crow to the hermit, who will teach you the technique: シンキヤク. Push "Down" + "A" while you are at a large distance from the opponent and you will do a high kick, with a fancy looking duck and slide afterward.

(3) Technique: ヒエンキヤク

Visit house "5". The hermite will give you Money (おかね) and ask you to get some red material for his artwork from Sekisa. Go to Sekisa and enter the store to get the Red Sand (アカいすナ). Return to house "5" and you give the hermit the Red Sand. He then gives you more Money and asks you to go to Chinsuikai to get some blue dye art material. Go to Chinsuikai and enter the store to get the Indigo Dye (アイのせんりょう).

Return to house "5" to give the hermit the Indigo Dye. He then asks you to go to Shiihai to get some rice and gives you more Money. Go to Shiihai and enter the store to get the Shiihai Rice (シーハイのコメ). Return to house "5" to give the hermit the rice. He then asks you to go to Hoishan to get a Snapping

Turtle and gives you more money. Go to Hoishan and enter the store to get the Snapping Turtle (スッポン). Return to house "5" to give the guy the Snapping Turtle. He says the rice you brought is gross and wants you to go to Shishun's house, across the river, to get some rice.

Go to house "4" and the guy there will give you some Rice (コメ). Return to house "5" and the hermit will thank you by teaching you the technique: ヒエンキヤク. Jump and press "A" to do a kick in the air when the enemy is at long range.

(4) Technique: カンジ

Go to Fuunan with Money (おかね) in your inventory and enter the store to get the Go Stones (ごいし). Go to Hoishan and enter the house in the lower-right corner of town to trade the Go Stones for the Ability Scroll (セイノウのシヨ). Go to house "17" to give the guy there the Ability Scroll. He asks you to go to Hoosui to get him a Medical Herb (やくそう). He gives you the Prescription (しよほうせん).

Go to Hoosui and enter the store to trade the Prescription for the Medical Herb. Return to house "17" and give the guy the Medical Herb. He gives you the シンセンタン, telling you to sell it to a medical store. Go to Unshan and enter the store to trade the シンセンタン for a Letter of Introduction (しよかいじよ), which he says you can use to meet Rikugi, who lives in the Northeast mountains. Go to house "9" where the hermit will teach you the technique: カンジ. Press "A" when the enemy is very close to do an awkward looking double fist attack to the head.

(5) Technique: テンシンキヤク

Search a tree in the Southwest region of the map, just Southwest of the town of Kounei, to find the Plum (スモモ). Go to house "35" and give the hermit the Plum to learn the technique: テンシンキヤク.

(6) Technique: トウキヤク

Enter the cave located in the Northeastern area of the world map, just North of Unshuu. You meet a hermit there. Next, go to Unshuu and enter the store to get the Mandarin (ミカン). Go to Tensui and enter the store to exchange the Mandarin for the Magic Bag (マホウのフクロ). Go to the North end of the world map, just North of Keishuu, and search for a suspicious looking patch of grass on a small hill. When you search this square, you will use the Magic Bag to catch some Mist (カスミ). Return to the cave North of Unshuu and talk to the hermit. You give him the Mist (which he plans on eating...hmm) and learn the technique: トウキヤク. Press "A" while facing away from the enemy to do a back kick.

(7) Technique: ニキキヤク

Go to Fuunan and talk to the guy in the lower-right house to get the Letter (てがみ). Go to Ryuurin and enter the lower-right house to deliver the letter and get the Magic Key (マホウのカギ). Go to a small hill South of Fuunan and search the suspicious looking patch of grass to find the Small Medal (ちいさなメダル). Go to house "36", at the very Southwest corner of the world map, to give the hermit the Small Medal and learn the technique: ニキキヤク.

(8) Technique: ハイレンキヤク

Go to the cave just North of Houkaken to find the Gold Ore (キンこうせき). If the Gold Ore isn't here, come back later after completing other goals since it doesn't seem to appear early in the game. Go to the store at Houkaken to turn it into the Small Gold (こつぶキン). Go to the store at Tousenkoo to trade the Small Gold for the Buddha Statue (ぶつぞう). Go to the store at Kiihoikan to trade the Buddha Statue for the Fabric (タンモノ).

Go to the store at Reiju to turn the Fabric into a Kimono (キモノ). Go to the store at Minpuu to trade the Kimono for Yuki's Onigiri (ユキのおにぎり). Go to house "43" to give the hermit Yuki's Onigiri and he will teach you the technique: ハイレンキヤク.

