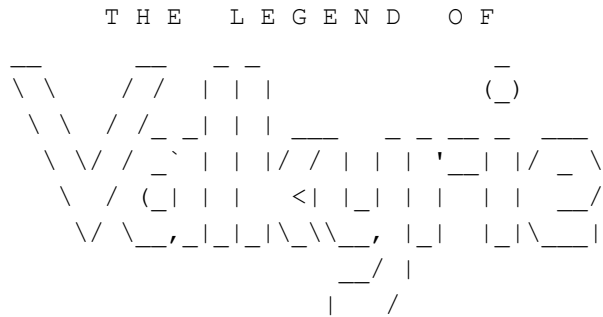


# The Legend of Valkyrie (Import) FAQ/Walkthrough

by Da Hui

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:  
<http://faqs.retronintendo.com>

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## 1. - Controls

- D-Pad - Move
- A - Item (A)
- B - Item (B)
- Start - Pause
- Select - Pause

The A slot and B slot is on the bottom of the screen. Each slot can be selected through the pause menu.

## 2. - Zodiac Signs

Note - When I say you don't start with magic abilities, that doesn't mean you won't get them. You will still get the magic abilities for different zodiac signs, it is just that you will have to wait for a larger amount of MP before you can gain them.

Aeries/Leo/Sagittarius

HP - 64

MP - 32

Powers - This Zodiac Sign is strictly for players who are focusing on melee power. You don't start with any magic abilities but you do get much stronger melee attacks.

Taurus/Virgo/Capricorn

HP - 48

MP - 48

Powers - The Taurus is for a more balanced player. You are given some magic powers and some melee power. This is used for players who like to mix up each power.

Gemini/Libra/Aquarius

HP - 32

MP - 64

Powers - As a Gemini, you basically become a sort of wizard. You are given a lot more mana than other classes and start with some powerful spells.

Cancer/Scorpio/Pisces

HP - 33

MP - 63

Powers - A Cancer is very similar to Geminis except they get one more HP and one less MP to start.

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3. - Blood Types  
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The blood types in the game only effect the flow of leveling in the game. All the blood types will do is make the required experience to level different. Below is a chart that shows the difference in leveling between each Blood Type. After level twenty, each level interval will be by 100,000xp.

| Blood Type A |            | Blood Type B |            | Blood Type O |            | Blood Type AB |            |
|--------------|------------|--------------|------------|--------------|------------|---------------|------------|
| Lvl          | Experience | Lvl          | Experience | Lvl          | Experience | Lvl           | Experience |
| 1            | 0          | 1            | 0          | 1            | 0          | 1             | 0          |
| 2            | 500        | 2            | 200        | 2            | 900        | 2             | 200        |
| 3            | 1500       | 3            | 500        | 3            | 3500       | 3             | 1500       |
| 4            | 3500       | 4            | 900        | 4            | 11000      | 4             | 2300       |
| 5            | 7500       | 5            | 1500       | 5            | 32000      | 5             | 7500       |
| 6            | 16000      | 6            | 5100       | 6            | 44000      | 6             | 22000      |
| 7            | 32000      | 7            | 16000      | 7            | 64000      | 7             | 32000      |
| 8            | 64000      | 8            | 44000      | 8            | 90000      | 8             | 44000      |
| 9            | 120000     | 9            | 120000     | 9            | 120000     | 9             | 120000     |
| 10           | 200000     | 10           | 300000     | 10           | 150000     | 10            | 150000     |
| 11           | 300000     | 11           | 400000     | 11           | 200000     | 11            | 200000     |
| 12           | 400000     | 12           | 500000     | 12           | 300000     | 12            | 300000     |
| 13           | 500000     | 13           | 600000     | 13           | 400000     | 13            | 400000     |
| 14           | 600000     | 14           | 700000     | 14           | 500000     | 14            | 500000     |
| 15           | 700000     | 15           | 800000     | 15           | 600000     | 15            | 600000     |
| 16           | 800000     | 16           | 900000     | 16           | 700000     | 16            | 700000     |
| 17           | 900000     | 17           | 1000000    | 17           | 800000     | 17            | 800000     |
| 18           | 1000000    | 18           | 1100000    | 18           | 900000     | 18            | 900000     |
| 19           | 1100000    | 19           | 1200000    | 19           | 1000000    | 19            | 1000000    |
| 20           | 1200000    | 20           | 1300000    | 20           | 1100000    | 20            | 1100000    |

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#### 4. - Walkthrough

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At the beginning of the game you can select your Zodiac Sign and blood type. For more information, read the Zodiac Signs and Blood Types Sections. The color doesn't give you any benefit, it's just a personal preference.

