

Mouryou Senki Madara 2 (Import) FAQ/Walkthrough

by ritchie

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MOURYOU SENKI MADARA 2

(c) 1993 Sho-u Tajima with MADARA PROJECT/Kadokawa Shoten

(c) 1993 Yukihiro Kuroda/Muse Soft/Kadokawa Media Office

(c) 1993 KONAMI

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GUIDE

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VERSION HISTORY

v1.0 (06/29/04) - Initial release.

***I added some cheat codes.

Please use these three cheat codes.

Infinite Z 7E2A90FF
 7E2A91FF
 7E2A92FF
No Encounter 7E00A635
EXP After Battle 7E02A6FF
 7E02A7FF
 7E02A8FF

Tokyo

After the event, leave the schoolyard, and walk all the way east to where Subaru is at. Speak to Subaru, and choose "yes." You can go to Kamishiro's house which is all the way on the southwest side. His house is in front of a red car. In Kamishiro's house, go up the stairs to 2F. On 2F, go in the bed to save the game and to recover HP. After Subaru joins Kamishiro, go to upper left side, walk all the way to the right, and go thru the open wall area. Now, go into the mansion. Inside the mansion, go up the stairs to 2F. On 2F, search the treasure chest for a rusty sword (equip Kamishiro with the rusty sword), shattered armor (remove Kamishiro's armor, and re-equip him with the shattered armor), ointment, and a black key. Go back down the stairs to 1F. On 1F, pick up the ointment from the treasure chest. Go to the room in the upper right, and use the black key to open the locked door. Now, go down the stairs to B1. Recommend LV5 for the duo. In B1, go to the room in the lower right corner, and fight Bishougau. The items found in the treasure chests are ointment x2. After defeating Bishougau, Kamishiro gets a mysterious pendant. Go down the stairs to B2. On B2, go to the room in the back to see an event with Madara and Kurin. After that, go up the stairs to exit the mansion. Leave the mansion area, and the duo will automatically walk back to the front of Kamishiro's house. Subaru who separated from Kamishiro will give him her mysterious pendant. The next day, walk all the way east to where Subaru is at. Speak to Subaru who will rejoin Kamishiro. Make sure to remove Subaru's "blazer" and "hair band." Now, go futher east, and walk thru the trees until the duo reaches the Shrine.

Shrine

At the gate, choose "no" to Subaru's question. Go further inside of the

shrine, and Murashouki will appear. After speaking to Murashouki, Subaru will transform into Kakoji. Fight Murashouki and Kakoji. After defeating Murashouki and Kakoji, Kamishiro will get the third mysterious pendant. Princess Sakuya will appear and speak to Kamishiro. After that, Kamishiro will be teleported to Isolated Village of the Valley. Calah will come by to take Kamishiro to Saria's house.

Saria's House

The next day, Saria will wake up Kamishiro. Now, talk to Sara. After talking to Saria, speak to Calah who will join Kamishiro. Then, Saria will give Kamishiro a sword and a armor. Make sure to equip Kamishiro with the sword. Leave, and go west to Isolated Village.

Isolated Village

Go to the village mayor's house which is in the center of the village, and speak to the Elder. Use the weapon shop to buy and equip Kamishiro with new equipment. Leave, and go east back to Saria's House.

Saria's House

Speak to Saria. Leave, and go all the way north to Mouki Tower. Recommend LV10 for the duo.

Mouki Tower

Go all the way up to 3F. Along the way, search the treasure chests for red soma x2 (1F), 300Z (2F), red soma (3F). On 3F, fight Rokujakyu. After defeating Rokujakyu, search the treasure chest to get lighting god horn. Leave the tower, and go back to Isolated Village.

Isolated Village

Go to the village mayor's house, and speak to the Elder who will give you 300Z. Leave, and go northwest to Karupa Cave.

Karupa Cave

Along the way, search the two treasure chests for red soma and golden beetle. Go to the room at the back, and fight Kanhouryuuki. After defeating Kanhouryuuki, Jato will run away. While speaking to Karupa, Calah will leave Kamishiro. After speaking to Karupa, leave. As Kamishiro is about to leave the cave, Saria will come by. After that, leave the cave, and go back to Isolated Village.

