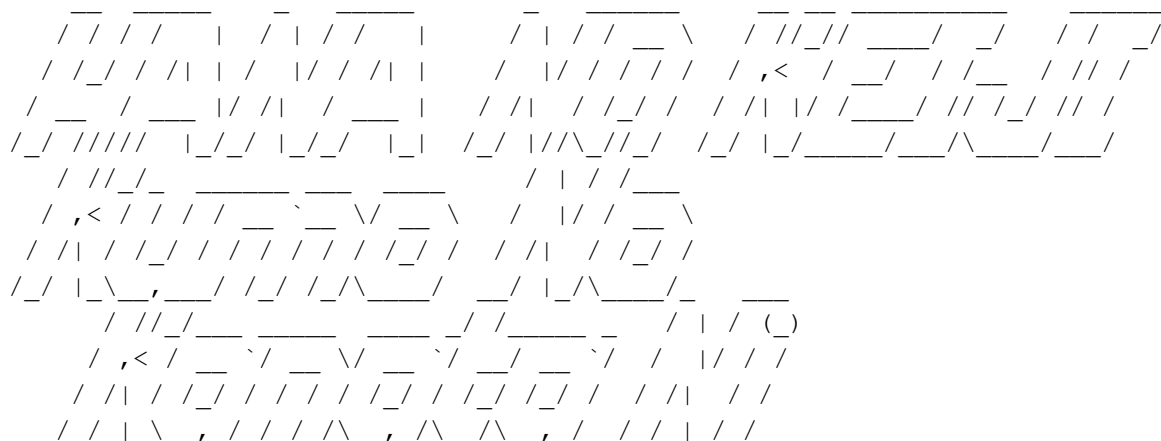


Hana no Keiji FAQ

by Fire_Pro_Fan

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FAQ GUIDE BY: Fire_Pro_Fan

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Released exclusively on the Super Famicom system in 1994, Hana No Keiji: Kumo No Kanata Ni is a one-on-one sword fighting game based on Shonen Jump's best-selling Manga: Hana-No-Keiji (the flowers of Keiji).

The game features eight of the most notable characters from the Hana No Keiji manga; each with their own unique specials and signature attacks while incorporating a fighting engine reminiscent of SNK's classic Samurai Shodown series.

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*****CONTROLS*****

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Up - Jump
Down - Crouch (while standing)
Left - Move backward/block
Right - Move forward
Up + Left - Jump backward
Up + Right - Jump Forward

Down - Pick up weapon

X - Light strike
Y - Medium Strike
A - Strong strike
B - Powerful strike

L - Unused

R - Unused

START - Pause game and open character stat page

SELECT - Open command list (after pausing game)

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*****GAMEPLAY*****

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The fights that take place in Hana No Keiji are composed of single, 1-on-1 matches.

The fighter who's health is depleted the first loses the match.

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Energy Meter:

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An energy bar located under each player's health bar which is used to perform a fighter's strongest attacks.

As the energy meter fills up, a fighter is able to perform different highly damaging special attacks to aid them in combat.

The energy meter can be filled up by attacking or receiving damage from an opponent as well as from blocking an opponent's attacks.

Additionally, the energy meter can also be depleted by performing special attacks towards an opponent. The greater the special, the more energy it takes up.

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Hand To Hand Combat:

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After a player has received an extensive amount of damage, the player's weapon will drop to the floor; acting as a penalty to punish the player for having a poor defense.

While the player remains unarmed, a flashing icon will appear in Japanese indicating where the player's weapon is located within the stage.

The player can still defend themselves with certain projectile and standard attacks; giving the player the option to win the match without using a weapon at all.

*****THE MODES*****

OPTIONS	PRACTICE	STORY

*****STORY*****

Follow the story of Hana No Keiji while playing as Keiji Maeda, a military commander thrust into a major war taking place throughout Japan during the Edo Period.

Story mode is broken down into five chapters, each with a series of opponents the player must face.

After certain fights, the player also has the option to befriend certain enemies; allowing the enemy to be accessed as a playable character in future fights.

The eight stages featured in Story mode also feature their own traps and obstacles which drains a player's health on impact.

These traps are only triggered in Story mode and vary from level to level.

To save a player's progress, an on-screen password is displayed at the end of each chapter.

PASSWORD	START STORY

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PASSWORD:
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Passwords acquired in Story mode can be inputted here to load a player's progress.