NOTE - You have to get the cloak and helmet from the castles in this walkthrough to finish the game. If you lose them throughout the course of the game, you will have to redo the dungeons to get them.

I highly suggest just walking around the beginning for a bit and grinding to farm some experience and gold. You don't have to but it makes the rest of the game quite a bit easier. There is an inn to the far east side of this island where you can rest to refill your HP/MP. You also have to be in an inn to level. There's a cure poison north of the inn. Move to the northwest of this island and kill the large monster that shoots fireballs to get a key. When you are ready to advance, move to the southeast of this island and you will see a sort of stonehedge statue. Walk to the southwest of it until you see a hatchet appear in your inventory.

Then you can enter the portal by moving on the block below the statue and pressing A, however you have to be looking to the west, this is important because if you aren't looking to the west, you will end up elsewhere. In this new area, you will notice only one way out of the mountain range. Head to the west and you will see a desert. Be careful in this desert. If you stay in here for too long you will eventually lose health pretty quickly. Also if you touch a cactus you will be poisoned and slowly lose health. So try to stay on the grass if you want to explore. You have to kill the little devil creatures until one drops a green devil key. It may take a long time, the drop rate is based on luck. Once you get the key, enter the pyramid on the eastern side of the desert, you have to use the key the way you'd use a potion to open the dungeon.

Now you will be in the first dungeon in the right side of a room. Start off by heading to the room south of the room you started in. You will start seeing monsters appear on the screen. These are a lot stronger than the previous monsters you had to deal with in the past but they do yield bigger treasures and more experience. After this room, head to the room to the west. You will notice an invisible wall in the middle of this room. Head to the north side of the room to go around it and move to the room to the north of this one. Head west to the next room and south to another. Then you will see a large serpent to the room to the west. You can kill the serpent or go around him to open the treasure with the key you should have gotten from the large monster in the beginning of the game. Now head out back to the east, then north, then east. Go up the ladder in this room.

In the treasure will be a cape. Equip the cape through the pause menu. If you need to visit an inn, there will be one to the south. Head there if you need to and come back to where you came out of the dungeon. Start moving to the northwest and you will see a portal. Chop down some trees with the hatchet to reach it. You have to be facing to the south when you go through it. Move to the west and cut down some trees. You will notice you are back where you started the game at this point in time. You can actually cut through the mountains in this zone with the hatchet after you hit level 5. Cut through these mountains to the north and open the treasure chest for a ship. From here head to the northeast. In the northeast of this mountain range is a well. Cut down another mountain with a hatchet and go down the well for another dungeon.

There will be an invisible wall to your left so move down and to the west to go around the wall. You will see a key appear in the northwest corner of this room. Grab the key if you lost your old one and use it to open an invisible door that is blocking you from the western room. Move into that room to the west and then head to the room to the north. Head east from this northwestern room and then south. When you can, head to the west and you will see the pegasus you saw when you entered the dungeon. Keep heading to the west and open that chest. Equip the helmet that you will find. Head back to that pegasus statue and there will be a hidden portal slightly to the south east of it. Go through it while you look to the west.

Equip your hatchet and move directly to the east. Cut down some mountains and you will see a mountain range that appears to be a maze. From here, head directly to the south. Don't go too far to the east or you will see angels appear that will steal your items. If they steal your helmet or cloak, you will have to redo those castles to get those pieces because you need them at the end. The only way you can kill them is with magic so be very careful around these. When you head to the south you will eventually enter a field. Keep heading to the southwest until there is only mountain ranges to the west and south. Go south in the far southwest corner and cut through these mountains. There is a whale here you can use as a ship for an easter egg. To heal the whale you need to use your heal spell.