Isolated Village

Go to the village mayor's house, and speak to the Elder to get the barrier key. Go northwest to the Barrier.

Barrier

Use the barrier key to open the door on the left. Go thru the door to exit the barrier, and go west to Cave.

Cave

Go to the other side of the cave to get into Kosara Kingdom. Go west to Maureya Village.

Maureya Village

Go to the village elder's house which is in the center of the village, and speak to the Mayor. Don't buy any weapon for Kamishiro at the weapon shop. Leave, and go west to Daruba Village.

Daruba Village

Go south of this village to the Road Over the Mountain Path.

Road Over the Mountain Path

Go down a little, and speak to Seishinja. Choose yes, and Seishinja will join Kamishiro. Use Seishinja's magic of chishi no douki (50MP) to recover his HP. The enemies in this area are tough. Go back up to leave the pass, and go all the way east to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Kamishiro will learn the magic of philo. Leave, and go back to the Road Over the Mountain Path. Recommend LV15 for the duo.

Road Over the Mountain Path

Go all the way down, and fight the Bandit x3. After defeating the Bandit x3, take the path on the left to get into the cave. In the cave, go to the upper right corner where Gyumenki is at. Fight Gyumenki. In battle, use Kamishiro's magic of philo (100MP) on Gyumenki. After defeating Gyumenki, search the three treasure chests for 1500Z, Jio coin, Kubira armor. Exit the cave, and go back up thru the pass. Leave, and go north to Kosara Royal Capital.

Kosara Royal Capital

Go up to the gate of the castle, and speak to the guards who will let the duo thru the gate. Go into the palace, and go to the throne room. Speak to King Kantaka who will give the duo 500Z. Go to the book room which is on the lower left. Speak to Tatara, and choose "yes" to get a decree. Go to the kitchen which is on the lower right. (To get into the kitchen, go thru the door that is nearby the pond area). Speak to the chef, and choose "yes." Leave the capital, and go south to Road Over the Mountain Path.

Road Over the Mountain Path

Go all the way down, and take the path on the right to exit the path. Go southwest to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Kamishiro will learn the magic of shaoron. Leave, and go southeast to Chiedi Village. Recommend LV17 for the duo.

Chiedi Village

Go to the side of the lighthouse keeper's house which is in the lower left area of the village. Speak to the lighthouse keeper, and choose yes to make the lighthouse keeper let the duo go thru his house. Go down to the Lighthouse.

Lighthouse

Go all the way up to 3F. On 3F, fight Rikuunsai. In battle, use Kamishiro's magic of philo (100MP) on Rikuunsai. After defeating Rikuunsai, search the treasure chest to get the large bow. Leave, and go back into Chiedi Village.

Chiedi Village

Go to the lighthouse keeper's house. Speak to the lighthouse keeper to get the uraara. Since the uraara will rot, leave the village, and quickly go back to Kosara Royal Capital.

Kosara Royal Capital

Go to the kitchen, and speak to the chef to get 100Z. Speak to Fuyou who is also in the kitchen, and choose yes to make her join the duo. Make sure to equip Fuyou with the large bow. Leave, and go west to Ream Village.

Ream Village

Speak to the village girl who is walking back and forth near the entrance. Go to the house in the upper left area, and speak to the village mayor. Leave the house, and go into the north forest which is at the right side of the village mayor's house. As the trio is about to go into the forest, the village girl will come by to give you the small shrine key. Go thru the forest all the way up to the Small shrine.

Small Shrine

Go down the stairs to the underground of the shrine. Along the way, search the treasure chest for tamabiko coin. Take the path on the right, and go all the way down to a room where there are two village girls. After the two village girls leave, go all the way to the left, and fight Zoumu. In battle, use Kamishiro's magic of philo and Fuyou's magic of shaman on Zoumu. After defeating Zoumu, the trio will automatically go thru the door which will lead back to village mayor's house.

Ream Village

After speaking to the village girl, leave the village mayor's house, and speak to the fat man who is walking back and forth nearby that house to get 150Z. Leave, and go back thru to the Road Over the Mountain Pass.