To confirm the password, press START or select the very last icon at bottom-right corner of the screen.

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START STORY:
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Unfortunately, since my understanding of the Japanese language is quite limited, this section needs expanding.

UNDER CONSTRUCTION

if you'd like to contribute a translation for this section of the game, please visit the contact section of this FAQ.

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*****PRACTICE*****
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Fight against a friend or computer opponent in a standard versus match.

All eight characters and stages are also selectable.

1P VS 2P	1P VS COM

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PRACTICE MODE - Stage Select:
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Bridge	Palace Bridge
Samurai Shrine	Tiger Temple
Temple Grounds	Shore
Forest	Palace

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Bridge :
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Fight Under a bridge along a shallow river.
The player who is defeated will float across the screen.

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Samurai Shrine:
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Set inside a temple overlooking a giant Samurai statue.

The candlesticks can be severed when struck directly by either player.

In story mode, a Ninja will descend from the roof lunging and left/right panels directly at the player inflicting damage on impact.

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Temple Grounds:
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A gathered crowd of Ninjas circle around a roaring fire; cheering on the combatants as battle commences.

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Forest:
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A forest of large trees and wildlife engulf this stage.

Some of the trees will even cover the screen blocking the view of certain portions of the stage making it harder to predict enemy movement...

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Palace Bridge:
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Standing in front of a bridge to the palace, Guardsmen are perched from the top of the top of the Palace's stronghold.

As Furuya Shichirobee takes damage, the guards will attempt to shoot the player; depleting the player's health in the process.

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Tiger Temple:
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A temple decorated with a painting of a Tiger wandering through a bamboo forest.

As the battle unfolds, flaming arrows descend from the sky setting the stage on fire.

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Shore:
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This gloomy stage features crashing waves which rise

from the shoreline and crash along the rocks.

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Palace:
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A kabuki-esque stage where a band of musicians play in the background.

In story mode, after Fuma Kotaro has taken enough damage, Fuma will interrupt the fight to cast a spell, turning the stage into a firey ruin.

It is also possible to take damage from this stage by falling into the left or right water pits.

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PRACTICE MODE - Handicap:
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Before the start of the match, it is possible to adjust how much health a player has.

A player's health can be increased or decreased by using the Left or Right direction buttons for the following options:

- * Ordinary Man - 4 health meters (weak attack power)
- * Normal - 3.8 health meters
- * Warrior - 3 health meters (default)
- * Warlord - 2.8 health meters
- * Demon - 1 health meter (very high attack power)

It should be noted that each level sacrifices a greater amount health in exchange for attack power.

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PRACTICE MODE - Match Results:
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After the match has ended and the winning fighter dialogue has been displayed, the match result screen will then be presented with a set of options displayed at the bottom of the screen:

Return match? * Yes * No

Selecting the no option will exit Practice mode and bring the player(s) back to the main menu.

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*****OPTIONS*****

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Difficulty:

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- *Beginner
- *Normal (default)
- *Skilled worker
- *Guru

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Button Configuration:

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- Y - Light strike
- X - Medium strike
- A - Strong strike
- B - Powerful strike

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Sound Settings:

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- * Stereo (default)
- * Mono

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Sound Test:

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- Music Test - 00 - Stop current music track
- 01 - Forest stage - Theme of Iwabei
- 02 - Temple Grounds stage - Theme of Sutemaru
- 03 - Bridge stage - Theme of Si Jing Zhu Ma
- 04 - Story Mode - Unused Theme
- 05 - Samurai Shrine stage - Theme of Keiji Maeda
- 06 - Emperor Palace stage - Theme of Fuma Kotaro
- 07 - Story Mode - Chapter 1 Theme B - Green Fields
- 08 - Options Menu Theme
- 09 - Story Mode - Name Entry Theme
- 10 - Tiger Temple stage - Theme of Hotaru
- 11 - Story Mode - Chapter 1 Theme A - Castle
- 12 - Story Mode - Chapter 1 Theme C - Conflict
- 13 - Shore stage - Theme of Kai The Bat
- 14 - Story mode - Chapter 1 Theme - Enragement
- 15 - Palace Bridge stage - Theme of Furuya Shichirobee
- 16 - Story Mode - Unused Theme
- 17 - Story Mode - Chapter 5 Theme - Firefly
- 18 - Story Mode - Chapter 4 Theme - Nightfall
- 19 - Practice Mode theme
- 20 - Character select theme
- 21 - Story mode - Main theme
- 22 - Story mode - Continue Theme
- 23 - Story Mode - Unused Theme
- 24 - Story Mode - Unused Theme