(9) Technique: ずつき

Go to the cave just below Fuurei Castle to visit a hermit. Go to house "39". When you speak to the guy there, he says that the man in the cave was his pupil and asks if you think he's a bad person. Press "B" to say no and the man will ask you to deliver something to his old pupil. He gives you the Iron Hoop (テツのタガ). Return to the cave South of Fuurei Castle and the hermit will teach you the technique: ずつき.

(10) Technique: うしろげだんげり

Visit house "41". Then, go to house "7" which is a Chinese restaurant. Press "A" to say that you 'd like to order something, then when you see the menu, press "B" to reject the food offered. The lady will offer you a hidden item you can order called ホイコーロー. Press "A" to buy it. She'll ask if you want to eat it now, so press "B" to say no, then the ホイコーロー will be in your inventory. Return to house "41" to deliver the food and you'll learn the technique: うしろげだんげり.

(11) Technique: センプウキヤク

Go to house "42" to get the Phoenix Feather from a hermit. Go to Kounei and enter the store to trade the Phoenix Feather for the Canteen (すいとう). Your goal is to fill this canteen with some delicious water and bring it back to the hermit who gave you the Phoenix Feather. However, he is very picky. You could search the well in any town to get the Well Water (イドミズ), but the hermit won't like it, so don't do this. If you did this and want to empty the canteen, you can take it to the hermit and he'll drink it and complain, but then you'll have the empty Canteen again so you can continue on in this mission without restarting.

Go to the river source just West of Jouzan and search the lower-right area of the four square large body of water to fill the Canteen with the Jouzan Water (ジョウザンのミズ). If you take this water to the hermit, he likes it, but it's still not what he wanted, so don't do this. With the Jouzan Water in tow, go to house "16". The man there will trade you the Jouzan Water for the Crystal Bottle (スイシヨウのビン). You can use the Crystal Bottle on the spring just below house "16" to get the Karin Sen Water (カリンせんのみず). But, if you give this to the hermit, he will like it but he still won't be satisfied, so don't do this.

With the Crystal Bottle, go to the small body of water with a sign in front of it just South of Tourin Temple. Search the square two steps to the right of the sign to get the Paitan Lake Water (パイタンこのみず). Bring this water back to the hermit at house "42" to learn the technique: センプウキヤク.

(12) Technique: レンキヤク

Go to house "38" to visit a hermit. Next, go to house "27" with Money (おかね) in your inventory. Go to the sign post 3 spaces left of house "27" and read the sign to see that it says to throw something at the house below the cliff. Stand on the tile to the right side of the sign, then face right (toward the house) and press "A" to throw your money. Enter house "27" and the guy tells you that it was raining money and he's so happy he gives you some Junk (ガラクタ).

Go to Choukou and enter the shop, which is an antique shop. You trade the Junk for a Pacman Cassette (パックマンのカセット). Go to Hashou and enter the shop, which is a computer shop, to trade the Pacman Cassette for the

ワールドコートとピーシー. Return to house "38" to give the  
ワールドコートとピーシー to the old man and learn the technique: レンキヤク.

(13) Technique: レンダ

Visit house "29" to meet a hermit. Next, go to Ryuurin and enter the shop,  
which is a staff shop. The guy will ask if you want a Wood Staff (木のツエ).  
Press "B" to say no. Then he'll ask if you want an Iron Staff (鉄のツエ).  
Press "B" again to say no and he'll offer you the Walking Stick  
(アルキのステッキ). Press "B" again and he'll offer you the  
ロッドオブレイム. Press "B" one last time and he'll offer you the Ghost  
Staff (へんげのツエ). Press "A" to accept the Ghost Staff.

Go to house "34" to trade the Ghost Staff for the Sailor Bones  
(ふなのりのホネ). Go to house "44" to trade the Sailor Bones for the Love  
Memories (アイのおもいで). Go to house "13" to trade the Love Memories for  
the Nantoka Sword (ナントカのつるぎ). Go to Keishuu and enter the shop to  
trade the Nantoka Sword for the Cow (ウシ). Return to house "29" to give the  
old man the Cow and learn the technique: レンダ.

