

# Madara Saga (Import) Walkthrough

by ritchie

Updated to v1.0 on May 12, 2008

Youchien Senki MADARA

(c) Yoshimi Iku with MADARA PROJECT

(c) POLYSTAR/DATAM POLYSTAR 1996

++++  
GUIDE

++++  
About the game

-----  
An RPG where you advance the story by collecting information in various places and guiding the cursor in the shape of a hand for the hero in each chapter. The aim is to defeat the big boss who appears in the final chapter. Fight with the enemy in a match of paper-rock-scissor. Compose of all 4 chapters.

-----  
THE CONTROLS

-----  
X button.....defend  
Y button.....  
A button.....attack  
B button.....  
Start button.....Kongo Town Map  
SELECT button ....save data

-----  
Notes

-----  
When the hero walks continuously, his life gauge will decrease. When you put the cursor onto the monkeys or cats or fire hydrants or letters or toy cars or traffic lights, press the X button to make their sounds distract the heroes of the chapters to make them change directions.

-----  
Choose "Begin (on the left)" + "START button" + "Madara's Chapter (top left)" to being the game.

-----  
Madara's Chapter

-----  
There is a scene. After Madara gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Quickly put the cursor onto the monkey that's nearby, and press the X button to make the monkey's cry distract Madara to make Madara change direction to north. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go to. Press the Start button again to remove Kongo Town Map. Quickly put the cursor onto Seishinja (red-haired boy) that is in front of Mitchell Do Paris (small pink building), and press the X button to make Seishinja speak to Madara. After Madara gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Guide Madara all the way to the east, and go into Kaos' house (blue roof) by pointing the arrow to the door. After that, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Guide Madara all the way to the west by putting the cursor onto the monkeys or cats or fire hydrants, and then press the X button to make the sound distract Madara to make Madara change

directions, and speak to Dirty Black who is nearby the police box. Dirty Black will give Madara some money to buy film at Yoyobashi Camera. Guide Madara to the east, and speak to the man who is nearby Yoyobashi Camera to get the film. Quickly put the cursor onto the toy car that's nearby, and press the X button to make the toy car sound distract Madara to make Madara change direction to west. Guide Madara to the east, and speak to Dirty Black who is nearby the police box to give him the film. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Guide Madara to the west. Quickly put the cursor onto Kaos (blue-haired boy) that is in front of Kongo Department Store, and press the X button to make Kaos speak to Madara. After Madara gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Guide Madara to the east, and speak to Dirty Blue who is in front of Beauty Sakya (Hair Salon). Guide Madara to the west. Quickly put the cursor onto Kaos (blue-haired boy) that is in front of Kongo Department Store, and press the X button to make Kaos give Madara some more ramen soup to fill his HP. Please do this repeatedly until Madara's HP gauge is filled up. From Beauty Sakuya (Hair Salon) where Dirty Blue is at, quickly put the cursor onto the traffic light (top) that's nearby, and press the X button to make the traffic light turn red to distract Madara to make Madara change direction to south. (Press the "Start button" to bring up Kongo Town Map). After that, guide Madara to the south, then east, quickly put the cursor onto the monkey that's nearby, and press the X button to make the monkey's cry distract Madara to make Madara change direction to north, and speak to Dirty Red (1-3). (Press the "Start button" to bring up Kongo Town Map). After that, guide Madara to the south, then east, quickly put the cursor onto the monkey that's nearby, and press the X button to make the monkey's cry distract Madara to make Madara change direction to north, speak to Dirty Black (2-3), and then speak to Dirty White (3-3). After that, quickly put the cursor onto the monkey that's nearby, press the X button to make the monkey's cry distract Madara to make Madara change direction to south, guide Madara back to the front of Beauty Sakuya, and speak to Dirty Blue to make him disappear. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Guide Madara to the east, quickly put the cursor onto Voice (blonde-haired girl) that is in front of Mitchell Do Paris (small pink building), and press the X button to make Voice speak to Madara. After Madara gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Guide Madara all the way to the southwest to the front of Happy Company which is the Lottery Place. After that, guide Madara back to the front of Mitchell Do Paris (small pink building), quickly put the cursor onto Shumiingun (clown face) who is nearby, and press the X button to make Shumiingun speak to Madara. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Guide Madara to the northeast to the front of the Temple, quickly put the cursor onto Voice (blonde-haired girl) who is nearby, and press the X button to make Voice speak to Madara. After Madara gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Guide Madara to the west to the front of the Picture Story Show Shop. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go to. Press the Start button again to remove Kongo Town Map. Guide Madara south to the front of Orenchi (house with a arrow on the roof), quickly put the cursor onto Voice (blonde-haired girl) that's