Road Over the Mountain Pass

Go southwest to Yamuna Village which is on a small island. Recommend LV20 for Kamishiro & Seishinja & LV18 for Fuyou.

Yamuna Village

Go to the house that is in the upper left area, and speak to the village mayor. After speaking to the village mayor, he will automatically lead the trio thru the back door into the back where the lake is at. A turtle will come by to pick them up to take them to the Undersea Palace.

Undersea Palace

Go to the room at the back, and fight Hikuunen. After defeating Hikuunen, go thru the door at the top to the undersea cave. In the undersea cave, go all the way to the upper right. Along the way, search the treasure chest for a light-blue soma. Jato will run away again. Fight Andaka. In battle, use

Kamishiro's magic of philo and Fuyou's magic of shaman on the very strong Andaka. After defeating Andaka, Kamishiro will speak to Queen Urubashii. Leave the cave area, and return back to the palace. At the palace, speak to Queen Urubashii to get the fine sword. Go to the exit, and the turtle will come by to pick them up to take them back to lake area of Yamuna Village.

Yamuna Village

Go thru the village mayor's house, and leave the village. Go thru the Road Over the Mountain Path again.

Road Over the Mountain Path

Go north back to Kosara Royal Capital.

Kosara Royal Capital

Go to the weapon shop and buy the phoenix sword (10000Z) for the trio. Go to the general store and buy the dress (10000Z) for Fuyou. Go to the palace, and go to the throne room. Speak to King Kantaka who will give the trio 1000Z. Now, go to the book room in the lower left, and speak to Tatara. Go to the room that is nearby the book room, speak to Minister Spanda, and choose yes. Go to the throne room, and speak to King Kantaka. After speaking to King Kantaka, go to the treasure room, and search the 10 treasure chests for white soma x2, gray soma, light blue soma, green soma, blue soma, light brown soma, purple soma, yellow soma, red soma. Now, go back into the throne room, and go thru the door on the left. Go thru the door at the top to get into the cave.

Cave

Go thru the cave, and go to Heretic Tower which is nearby. Recommend LV25 for the trio.

Heretic Tower

On 1F, search the treasure chest for a golden beetle, and go up the stairs to 2F. On 2F, go up the stairs on the right to 3F. The item found inside of the treasure chest on 3F is steel gloves. Make sure to equip Kamishiro with the steel gloves. On 3F, go up the stairs to 4F. On 4F, search the treasure chest for blue soma & red soma, and go up the stairs to 5F. On 5F, fight the Shinto priest of Miroku. In battle, use Kamishiro's magic of philo and Fuyou's magic of shaman on the very strong Miroku. After defeating Miroku, the tower collapses. Now, go back into the cave.

Cave

Speak to Tatara who will open a doorway to another area of the cave. Apparently Kosara Country has been destroyed. Now, go thru that doorway into the Secret Passage of Rocky Mountain.

Secret Passage of Rocky Mountain

Go all the way to the right to exit the secret passage. Go all the way northeast to the Barrier of Kosara and Roland.

Barrier of Kosara and Roland

Speak to the soldier who is guarding the gate. After the soldier lets the trio thru the gate, leave, and go to Houghton Town which is nearby.

Houghton Town

Go to the temple, and speak to Raata who is at the entrance. After speaking to Raata, go inside the temple, and speak to Genen who will recover the trio strength. Leave, and go north to the cave called Rocky Mountain.

Rocky Mountain

Go all the way to the upper left corner to Jofuku's House.

Jofuku's House

Speak to Jofuku. After that, leave the house. Now, go thru Rocky Mountain, and walk all the way southeast to the Capital of Roland Kingdom.

The Capital of Roland Kingdom

Leave, and go east to Dahlia Village.

Dahlia Village

When you enter the village, the ground will shake for a moment. Leave, and go north to Mouki Cave.

Mouki Cave

The enemies are tough inside this cave. Along the way, search the treasure chests for a sword and red soma. Go all the way to the upper right corner, and fight Maryuugon. After defeating Maryuugon, Jato will use his magic to escape. Leave, and go all the way south to Volcano Cave. Recommend LV27 for the trio.