- 25 - Opening Theme
- 26 - Title Theme
- 27 - Credits Theme
- 28 - Game over Theme - Unused

- Sound Test - 00 - Stop current sound effect
- 01 - Attack 1
- 02 - Attack 2
- 03 - Attack 3
- 04 - Attack 4
- 05 - Attack 5
- 06 - Damage 1
- 07 - Damage 2
- 08 - Damage 3
- 09 - Damage 4
- 10 - Fall To Ground
- 11 - Special 1
- 12 - Special 2
- 13 - Special 3
- 14 - Special 4
- 15 - Special 5
- 16 - Special 6
- 17 - Special 7
- 18 - Special 8
- 19 - Special 9
- 20 - Special 10
- 21 - Pause Game
- 22 - Attack 6
- 23 - Attack 7
- 24 - Attack 8
- 25 - Special 11
- 26 - Special 12
- 27 - Move Cursor
- 28 - Select character
- 29 - Special 13
- 30 - Match start
- 31 - Keiji Maeda - Grunt
- 32 - Keiji Maeda - Special 1
- 33 - Keiji Maeda - Win Quote
- 34 - Keiji Maeda - Special 2
- 35 - Keiji Maeda - Special 3
- 36 - Keiji Maeda - Special 4
- 37 - Keiji Maeda - Death Cry
- 38 - Furuya Shichirobee - Grunt
- 39 - Furuya Shichirobee - Special 1
- 40 - Furuya Shichirobee - Win Quote
- 41 - Furuya Shichirobee - Special 2
- 42 - Furuya Shichirobee - Special 3
- 43 - Furuya Shichirobee - Death Cry
- 44 - Su Jing Zhu Ma - Grunt
- 45 - Su Jing Zhu Ma - Special 1
- 46 - Su Jing Zhu Ma - Win Quote
- 47 - Su Jing Zhu Ma - Special 2
- 48 - Su Jing Zhu Ma - Special 3
- 49 - Su Jing Zhu Ma - Death Cry
- 50 - Firefly - Grunt
- 51 - Firefly - Special 1
- 52 - Firefly - Win Quote
- 53 - Firefly - Special 2
- 54 - Firefly - Special 3

- 55 - Firefly - Special 4
- 56 - Firefly - Death Cry
- 57 - Kai The Bat - Grunt
- 58 - Kai The Bat - Win Quote
- 59 - Kai The Bat - Special 1
- 60 - Kai The Bat - Special 2
- 61 - Kai The Bat - Special 3
- 62 - Kai The Bat - Death Cry
- 63 - Sutemaru - Grunt
- 64 - Sutemaru - Special 1
- 65 - Sutemaru - Win Quote
- 66 - Sutermaru - Special 2
- 67 - Sutermaru - Special 3
- 68 - Sutemaru - Death Cry
- 69 - Iwabei - Grunt
- 70 - Iwabei - Special 1
- 71 - Iwabei - Win Quote
- 72 - Iwabei - Special 2
- 73 - Iwabei - Death Cry
- 74 - Fuma Kotaro - Grunt
- 75 - Fuma Kotaro - Special 1
- 76 - Fuma Kotaro - Win Quote
- 77 - Fuma Kotaro - Special 2
- 78 - Fuma Kotaro - Special 3
- 79 - Fuma Kotaro - Death Cry

Press START to return to the main menu.

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*****THE FIGHTERS*****

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KEIJI MAEDA	FURUYA SHICHIROBEE	SI JING ZHU MA	FIREFLY
KAI THE BAT	SUTEMARU	IWABEI	FUMA KOTARO

=====
KEIJI MAEDA
=====

104 80

63 85

=====
 Special moves:
 =====

Dagger Stab - Down, Back, Forward + Y/X/A
 Wind Up Punch - Down, Forward + Y/X/A (in close range)
 Staff Toss - Forward, Back, Forward + Y/X/A
 Projectile Reversal - Forward, Down, Down-Forward, Forward + Y/X/A
 Swift Slash - Down, Back + Y/X
 Double Swift Slash - Down, Back + A
 Double Swift Slash - Back, Down, Forward + Y (energy meter red)
 Smoke Bomb Special - Back, Down, Forward + X (energy meter yellow)
 Four Slash Special - Back, Down, Forward + A (energy meter blue)

=====
 Energy attacks:
 =====

Double Slash - B (energy meter red)
 Smoke Bomb Special - B (energy meter yellow)
 Four Slash Special - B (energy meter blue)

=====
 Win quote:
 =====

"Yuruse." - Forgive me.