nearby, and press the X button to make Voice speak to Madara. Make Madara speak to Voice two more times. Now, fight Voice. (Please remember the rock, paper, scissors game which goes like this "sissor beats paper, paper beats rock, and rock beats sissor). In the janken battle, choose the icons of either "rock (left) or sissor (top) or paper (right)" to attack (quickly press the A button) and to defend (quickly press the X button) against Voice. After defeating Voice, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go to. Press the Start button again to remove Kongo Town Map. Guide Madara to the south, and speak to the Returnee who is blocking the road that goes to the Apartment House (mansion). Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go to. Press the Start button again to remove Kongo Town Map. Guide Madara to the south, go into Moumou Park by pointing the arrow to the gate, and speak to the girl. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go to. Press the Start button again to remove Kongo Town Map. Guide Madara to the north, and speak to the Returnee who is blocking the road that goes to the Apartment House (mansion). Go to the front of the Apartment House (mansion), and speak to Kaos (blue-haired boy) and Kageou (black-haired boy with the blue shirt). After Madara gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go next. Press the Start button again to remove Kongo Town Map. Guide Madara to the northeast, and speak to Dirty Black who is blocking the road to the Principal's Apartment House (mansion). Guide Madara to the southeast to the front of the Convenience Store, quickly put the cursor onto the traffic light that's nearby, press the X button to make the traffic light turn red to distract Madara to make Madara change direction to west to the front of the Convenience Store, speak to the lady to get the banana. Quickly put the cursor onto the cat that's nearby, press the X button to make the cat's cry distract Madara to make Madara change direction to east. Quickly put the cursor onto the traffic light that's nearby, press the X button to make the traffic light turn blue to distract Madara to make Madara change direction to north. Guide Madara back to the northeast, and speak to Dirty Black who is blocking the road to the Principal's Apartment House (mansion). Go north, and go into the Principal's Apartment House (mansion) by pointing the arrow to the door, and speak to the Principal. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Madara must go to. Press the Start button again to remove Kongo Town Map. Guide Madara to the west, go into Kongo kindergarten by pointing the arrow to the gate, and there is a scene. Now, fight Golem. (Please remember the rock, paper, scissors game which goes like this "sissor beats paper, paper beats rock, and rock beats sissor). In the janken battle, choose the icons of either "rock (left) or sissor (top) or paper (right)" to attack (quickly press the A button) and to defend (quickly press the X button) against Golem. After defeating Golem, there is a scene. Save the game, press the B button, and choose "Seishinja's Chapter (top right)."

---

### Seishinja's Chapter

---

There is a scene. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Seishinja must go next. Press the Start button again to remove Kongo Town Map. Guide Seishinja to the north, quickly put the cursor onto the traffic light that's nearby, press the X button to make the traffic light turn red to distract Seishinja to make Seishinja change direction to east, go into the Beauty Sakuya (Hair Salon) by pointing the arrow to the door, speak to Sakuya to get a hair cut and a present for the Principal. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Seishinja must go next. Press the Start button again to remove Kongo Town Map. Guide Seishinja to the