(14) Technique: うしろひじうち

Go to house "15". The old man asks you to take some Hot Water (おかゆ) to his  
brother in the house just North of him. Go to house "11" to deliver the  
water. If you don't get there fast enough, the guy there will complain that  
it's cold and you'll have to start over from house "15" again. However,  
there's a secret short cut: You can walk over the mountain tile located one  
step right and one step up from house "15", making it easy to deliver the  
water fast enough. If you are successful, you will receive the カラのおかま.

Go back to house "15" to give the カラのおかま to the man there. He'll say  
that he can't teach you any techniques, but to ask his brother. Go back to  
house "11" and the guy says he'll teach you a technique if you can bring him  
back something to brush his teeth with. Go to the desert Northeast from his  
house and search the grass square located below a water square in the middle  
of the desert. You'll find the Stone (イシ). Return to house "11" and give  
the guy the Stone to learn the technique: うしろひじうち.

=====  
-----= The Castles =-----[sec3g]---  
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To upgrade your "Fighter rank" (ケンシのくらい), you have to defeat the  
champions of the castles scattered around the world map. Use the "World Map"  
image I made to locate these castles. You have to complete these battles in  
the order presented below. To enter the castles and challenge the champions,  
you will have to do something to get the guards to let you in.

(1) Chinmen Castle (チンメンじょう)

If you enter Chinmen Castle with Money (おかね) in your inventory, you will  
give the guard your money and he will let you pass.  
Champion: Senpei (センペイ) - 103 HP.  
Win to achieve the rank of: ウー.

(2) Kuukei Castle (クーケイじょう)

To get past the guard, you need to bring him Chinese food. Go to house "7",  
located at the crossroads just a little to the West. This house is a Chinese  
restaurant. Press "A" to see the menu. Press any direction to select an item,  
then press "B" to say that you don't want to eat it now. The item will then  
be in your inventory. Go to Kuukei Castle and the guard will let you pass  
when you give him the food.  
Champion: Oukei (オウケイ) - 208 HP.

Win to achieve the rank of: フォン.

(3) Fuurei Castle (フウレイじょう)

Go to Tougen and enter the shop with Money (おかね) in your inventory. The store owner will ask if you want a peach. Press "B" to say no, then he'll ask if you'd like two, so press "A" to say yes. You get Two Peaches (モモ2つ). Go to Fuurei Castle and the guard will let you pass for the Two Peaches.

Champion: Rokuten (ロクテン) - 297 HP.

Win to achieve the rank of: ラオ.

(4) Taishan Castle (タイシャンじょう)

Visit house "6". The guy will remark that you're now strong enough to take on Taishan Castle, whose ruler is supposedly cruel. He says to visit the glasses shop in Joutou for help getting in. Go to Joutou and enter the shop. The guy there says that the guard will let you in when he knows you're a member of the resistance, and gives you the Resistance Emblem (レジスタンスのしるし).

Go to Taishan Castle and the guard will let you pass.

Champion: Unkei (ウンケイ) - 396 HP.

Win to achieve the rank of: ユワン.

(5) Ryuusen Castle (リュウセンじょう)

Go to house "37" to receive the Draft Photo (なまじゃしん). Go to Unchou and enter the store to trade the Draft Photo for the Publicity Photo (プロマイド). Go to Ryuusen Castle and the guard will let you pass when you give him the Publicity Photo.

Champion: Tougou (トウゴウ) - 498 HP.

Win to achieve the rank of: レン.

(6) Yontai Castle (ヨンタイじょう)

Visit the shop in Kanden with Money (おかね) in your inventory to get the Sake (サケ). Go to house "22" to give the Sake to the man there and get the Broken Houten Geki (おれたホウテングキ). Go to Houten and enter the shop to trade the Broken Houten Geki for the Spade (スキ). Go to the small island to the East of Houten and search the upper-right area to find the Houten Geki (ホウテングキ). Return to house "22" and give the Houten Geki to the man there to receive the Passage Papers (つうこうしょう). With the Passage Papers, you will now be able to enter Yontai Castle.

Champion: Ridoushi (リドウシ) - 602 HP.

Win to achieve the rank of: チー.

(7) Tensui Castle (テンスイじょう)

Visit Kounei and enter the lower-right house. The man there teaches you how to do a bird call, although nothing enters your inventory to tell you so. Go to Tensui Castle, but don't enter. Instead, stand on the square just to the right side of the castle (in the sandy area). Face the castle and press "A". You will perform the bird call. Now, go through the castle entrance and the guard will no longer be there, allowing you to enter.

Champion: Kyoui (キョウイ) - 714 HP.

Win to achieve the rank of: テン.