Volcano Cave

On B1, search the treasure chest for a googon comb. Now, go to the top left area, and go down the stairs to B2. The items found inside of the treasure chest on B2 are sahasu hat, blue soma, Jio coin. On B2, go all the way down, and go down the stairs to B3. The item found inside of the treasure chest on B3 are 5000Z, tamashizume flute, makara stone. The tamashizume flute is an item that can be used repeatedly to escaping from a dungeon. On B3, go to the lower right area, and search the blue object on the wall to get the blue lithograph (1-5). Leave, and go all the way southwest to Champa Village.

Champa Village

Go to the village mayor's house, and speak to the village mayor. Choose yes to get the green key from the village mayor. Now, go to the front of the village mayor's house. Speak to the old man named Kojise, and choose yes to hear his story about the Ancient Roland Royal Capital. Leave, and go southeast to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Kamishiro will learn the magic of shanron. Leave, and go all the way west to the Mountain Cave.

Mountain Cave

After opening the door with the green key, go to all the way to the upper right. Along the way, the trio will be attacked by a mouki monster called

Dokujakushi. After defeating Dokujakushi, Kamishiro will search the mouki monster's body to get the gem fragment. Search the treasure chest for the crystal cane. Make sure to have about 44650Z before going to the Dead Tree in the Desert. Leave, and go north to the Dead Tree in the Desert.

The Dead Tree in the Desert

Go to the front of the dead tree, and use the gem fragment from the item menu. The trio will automatically teleport to the Ancient Roland Royal Capital.

Ancient Roland Royal Capital

After speaking to Hakutaku, go to the weapon shop and buy a susanoo sword (22000Z) for Kamishiro & Seishinja and a moon tiara (650Z) for Fuyou. After that, leave the capital.

The Dead Tree in the Desert

Hakutaku will come by. Choose yes to make Hakutaku join the group. As a reminder, you cannot re-enter the Ancient Roland Royal Capital anymore. Leave, and go all the way south passing Champa Village to Port Town Setora.

Port Town Setora

Leave, and go northwest thru the trees to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Kamishiro will learn the magic of kunron. Leave, and go all the way southwest to Port Town Chiisha.

Port Town Chiisha

Leave, and go west to the Mountain Cave.

Mountain Cave

Take the path on the right, and go all the way up. Search the treasure chest for thunderstone. Leave, and go south to the Barrier of Bibiishi Country.

Barrier of Bibiishi Country

After going thru the gate, there will be an event where Queen Bibiishi is being chased by Hydra. Choose "yes" to fight Hydra. After defeating Hydra, exit the barrier, and go south to Bibiishi Royal Capital.

Bibiishi Royal Capital

Go to the palace to 2F. On 2F, speak to Queen Bibiishi to get the bright blue key (1-3) and tsuukoushou (a pass). Leave the capital. Now, open the menu, and choose magic+Hakutaku+kanraifu (200MP)+Roland Country - Port Town Chiisha. The group will warp to the front of Port Town Chiisha.

Port Town Chiisha

Go all the way east, and then south to the Barrier of Madara.

Barrier of Madara

Speak to the guard, and choose yes to give him 100Z so that you can go thru the gate. Leave, and go south to Madara Royal Capital.

Madara Royal Capital

Go to the palace entrance, and speak to guards. Choose yes in order for the guards to let you thru. Go inside the palace, and speak to Hyoutengirin. Fight Hyoutengirin. After defeating Hyoutengirin, Sanraa will speak to the group. Leave the capital. Now, open the menu, and choose magic + Hakutaku + kanraifu (200MP) + Roland Country - Port Town Chiisha. The group will warp to the front of Port Town Chiisha.

Port Town Chiisha

Go all the way southwest to the Barrier of Bibiishi Country.

Barrier of Bibiishi Country

Go south to Bibiishi Royal Capital.

Bibiishi Royal Capital

Go to the palace, and speak to Queen Bibiishi to get the special envoy's proof. Leave the capital, and go south to the Road Over the Mountain Pass.