northeast, and speak to Dirty White who is blocking the road to the Principal's Apartment House (mansion). After that, guide Seishinja to the west to the front of Kongo kindergarten, quickly put the cursor onto Lilith (red-haired girl) who is nearby, and press the X button to make Lilith speak to Seishinja. Make Seishinja speak to Lilith one more time, and there is a scene at Principal's Apartment House (mansion). After that, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Seishinja must go next. Press the Start button again to remove Kongo Town Map. Guide Seishinja to the southwest to the front of Mitchell Do Paris (small pink building), quickly put the cursor onto Madara (black-haired boy with the red shirt) who is nearby, and press the X button to make Madara speak to Seishinja. After Seishinja gets the ramen soup to fill his HP, guide Seishinja back to the east, go into Mitchell Do Paris (small pink building) by pointing the arrow to the door, quickly put the cursor onto Voice (blonde-haired girl) who is nearby, and press the X button to make Voice speak to Seishinja. After Seishinja gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Seishinja must go to. Press the Start button again to remove Kongo Town Map. Guide Seishinja back to the east to the front of the Karaoke Shop, quickly put the cursor onto Shamon (black-haired boy with the bandana) who is nearby, and press the X button to make Shamon speak to Seishinja. There is a scene. Now, fight Bio Monster. (Please remember the rock, paper, scissors game which goes like this "sissor beats paper, paper beats rock, and rock beats sissor). In the janken battle, choose the icons of either "rock (left) or sissor (top) or paper (right)" to attack (quickly press the A button) and to defend (quickly press the X button) against Bio Monster. After defeating Bio Monster, there is a scene. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Seishinja must go to. Press the Start button again to remove Kongo Town Map. Guide Seishinja to the south, and speak to the Man Without Courage who is blocking the road Jarima痴 Apartment. Guide Seishinja to the north to the front of the Flower Shop, and speak to the girl who is nearby to get the flowers. Guide Seishinja back to the area where the the Man Without Courage who is blocking the road Jarima痴 Apartment. Guide Seishinja to the southeast to the front of Jarima痴 Apartment, there is a scene. Seishinja and Kaos have to fight Bio Monster. (Please remember the rock, paper, scissors game which goes like this "sissor beats paper, paper beats rock, and rock beats sissor). In the janken battle, choose the icons of either "rock (left) or sissor (top) or paper (right)" to attack (quickly press the A button) and to defend (quickly press the X button) against Bio Monster. After defeating Bio Monster, there is a scene. After Seishinja gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Seishinja must go to. Press the Start button again to remove Kongo Town Map. Guide Seishinja to the northwest, and speak to Dirty Red who is blocking the road to Skid Row (Seishinja's house). Guide Seishinja to the northeast to the front of the Video Rental Store, and speak to the Man who is nearby to give him the erotic videotape. (Please Ignore Dirty Black). Guide Seishinja back to the area where Dirty Red was at, quickly put the cursor onto the cat that's nearby, press the X button to make the cat's cry distract Seishinja to make Seishinja change direction to west, go into Skid Row (Seishinja's house) by pointing the arrow to the door, quickly put the cursor onto Seishinja's Father (black-haired man) who is nearby, and press the X button to make Seishinja's Father speak to Seishinja. Make Seishinja speak to Seishinja's Father one more time to get the ramen soup to fill his HP. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Seishinja must go to. Press the Start button again to remove Kongo Town Map. After that, put the cursor onto the cat, press the X button to make the cat's cry distract Seishinja to make Seishinja change direction to east, and speak to Dirty

White who is nearby the front of Skid Row (Seishinja's house). Guide Seishinja to the west, go to the front of the hamburger shop which is on the left side of the Pet Shop and Skid Row (Seishinja's house), and speak to the girl to get the hamberger. Guide Seishinja back to the area where Dirty White is at, and speak to Dirty White to give him the hamburger. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Seishinja must go to. Press the Start button again to remove Kongo Town Map. Guide Seishinja to the south to the front of River Beach, quickly put the cursor onto the traffic light that's nearby, press the X button to make the traffic light turn red to distract Seishinja to make Seishinja change direction to west, quickly put the cursor onto Gairen (boy with the mohawk) who is nearby, and press the X button to make Gairen speak to Seishinja. After Seishinja gets the clay doll and the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Seishinja must go to. Press the Start button again to remove Kongo Town Map. Guide Seishinja to the north to Pao-Pao Park, and there is a scene. Now, fight the UFO of Ishika and Honori. (Please remember the rock, paper, scissors game which goes like this "sissor beats paper, paper beats rock, and rock beats sissor). In the janken battle, choose the icons of either "rock (left) or sissor (top) or paper (right)" to attack (quickly press the A button) and to defend (quickly press the X button) against the UFO of Ishika and Honori. After defeating the UFO of Ishika and Honori, there is a scene. Save the game, press the B button, and choose "Kaos' Chapter (bottom left)."

---

#### Kaos' Chapter

---

There is a scene. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go next. Press the Start button again to remove Kongo Town Map. Guide Kaos to the southwest to the front of Jamira's Apartment, quickly put the cursor onto Doctor Kouga (white-haired man) who is nearby, and press the X button to make Doctor Kouga speak to Kaos. Make Kaos speak to Doctor Kouga three more times to get the ramen soup to fill his HP. Guide Kaos to the north to the front of the Karaoke Shop (microphone), and speak to the man who is nearby. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go next. Press the Start button again to remove Kongo Town Map. Guide Kaos to the northeast to the front of Picture Story Show Shop, and speak to Dirty Red who is blocking the road to the Shinto Shrine. Guide Kaos to the east to the front of the Shinto Shrine, quickly put the cursor onto the roof of the Shinto Shrine, and press the X button to speak to the person who's inside the Shinto Shrine. There is a scene, and then Locust will accompany Kaos. After that, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go next. Press the Start button again to remove Kongo Town Map. Guide Kaos and Locust to the southwest to the front of Kongo Department Store, and quickly put the cursor onto Madara (black-haired boy with red shirt) who is nearby, and press the X button to make Madara speak to Kaos. After Kaos gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos and Locust to the east to the front of Beauty Sakuya (Hair Salon), and speak to Dirty Black who is blocking the road. Guide Kaos and Locust to the west back to the front of Kongo Department Store, and speak to the pink-haired woman to get the melon. Guide Kaos and Locust back to the area where Dirty Black is at. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos and Locust to the east to the front of Game Center, and quickly put the cursor onto Voice (blonde-haired girl) who is nearby, and press the X button to make Voice speak to Kaos. Press