=====  
----- Endgame -----[sec3h]-----  
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After completing all of the objectives described in the above sections of the walkthrough, including bringing your HP and level to 999, you will be able to get Kinto Un (きんとうん). Visit house "2" to receive Kinto Un. Now you can fly around the world map.

At this point, you will be able to challenge the final boss, Tao Tairaa

(タオタイラー), a legendary kung fu warrior who has achieved god-like status and resides in the heavens. When you wander around the world map, you will eventually hear his voice challenging you. It seems that he only challenges you if you are traveling over water, so seek water when you want to challenge him. When you see the text indicating he is challenging you, you can press "B" to run, or "A" to fight.

During the battle with Tao Tairaa (or タオろうし - "Sage Tao" as the screen indicatges), it will say that he has 999 HP. However, his try HP is much higher than this, so it will look like your attacks are not hurting him when you hit him. It will take many hits for you to reduce his health enough for it to start ticking down from 999. It is a very difficult fight, obviously, and will likely take you several tries. By now, you probably have your own methods that have worked for you in battle, but I always had a lot of luck by using jump kicks, and I used almost exclusively jump kicks in this fight to eventually win.

After defeating Tao Tairaa, the game doesn't end. You can continue playing, and challenging Tao Tairaa if you like. It's not a very satisfying end, but if you would like to see the game credits, you need to reset the game and enter the following password: とおますないと, then press "Start".

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-----= Odds and Ends =-----[sec3i]---
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---Evil God Statue-----  
The Evil God Statue is a series of events you can follow to satisfy some guy in Sekisa who promises to tell you a secret if you do what he wants.

After you have Kinto Un, you can find the Evil God Statue (じゃしんのぞう) on an island in the top-middle part of the world map. The island is cross-shaped and covered in sand. Search the square at the middle of the cross to find the statue. Go to Sekisa and enter the lower-right building to give the Evil God Statue to the man there. He asks you to bring him some Mayonnaise (マヨネーズ). Go to Sanhai and enter the shop with money in your inventory. The guy will off you a variety of items that you can buy by pressing a specific direction. However, just press "A" instead and he'll offer you the Mayonnaise. Return to Sekisa and enter the lower-right house to talk to the guy. He doesn't take the Mayonnaise, and if you look at your HP, you will find that it has been cut in half! If you talk to the guy again, it will get cut in half again! Obviously, this whole mission was a trap. We should've known better since it started with something called the Evil God Statue.

---The Goddess and the Tao Seed-----  
After you have Kinto Un, you can hover over a pond just Southwest of Tougen. Hover over the lower-left square and press "A". A goddess appears holding a Tao Seed (タオのミ) and asks if you dropped it. Press "B" to say no, and she'll appreciate your honesty and give it to you. The Tao Seed is now in your inventory. I haven't found any information as to the purpose of this particular Tao Seed. There is a secret message that can be seen by searching a square on a small hill in the South part of the world map which might have a clue.

The message says that the Tao Seed, Broiled Chestnuts (あまぐり), and Spade (スキ), are connected somehow. The Broiled Chestnuts are bought from the store in Shiihookan. The Spade was part of one of the castle missions, but スキ could also be translated "plow", so it might have something to do with some fields or something else.

---Rackets and the Hero's Grave-----  
There are some suspicious places in the game that seem like they must have a purpose, but I can't figure out what they are for. First of all there is a field right next to house "9" that you can search to see some text telling you that there is a "heavy racket" stuck in the field, but it's too heavy for you to lift, so you can't equip it. There is another such place, located in a grassy tile in the Southeast desert. If you search that tile, it says that there is a "fire racket", but it's too hot to pick up, so you can't equip it. It seems like there could be a secret behind these locations.

There is a small forested area surrounded by water just Northeast of Reiju. If you search it, some text says that this is a hero's grave. The hero's name is Furioniiru (フリオニール). A sign post located a little to the Northwest says that going around and around the hero's grave is linked to the "Lot" (口卜). Once again, I cannot figure out what the purpose of these clues might be.

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- - - = = = ===== Towns ===== = = = - - -  
- - - = = = ===== = = = - - - [sec4]

In this section, I list all of the towns in alphabetical order, the shops that can be found in that town, and the local champion who you can fight in the dojo in the lower-left corner of town.

-----  
Name: Chinsuikai (チンスイケイ).  
Shop: Dyes things.  
Fighter: Mansei (マンセイ) - 140 HP.