Road Over the Mountain Pass

Go all the way down to exit the pass, and go to Kishuki Village which is nearby.

Kishuki Village

Go to the dock, and speak to the ship owner who will automatically take the group to Agan Village.

Agan Village

Leave, and go east to Gumeiya Holy Capital.

Gumeiya Holy Capital

Go to the upper left corner, and speak to the bitter priest who is blocking the door to the arena. Choose yes, and the bitter priest will take the group inside the arena to fight Zoumou. After defeating Zoumou, Jato will come by to give the group warrior's proof. After Jato leaves, the group will automatically leave the arena. Make sure to go to the general store and buy about 10 blue soma (50Z). Make sure to remove all of Seishinja's equipment before going to the temple. Go to the temple which is the center building. Go to the room at the back to eavesdrop on the conversation between Jato, a mysterious man, and King Madara. After Jato and the mysterious man leave, Kamishiro will speak to King Madara. Choose one of the three characters that you want to remove so that King Madara can join the group. (I choose to remove Seishinja). After that, Jato and the mysterious man come by, and then Setsuhakoushi will appear. Fight Setsuhakoushi. In battle, repeatedly use Kamishiro's magic of kunron and Fuyou's magic of shaman on Setsuhakoushi. After defeating Setsuhakoushi, Jato will talk to the group for a while, and then escape. The group will automatically return to the ship sailing back to Agan Village.

Agan Village

Go thru the Road Over the Mountain Pass back to Bibiishi Royal Capital.

Bibiishi Royal Capital

Go to the palace, and speak to the Minister who is nearby the stairs on the 1F. Leave the capital. Now, open the menu, and choose magic+Hakutaku+kanraifu (200MP)+Roland Country -Port Town Chiisha. The group will warp to the front of Port Town Chiisha.

Port Town Chiisha

Go all the way south to the Barrier of Meganda.

Barrier of Meganda

Speak to the guard so that you can go thru the gate. Leave, and go southwest to Meganda Royal Capital.

Meganda Royal Capital

Make sure to go to the general store, and buy baramon armlet for the group. Go to the palace to 2F. On 2F, speak to Queen Bibiishi and King Meganda. After the event, Kamishiro will get the cinnabar key (2-3) and light blue key (3-3). King Madara will rejoin the group. Now, leave the capital, and go south to the Palace of Ruins.

The Palace of Ruins

At the entrance, go to the front of the big door, and the three keys will automatically open that door. Go to the left, and go up the stairs to 2F. Along the way, search the treasure chest on 2F for farc talisman. On 2F, go to the lower right, and go down the stairs to 1F. Along the way, search the treasure chest on 1F for baaburu armlet. On 1F, go to the upper left, and go down the stairs at the top to B1. On B1, go into the room that's nearby, and search the object on the wall to get the white lithograph (2-5). The items found inside of the treasure chests on B1 are 2500Z, kazumi sword, sand wine, anira wand. Now, open the menu, and choose magic+Hakutaku+seikanfu (100MP) to leave the ruins. Open the menu again, and choose magic+Hakutaku+kanraifu (200MP)+Roland Country - Port Town Chiisha. The group will warp to the front of Port Town Chiisha.

Port Town Chiisha

Go to the port, and speak to the fisherman. Choose yes, and his boat will automatically take the group to Port Town Karuwan which is in Fursuii Country.

Port Town Karuwan

Leave, and go northwest to Yule Village.

Yule Village

Go to the bar which is in the top left area of the village, and speak to Maafu who is behind the counter. Maafu will tell Kamishiro the magic word of unmaauruku to open the door of the ruins. Leave, and go to Jigrat which is west of Yule Village.

Jigrat

At the entrance, go to the front of the locked door, and Kamishiro will use the magic word of unmaauruku to open the door. After going thru the door, Maafu will come by and go further up into the room. Then, part of the floor will collapsed making it impossible for the group to go any further. Leave, and go back to Yule Village.

Yule Village

Go to the bar, and speak to Minister Kobaado. Leave, and go to the Dilapidated House of Yule Village which is nearby.