the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos and Locust to the southwest to the front of Happy Company (Lottery Place), and quickly put the cursor onto Shumiingun (clown face) who is nearby, and press the X button to make Shumiingun speak to Kaos. After Kaos gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos and Locust to the northeast to the front of the Shinto Shrine, and quickly put the cursor onto Voice (blonde-haired girl) who is nearby, and press the X button to make Voice speak to Kaos. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos and Locust to the east to the front of Voice's House, and quickly put the cursor onto Gairen (boy with the mohawk) who is nearby, and press the X button to make Gairen speak to Kaos. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos and Locust to the southeast, and speak to Dirty Red who is blocking the road that goes to the Returnee's Apartment House (mansion). Guide Kaos and Locust to the west to the front of Yoyobashi Camera, and speak to the man who is nearby to get the film. Guide Kaos and Locust back to the area where Dirty Red who is blocking the road that goes to the Returnee's Apartment House (mansion), and speak to Dirty Red to give him the film. Guide Kaos and Locust to east to the front of the Returnee's Apartment House (mansion), and speak to Kageou (black-haired boy with blue shirt). Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos to the southwest to the front of Madara's House, and quickly put the cursor onto Basara (boy with the dog) who is nearby, and press the X button to make Basara speak to Kaos. After Kaos gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos to the east to the front the Public Bath, and speak to Dirty Black to get the mike. Guide Kaos to the northwest to the front the Mitchell Do Paris (small pink building), and speak to Dirty Red to give him the microphone. Guide Kaos to the east to the front the Public Bath, and speak to Dirty Black to get the microphone. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos to the east to the front of Yoyobashi Camera, quickly put the cursor onto Shamon (black-haired boy with the bandana) who is nearby, and press the X button to make Shamon speak to Kaos. After Kaos gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos to the south to the front of Jamira's Apartment, and there is a scene. Kaos and Seishinja have to fight Bio Monster. (Please remember the rock, paper, scissors game which goes like this "sissor beats paper, paper beats rock, and rock beats sissor). In the janken battle, choose the icons of either "rock (left) or sissor (top) or paper (right)" to attack (quickly press the A button) and to defend (quickly press the X button) against Bio Monster. After defeating Bio Monster, there is a scene. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos to the north to the left side of Kongo kindergarten, and speak to Dirty Red who is blocking the road to the Pool. Guide Kaos to the southeast to the front of Moumou Park, and speak to Dirty Black. Guide Kaos back to the area where Dirty Red who is blocking the road to

the Pool, and speak to Dirty Red. Guide Kaos to the north to the front of the Pool, and speak to Rabitt Tanaka. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kaos must go to. Press the Start button again to remove Kongo Town Map. Guide Kaos to the east, and speak to Dirty Blue who is blocking the road to Kaos' House (blue roof). Guide Kaos to the west, go into Mitchell Do Paris (small pink building) by pointing the arrow to the door, and speak to Voice to get the present. Guide Kaos back to the area where Dirty Blue who is blocking the road to Kaos' House (blue roof), and speak to Dirty Blue to give him the present. Guide Kaos to the south, go into Kaos' House (blue roof) by pointing the arrow to the door, and speak to Doctor Kouga. There is a scene. Now, fight Doctor Kouga. (Please remember the rock, paper, scissors game which goes like this "sissor beats paper, paper beats rock, and rock beats sissor). In the janken battle, choose the icons of either "rock (left) or sissor (top) or paper (right)" to attack (quickly press the A button) and to defend (quickly press the X button) against Doctor Kouga. After defeating Doctor Kouga, there is a scene. Save the game, press the B button, and choose "Kageou's Chapter (bottom right)."