The main character and protagonist of the Hana No Keiji series. Keiji is a free spirited military commander said to be the best Kabukimono on Earth.

As an all-rounded fighter, Keiji features a diverse assortment of slash and projectile attacks ideal for beginners.

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 FURUYA SHICHIROBEE
 =====

95 110

59 80

200

=====
 Special moves:
 =====

Quick Staff Spin - Down, Forward + Y/X/A
 Staff Grab - Down, Back, Forward + A
 Extended Staff Stab - Back, Down, Forward + Y (energy meter red)
 Extended Staff Fury - Back, Down, Forward + X (energy meter yellow)
 Extended Staff Raise - Back, Down, Forward + A (close range)
 (energy meter yellow)

=====
 Energy attacks:
 =====

Extended Staff Stab - B (energy meter red)
Extended Staff Fury - B (energy meter yellow)
Extended Staff Raise - B (close range) (energy meter blue)

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Win quote:

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"I teni daran." - You are Pitiful.

A staff wielding fighter that attacks opponents from a distance and contains a personal grudge against Keiji Maeda.

In exchange for projectile attacks, Furuya is able to strike his opponents with lightning quick speed while using his Extended Staff Fury special.

=====

SI JING ZHU MA

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68 100

89 100

70

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Special moves:

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Flying Dagger Stab - Back, Down, Forward + Y/X/A
Claw Shot - Down, Forward + Y/X/A
Shurikens - Down, Back, Forward + Y/X/A
Smoke Bomb Teleport - Back + Y/X/A
Rolling Attack - Back, Down, Forward + Y (energy meter red)
Fireball - Back, Down, Forward + X (energy meter yellow)
Poison Snakes - Back, Down, Forward + A (energy meter blue)

=====

Energy attacks:

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Rolling Attack - B (energy meter red)
Fireball - B (energy meter yellow)
Poison Snakes - B (energy meter blue)

=====

Win quote:

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"Hmmm..."

A mischievous kage Ninja who strikes fear into opponents with the use of Sharp Claws, Shurikens and his dreaded "Poison Snakes" technique.

=====
FIREFLY
=====

74 90

71 104

40

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Special moves:
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Dagger Wave - Down, Forward + Y/X/A
Spear Pull - Down, Back + Y/X/A
Fan Shot - Back (hold for few seconds), Forward + Y/X/A
Kunoichi Teleport - Back + Y/X/A
Diving Thrust Kick - Down, Back, Forward + Y/X/A
Spear Drop - Back, Down, Forward + Y (energy meter red)
Kunoichi Slam - Back, Down, Forward + X (energy meter yellow)
Double Spear Shot - Back, Down, Forward + A (energy meter blue)

=====
Energy attacks:
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Spear Drop - B (energy meter red)
Kunoichi Slam - B (in close range) (energy meter yellow)
Double Spear Shot - B (energy meter blue)

=====
Win quote:
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"Katawa." - Crippled.

This stealth Assassin uses the art of illusion to fool her enemies with her speed and vanishing techniques.

Hotaru had become a Kunoichi to exact revenge over the death of a loved one.

=====
KAI THE BAT
=====

89 70

71 85

140

=====
Special moves:
=====

Bat Shot - Forward, Back, Forward + Y/X/A
Sickle Charge - Back (hold for a few seconds) forward + Y/X/A
Rising Spin Kicks - Down, Back, Forward + Y/X/A

Dashing Sickle Stab - Down, Forward, Back + Y/X/A

Sickle Stab - Back, Down, Forward + Y (close range) (energy meter red)

Sickle Uppercut - Back, Down, Forward + X (energy meter yellow)

Triple Bat Shot - Back, Down, Forward + A (energy meter blue)

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Energy attacks:

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Sickle Stab - B (close range) (energy meter red)

Sickle Uppercut - B (energy meter yellow)

Triple Bat Shot - B (energy meter blue)

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Win quote:

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"Yowai, yowai." - Weak, weak.

A cold hearted Shinobi Ninja with the stitched up face of a corpse.