The Dilapidated House of Yule Village

On 1F, go to the room at the back. Go down the stair which is on the left hand side of the back room area to the Underground Passage to Jigrat.

The Underground Passage to Jigrat

Go to the upper left side, and go up the stairs to Jigrat.

Jigrat

On 1F, search the treasure chests for shumuba armor & daasa armor. Go to the right, and go up the stairs to 2F. On 2F, search the treasure chest for oreta hammer. Go along the upper right area, and go up the stairs to 3F. On 3F, search the treasure chest for oreta spear, and speak to Kanhouryuuki. In battle, repeatedly use Kamishiro's magic of kunron and Fuyou's magic of shaman on Kanhouryuuki. After defeating Kanhouryuuki, Minister Kobaado will come by to take Queen Maafu back home, and Kamishiro searches the treasure chest to get kuryuumonsho. Now, open the menu, and choose magic + Hakutaku + seikanfu (100MP) to leave Jigrat. Go all the way south to Kuufa Village.

Kuufa Village

Go to the center of the village. Speak to the villager who is a fat man with brown hair, and choose yes to get the letter of introduction. Leave, and go southwest to Anaafi Village.

Anaafi Village

Go to the upper right corner of the village. Speak to the villager who is a fat man with brown hair, and choose yes. Leave, and go north to a small house called Oasis.

Oasis

Go in front of the tree to uncover a hole in the ground. Go down the hole into the Underground Waterway.

Underground Waterway

Go all the way to right until you reach where Jato and Dajakyo are at. After Jato runs away, fight Dajakyo. After defeating Dajakyo, Kamishiro will search the object on the wall to get the red lithograph (3-5). Now, open the menu, and choose magic+Hakutaku+seikanfu (100MP) to return back to the Oasis.

Oasis

Leave, and go all the way northeast to Fursuii Royal Capital.

Fursuii Royal Capital

Go to the cathedral which is a big building in the center of the capital, and speak to the bitter priest. Leave, and go northeast to Shuusa Town.

Shuusa Town

At night, go inside the town. Go to the magic temple which is a big building in the center of the town, and speak to the student who is in the lower left corner area. Leave, and go northwest to the Astronomical Observatory.

Astronomical Observatory

Speak to the scholar. Leave, and go back to Shuusa Town.

Shuusa Town

There will be two soldiers guarding the entrance so walk along the wall area to the upper right where there is a hole. Go down that hole into the underground hideout, and speak to the student to get the amber key. Leave the hideout, and go northwest back to the Astronomical Observatory.

Astronomical Observatory

Walk along the wall to the upper left area where there is another locked door. The amber key will automatically open the door. Go thru that door into 1F. On 1F, search the treasure chest for 2000Z. Go to the lower right, and go up the stairs to 2F. On 2F, fight Hyoudouki. After defeating Hyoudouki, Zarasu will speak to the group. Search the treasure chest for ash cane. Leave, and go back to Shuusa Town.

Shuusa Town

Walk along the wall area to the upper right where there is a hole. Go down that hole into the underground hideout. Go downward, and go up the stairs into the town area. Go to the far left to the house which is a temple. The group will quickly go inside the temple, and see a captain talking to a soldier. After the captain and soldier run away, go thru the door at the top, and go down the hole into Taroomati's secret passage. In the secret passage, go all the way to the right, and go up the stair into the magic temple. Fight Taroomati. After defeating Taroomati, go back inside the magic temple, and speak to Zarasu. Leave, and go back to Fursuii Royal Capital.

Fursuii Royal Capital

There will be two monk soldiers guarding the entrance so walk along the right side of the wall area, and go to the monastery. Speak to the elder to get the four priest clothes. First, remove the armor from each one of the members, and then equip that person with the priest clothes. Once that is done, go back to the entrance, and speak to the monk soldiers who will let the group go thru. Go to the cathedral, and go to the room at the back. Speak to Daharka who will lock the group into that room. After the event with Daharka, the group will end up in the Valley of the Dead.