There's an inn in the southeast, go there to fill your health/mana and go to the store next door. Fill up on keys for the last castle. From here move to the eastern side of the island. Head to the northeast where there is a large monster on a peninsula. Kill the monster and chop down the trees. You will notice in the middle tile of the trees is a patch of grass with dark dots in there. Stay on that tile and wait for the time in the game to pass. When it becomes dawn, you will automatically use your ship and travel across a rainbow to the island to the east. Head all the way to the east until a river blocks your path, head north until you can go around the river and then move south. Just make sure not to touch the ice crystals or you will slowly freeze to death, it is curable like a poison. You will eventually see a warm spot with a bridge connecting it. Move to that island. You will fall through the bridge and land in the water. Hurry here because the freezing water will hurt you. Move to the northwest here and up the stairs. Open the chest with a key and go to the tile directly below the stairs you used to get out of the water. There's a hidden portal here. Look to the east and press A to enter this portal to the correct destination.

Go to the port to the west and the whale you saved will come to help you. Move to the far west and you will move along the south coast of an island. When you reach the end, head north and you will reach another large body of land. Move to the west side of this island and get off the port here. Starting from this point on the island, move to the northwest, then the northeast, then the southeast and you will reach the end of the wall. Move to the west and use a key to open this gate and enter the castle behind the walls. This castle is a lot longer than every other one in the game so be patient because you won't get to go to an inn for the rest of the game.

Since this castle is basically a huge maze there isn't many secrets involved, you just need to follow this path: You need to go east, south, east, south, east, then north. Here you will have to use a key. Move north again and use another key. Go north one more time and then to the west. Keep following this path: North, east, north, west, south, west and kill the large snake. I warn you, only open the sword if you have more than one key in your inventory. If not, do NOT open the chest. When you are done go east, north, east, north and open the door. Go north one more time and open that door, continue to the next room and go west, south, west, south, and west. You will now be in a large

room. Move to the north to fight Satan Zouna.

This isn't too complex of a fight at all. Satan Zouna will shoot fireballs at you and you just have to hit him a few times. Every time you hit him, he will teleport to somewhere else to make the fight challenging. The only tricky part of this fight is the other random additional monsters that spawn around the room during the fight. You need to keep killing him until he drops a key. When you have to key, all you have to do is use the key on the key hole to the south of Satan Zouna and you beat the game. If you don't have your helmet and cloak you won't be able to use it, as stated at the beginning of the walkthrough section.

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## 5. - Magic

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To select different magic abilities, just pause the game and press up or down to cycle through your spells.

- Heal - The heal looks like a bright glowing candle, it will be the first spell you get. It costs 20MP and will heal you for 29HP.
- Fireball - The fireball is a nice magic ability that can help you progress a lot quicker and more safely. It only costs 5MP to use and packs a punch.
- Bubble - This ability costs 10MP and as far as I'm concerned doesn't do anything. I've tested it in numerous situations and it definately doesn't do anything except waste 10MP.
- Tough Skin Potion - The potion costs 15MP. The bubble will reduce the damage taken by approximately half. This is the potion bottle with just one line in the middle and appears empty.
- Freezer - The freezer is the logo of a star. It costs 32MP and can freeze time for about eight seconds. This is used to freeze monsters in place.
- Cure Poison - This looks like the cure poison item, it costs 20MP and can cure poisons.
- Lightning - This ability costs 50MP and will instantly kill most monsters on the screen, it only won't kill bosses.

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## 6. - Items

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- Hatchet - This item will allow you to cut down trees that will block your path. You can get this item by the portal south of the start of the game. Just walk around to the southwest of it until you pick it up.
- Potion - These will refill a portion of your HP/MP. They drop off random monsters and can be used from the pause screen. It looks like a potion with orange liquid inside.
- Cure Poison - This is a poison potion that will cure a poison. It looks like a potion with red liquid inside.

- Key - These drop off tougher monsters and will open locked doors and chests.
- Ship - You can travel on the sea by moving off the ports with the ship. The ports are blocks by the sea that have arrows pointing to the sea. There is also a whale that you can get that does the same job, you have to get this to progress through the game.
- Lantern - The lanterns can be used in castles so you can see everything clearly in the dark.

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## 7. - Disclaimer

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