Kai confuses enemies with his incredible speed, sharp sickle stabs and pesky flying bats as his projectiles of choice.

=====

SUTEMARU

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94 90

86 90

40

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Special moves:

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Slide Kick - Forward, Down-forward, Down + Y/X/A

Spinning Slash - Down, Forward + Y/X/A

Shuriken Shot - Forward, Back, Forward + Y/X/A

Bomb - Back, Down-Back, Down + Y/X/A

Uppercut Slash - Down, Forward, Back + Y/X/A

Shuriken Scatter - Back, Down, Forward + Y (energy meter red)

Musket Shot - Back, Down, Forward + X (energy meter yellow)

Bomb Scatter - Back, Down, Forward + A (energy meter blue)

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Energy attacks:

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Shuriken Scatter - B (energy meter red)

Musket Shot - B (energy meter yellow)

Bomb Scatter - B (energy meter blue)

=====

Win quote:

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"Dorei!" - Slave.

As a follower of Keiji Maeda, this short statured fighter is well equipped with an assortment of bombs and shurikens.

While Sutemaru lacks powerful offense, Sutemaru more than makes up for it with his dwarfish size; allowing Sutemaru to dodge attacks that more taller opponents would normally have trouble avoiding.

=====
IWABEI
=====

104 80

79 95

140

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Special moves:
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Backflip - Back, Down, Forward + Y/X/A

Kick Fury - (while in the air) Forward, Down + Y/X/A

Hop - Down, Forward + Y/X/A

Charge Punch - Down, Back, Forward + Y/X/A

Double Dagger Shot - Forward, Down-forward, Down, Forward + Y/X/A

Claw Fury - Back, Down, Forward + Y (energy meter red)

Flying Thrust Kick - Back, Down, Forward + X (energy meter yellow)

Teleport Kick Special - Back, Down, Forward + A (energy meter blue)

=====
Energy attacks:
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Claw Fury - B (energy meter red)

Flying Thrust Kick - B (energy meter yellow)

Teleport Kick Special - B (energy meter blue)

=====
Win quote:
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"Kaji daaaa!" - Fire!

A sub boss Known for his incredible strength and size. Iwabei specializes in brute force as he lunges head-first into battle.

On top of containing a powerful offense, Iwabei is also said to harness the ability to read minds!

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FUMA KOTARO
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104 120

75 100

80

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Special moves:
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- Dagger Shot - Down, Forward + Y/X/A
- Hair Whip - Down, Back + Y/X/A
- Tornado Spin - Back, Down-back, Down + Y/X/A
- Fan Toss - Back (hold for a few seconds), Forward + Y/X/A
- Spinning Teleport Stomp - Back, Down, Forward + Y (energy meter red)
- Dragon Charge - Back, Down, Forward + X (energy meter yellow)
- Prism Bombs - Back, Down, Forward + A (energy meter blue)

=====
Energy attacks:
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- Spinning Teleport Stomp - B (energy meter red)
- Dragon Charge - B (energy meter yellow)
- Prism Bombs - B (energy meter blue)

=====
Win quote:
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"Ware-ni teki nashi." - You are no match for me.

The final boss and leader of the Fuma clan, this Ninja master uses a variety of projectiles and teleport techniques.

Fuma's Tornado Spin technique can also be activated while jumping; creating an effective anti-air attack!

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*****SECRETS, TIPS & TRICKS*****

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Instant win:
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To defeat an opponent instantly during a match, press the following buttons:

Hold A B X Y L R while pressing Left.

Warning: sometimes this cheat will freeze the game. To avoid this, the player must inflict damage on to the opponent before performing the cheat.

=====
Debug Menu:
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The following are Pro Action Replay Codes used to access the game's Debug Menu:

80808D89
7E1403FF
7E14047F

For a step by step and illustrated walkthrough of Hana No Keiji's Debug Menu, I highly recommend checking out the following link:

https://tcrf.net/Hana_no_Keiji

=====

*****CREDITS*****

=====

[Nintendo]: for creating the SNES and SFC systems.

[YOJIGEN]: for releasing the SFC adaptation of Hana No Keiji.

[PuroGeek]: for inspiring me to write my own FAQs.

[Pator JK]: for providing the template for the header of this FAQ.

[Ashura Fantastic Retro Museum & hydao]: for providing additional character information and cheats for Hana No Keiji.

[...and you!]

=====

*****CONTACT*****

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Questions, corrections and comments:

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