Valley of the Dead

Make sure to remove each of the four priest clothes from the group, and re-equip them with their previous armor. Search the treasure chest that's nearby for oreta ax. Make your way thru the spiral path until you reach the

left side where there are two narrow paths. The path on the left will take you into a village that's in the valley so take the path on the right into another area of the valley which will lead you into the Old Castle. Along that path, search the treasure chest for oreta halberd.

Old Castle

Make sure to remove all of Madara's equipment. On 1F, go up the stairs to 2F. On 2F, go to the left, and speak to Kageou. Reply with yes. Choose one of the three characters that you want to remove so that Kageou can join the group. (I choose to remove Madara). After that, go to the top, and go down the stairs to 1F. On 1F, go to the lower right area, and search the treasure chests for shamana ball, Jio coin, agoora cane. Go to the top, and go up the stairs to 2F. On 2F, search the treasure chest for tamashizeme flute. Go back down the stairs to 1F. As the group is about to leave the castle, Daharka will come by. Fight Daharka. After defeating Daharka, leave the castle. Now, open the menu, and choose magic + Hakutaku+kanraifu (200MP) + Roland Country - Port Town Chiisha. The group will warp to the front of Port Town Chiisha.

Port Town Chiisha

Go all the way east to Port Town Setora.

Port Town Setora

Go to the port, and speak to the boat owner. Choose yes, and his boat will automatically sail south to Yawato Country - Port Town.

Port Town

As a reminder, the former members of the group are staying at the bar. Make sure to buy some tamabiko coin (1000Z) at the general store. Leave, and go all the way east to Yamahiko Village.

Yamahiko Village

Go to the top left area, and speak to Basara. Leave, and go west to Kiou Capital.

Kiou Capital

Speak to Kouga Saburou who is nearby the palace (the center building). Leave, and go east to Yamahiko Village.

Yamahiko Village

Speak to Kouga Saburou. When you leave and walk a little to the west, there will be a fire inside of the village. After the fire dies down, re-enter the village. Go to the lower left area, and go down the ladder to Raintree.

Raintree

Speak to Kouga Saburou. After that, go all the way to the upper right area, and speak to Basara. Reply with yes, and choose one of the three characters that you want to remove so that Basara can join the group. (I choose to remove Hakutaku). Leave the forest, and go back to Yamahiko Village.

Yamahiko Village

Leave, and go back to Kiou Capital.

Kiou Capital

Speak to Kouga Saburou who is nearby the palace (the center building), and the group will automatically warp to the North Temple in Kiou Capital. Walk on to the small square that's on the red carpet to warp to the palace. Fight Bunkan. After defeating Bunkan, Basara kills Kouga Saburou. Walk on to the warp to leave the palace and the temple area. Leave, and go northeast to the Northern Barrier.

Northern Barrier

Speak to the guard. After the guard lets the group thru the gate, leave, and go further north passing Tsugaru Village to the Spiral Castle.

Spiral Castle

Go up the stairs to 3F, and speak to Shishimaru and Motai. Leave, and go south to the Shogunate Army Sekkou Forest.

Shogunate Army Sekkou Forest

Go all the way to the upper left area of the forest, and fight Kenzangarou x2. After defeating Kenzangarou x2, Kamishiro will get the battle flag from the wall. Leave the forest, and go back to the Spiral Castle.

Spiral Castle

Go up the stairs to 3F, and speak to Shishimaru who will show you to B1. On B1, search the object on the wall to get the black lithograph (4-5). Speak to Shishimaru. Reply with yes, and choose one of the three characters that you want to remove so that Shishimaru can join the group. (I choose to remove Basara). Leave the castle. Open the item menu, and use the tamabiko coin. Choose Roland Country - Houton Town.

Houton Town

Go north to Jofuku's House.

Jofuku's House

Speak to Jofuku. Leave, and go east to the Long Castle.

The Long Castle

Use the 4 lithographs in the orders of color with red, white, blue, and black to open the big double door. Recommend LV 45+ for the group. After speaking to Jato, go to the top right area, and go up the stairs to 2F. The items found in the treasure chest on 2F are 5000Z, tamashizume flute, ice wand. On 2F, go to the left, and go down the stairs to 1F. The items found in the treasure chest on 1F are light blue soma, rarma's steel, maryar's bow. On 1F, go to the lower left, and go up the stairs to 2F. On 2F, go to the upper left, and go down the stairs to 1F. On 1F, speak to Jato, and then fight Fushirikuto. After defeating Fushirikuto, go thru the door at the top to exit the castle to enter the Land of the Mukri Race. Go a little to the west to Baguremono Village.