-----  
Name: Choukou (チョウコウ)  
Shop: Antique shop.  
Fighter: Hakukai (ハクカイ) - 49 HP.

-----  
Name: Eishun (エイシュン)  
Shop: Sports drink shop.  
Fighter: Denei (デンエイ) - 11 HP.

-----  
Name: Fuunan (フーナン)  
Shop: Sells Go pieces (Go the board game).  
Fighter: Hyakuka (ヒャクカ) - 80 HP.

-----  
Name: Hashou (ハシヨウ).  
Shop: Computer shop.  
Fighter: Houkou (ハウコウ) - 229 HP.

-----  
Name: Hoishan (ホイシャン).  
Shop: Sells snapping turtle.  
Fighter: Soutei (ソウテイ) - 301 HP.

-----  
Name: Hoosui (ホースイ)  
Fighter: Hanrei (ハンレイ) - 28 HP.

-----  
Name: Houkaken (ハウカケン)  
Shop: Converts ore into stones.  
Fighter: Tokukan (トクカン) - 120 HP.

-----  
Name: Houten (ハウテン)  
Shop: Houten Geki shop.

Fighter: Kourei (コウレイ) - 240 HP.

Name: Joutou (ジョウトウ)

Shop: Sells glasses.

Fighter: Yuukou (ユウコウ) - 202 HP.

Name: Jouzan (ジョウザン)

Shop: Sells crows.

Fighter: Reimei (レイメイ) - 71 HP.

Name: Kaikei (カイケイ)

Shop: Paint shop.

Fighter: Kijou (キジョウ) - 80 HP.

Name: Kanden (ケンデン)

Shop: Sells sake.

Fighter: Kakoumo (カコウモ) - 21 HP.

Name: Keishuu (ケイシュー)

Shop: Sells cows.

Fighter: Kakuen (カクエン) - 102 HP.

Name: Kiihoikan (キーホイカン)

Shop: Fabric shop.

Fighter: Shouto (ショウト) - 221 HP.

Name: Koroutan (コロウタン)

Shop: Sells manga.

Fighter: Koudai (コウダイ) - 128 HP.

Name: Kounei (コウネイ).

Shop: Sells canteens.

Fighter: Henton (ヘントン) - 321 HP.

Name: Minpuu (ミンプー)

Shop: Sells onigiri.

Fighter: Seinan (セイナン) - 280 HP.

Name: Reiju (レイジュ)

Shop: Tailor.

Fighter: Genkan (ゲンカン) - 260 HP.

Name: Rin Hai (リンハイ)

Shop: Sells several kinds of fish.

Fighter: Genhou (ゲンホウ) - 91 HP.

Name: Ryuurin (リュウリン).

Shop: Staff shop.

Fighter: Hansei (ハンセイ) - 348 HP.

Name: San Hai (サンハイ).

Shop: Grocery store.

Fighter: Shichoku (シチヨク) - 211 HP.

Name: Sekisa (セキサ).

Shop: Sells red sand.

Fighter: Bunretsu (ブンレツ) - 109 HP.

Name: Shii Hai (シーハイ).

Shop: Sells rice.

Fighter: Keikou (ケイコウ) - 148 HP.

Name: Shiihookan (シーホーカン)

Shop: Sells broiled chestnuts.

Fighter: Hakusei (ハクセイ) - 58 HP.

Name: Taiyan (タイヤン).

Shop: Sells dried goods.

Fighter: Ujou (ウジョウ) - 178 HP.

Name: Tensui (テンスイ).

Shop: Sells bags.

Fighter: Koumei (コウメイ) - 289 HP.

Name: Tougen (トウゲン)

Shop: Sells peaches.

Fighter: Fukukai (フクカイ) - 41 HP.

Name: Tousenkoo (トウセンコー).

Shop: Buddha statue shop.

Fighter: Ikutaku (イクタク) - 192 HP.

Name: Unchou (ウンチョウ).

Fighter: Kankou (カンコウ) - 311 HP.

Name: Unshan (ウンシャン)

Shop: Medicine shop.

Fighter: Bundai (ブンダイ) - 159 HP.

Name: Unshuu (ウンシュウ)

Shop: Sells mandarins.

Fighter: Eiketsu (エイケツ) - 169 HP.

Name: Uuhan (ウーハン).

Shop: Sells bamboo poles.

Fighter: Housen (ハウセン) - 268 HP.

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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!