---

### Kageou's Chapter

---

There is a scene. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kageou must go to. Press the Start button again to remove Kongo Town Map. Guide Kageou to the east to the front of Mitchell Do Paris (small pink building), quickly put the cursor onto Basara (boy with the dog) who is nearby, and press the X button to make Basara speak to Kageou. Make Kageou speak to Basara one more time. After Kageou gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kageou must go to. Press the Start button again to remove Kongo Town Map. Guide Kageou to the east, and speak to Dirty Black who is nearby the Karaoke shop blocking the road. Guide Kageou to the west to the front of Kongo Department Store, and speak to the woman who is nearby to get the chocolate. Guide Kageou back to the area where Dirty Black is at, and speak to Dirty Black to give him the chocolate. Press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kageou must go to. Press the Start button again to remove Kongo Town Map. Guide Kageou to the east, and quickly put the cursor onto Jato-sensei (rabbit) who is nearby the Convenience Store, and quickly press the X button to make Jato-sensei speak to Kageou. After Kageou gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kageou must go to. Press the Start button again to remove Kongo Town Map. Guide Kageou to the southwest to the front of Yoyobashi Camera, quickly put the cursor onto Shamon (black-haired boy with the bandana) who is nearby, and press the X button to make Shamon speak to Kageou. After Kageou gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kageou must go to. Press the Start button again to remove Kongo Town Map. Guide Kageou to the northeast, and speak to Dirty Black who is nearby the Church blocking the road to Voice's House. Guide Kageou to the southwest to the front of the Convenience Store, guide Kageou back to the area where Dirty Black is blocking the road, and speak to Dirty Black. Guide Kageou to the east to the front of Voice痴 House, quickly put the cursor onto Voice (blonde-haired girl) who is nearby, and press the X button to make Kageou speak to Kageou. Make Kageou speak to Voice two more times. After Kageou gets the ramen soup to fill his HP, there is a scene. After that, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kageou must go to. Press the Start button again to remove Kongo Town Map. Guide Kageou to the southwest to the front of Orenchi (house with a arrow on the roof), quickly put the cursor

onto Gairen (boy with the mohawk) who is nearby, and press the X button to make Gairen speak to Kageou. After Kageou gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kageou must go to. Press the Start button again to remove Kongo Town Map. Guide Kageou to the southeast to the front of the Returnee's Apartment House, and speak to Kaos (blue-haired boy) who is with Locust. There is a scene. After Kageou gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kageou must go to. Press the Start button again to remove Kongo Town Map. Guide Kageou to the west, and speak to the unconfident man who is blocking the road to Mitchell Do Paris (small pink building) to get the flowers. Guide Kageou to the south, and go into Moumou Park by pointing the arrow to the gate, and speak to the woman to give her the flowers. Guide Kageou back to the area where the unconfident man who is blocking the road to Mitchell Do Paris (small pink building), and speak to the unconfident man. Guide Kageou to the west to the front of Mitchell Do Paris (small pink building), quickly put the cursor onto Basara (boy with the dog) who is nearby, and press the X button to make Basara speak to Kageou. There is a scene. After Kageou gets the ramen soup to fill his HP, press the "Start button" to bring up Kongo Town Map to see the location (question mark) where Kageou must go to. Press the Start button again to remove Kongo Town Map. Guide Kageou to the southwest, and speak to Dirty Red who is blocking the road to the Karaoke Shop. Guide Kageou to the northeast, go into Orenchi (house with a arrow on the roof) by pointing the arrow to the door, and speak to the man. Guide Kageou back to the area where Dirty Red is bocking the road to the Karaoke Shop, and speak to Dirty Red. Guide Kageou to the west to the front of the Karaoke Shop, quickly put the cursor onto Jato-sensei (rabbit) who is nearby, and press the X button to make Jato-sensei speak to Kageou. There is a scene. Now, fight Rabbitt Tanaka in Eikou Cram School. (Please remember the rock, paper, scissors game which goes like this "sissor beats paper, paper beats rock, and rock beats sissor). In the janken battle, choose the icons of either "rock (left) or sissor (top) or paper (right)" to attack (quickly press the A button) and to defend (quickly press the X button) against Rabbitt Tanaka. After defeating Rabbitt Tanaka, there is a scene. Save the game, press the B button, and choose "Miroku's Chapter (middle)." (As a reminder, when all chapters are cleared, Miroku's chapter appears).

-----  
Miroku's Chapter  
-----

There is a scene. Now, fight the final boss Miroku. Madara, Seishinja, Kaos, and Kageou will loose the battle in the first round. There is a scene, and the goup (Madara, Seishinja, Kaos, Kageou) will fuse into Super Madara. Now, fight Miroku. (Please remember the rock, paper, scissors game which goes like this "sissor beats paper, paper beats rock, and rock beats sissor). In the janken battle, choose the icons of either "rock (left) or sissor (top) or paper (right)" to attack (quickly press the A button) and to defend (quickly press the X button) against Miroku. After defeating Miroku, there is a scene.

++++  
THE END

++++  
Version 1.0

By Ritchie (hidall@hotmail.com)