Baguremono Village

As a reminder, the former members of the group are staying at the bar. Leave, and go north to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Fuyou will learn the magic of honbakumejju. Leave, and go southwest to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Fuyou will learn the magic of meichimejju. Leave, and go west to the Camp of the Mukuri Race.

The Camp of the Mukuri Race

Speak to the warrior at the gate, and choose yes. The warrior will take the group to see Shagan. Kamishiro will fight a one-on-one battle with Shagan. After defeating Shagan, leave the camp, and Chaos will come by to talk to the group. Choose one of the three characters that you want to remove so that Chaos can join the group. (I choose to remove Shishimaru). Leave the camp, and go all the way west to the Sage's Small Shrine. As a reminder, this same camp will appear during the daytime and disappear during the nighttime in different locations (west or east of Baguremono Village) in the Land of the Mukri Race.

Sage's Small Shrine

Speak to the Sage, and Fuyou will learn the magic of bakuenmejju. Leave the shrine. Open the item menu, and use the tamabiko coin. Choose the Land of the Mukri Race - Baguremono Village.

Baguremono Village

Go northeast to the Labyrinth Tower.

Labyrinth Tower

On 1F, go to the left, and go down the stairs to B1. On B1, go all the way down, and go down the stairs to B2. On B2, go to the upper right area, and search the treasure chest for the light green key. Now, return back to 1F. On 1F, the light green key will open the door at the top. Go thru that door, and search the treasure chest for sunstone. Go thru the door on the left to 4F. On 4F, fight Kajamu. After defeating Kajamu, the group gets the golden lithograph (5-5). Leave the tower, and go southeast to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Fuyou will learn the magic of furinmejju. Leave the shrine. Open the item menu, and use the tamabiko coin. Choose the Land of the Mukri Race - Baguremono Village.

Baguremono Village

Go west. If you find the camp during the daytime in a different location in the Land of the Mukri Race, go into the camp. As a reminder, the Camp of the Mukri Race will appear during the daytime and disappear during the nighttime in different locations (west or east of Baguremono Village) in the Land of the Mukri Race.

The Camp of the Mukuri Race

Go to the patriarch's house, and speak to the patriarch to get the snow mirror. The snow mirror is required to get into the Castle of the Farthest Limit. Leave the camp. Go all the way west to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Fuyou will learn the magic of bakuenmejju. Leave, and go northeast to the Castle of the Farthest Limit.

The Castle of the Farthest Limit

Go to the front of the two trees. Go to the item menu, and use the snow mirror to open the entrance to the Ice Field. Go inside. Take the path on the left, and go all the way up into the castle. Speak to the shinto priest, and Jato will come by. The Shinto Priest will transform into Kanhouryuuki, and Jato will runaway again. Fight Kanhouryuuki. After defeating Kanhouryuuki, exit, and re-enter the castle again. Go thru the door at the top into the shinto priest's room, and speak to Sazuchi. Leave, and go northeast to Burukan Mountain Underground Cave.

Burukan Mountain Underground Cave

The items found inside of the treasure chests are tamashizume flute, buritora hammer, amog helmet. Go to the upper left to the top area of the cave, and go the front of the double door. Use the 5 lithographs in the orders of color with gold, white, blue, black, and red to open the big double door. Jato will come by. The group will go thru the open door into Yuiman Country underground cave leaving Jato behind. The items found inside of the treasure chests are hair ornaments and oreta sword. Go to the far lower left area to exit the cave to get to the Riverbank.

Riverbank

Go downward to the Ferryman's Hut.

Ferryman's Hut

Speak to the ferryman (the man in the top right area), and choose yes. Leave the hut, and go to the Tower of the Dead which is nearby.

Tower of the Dead

Go up the stairs to 6F, and fight Youzu. After defeating Youzu, Kamishiro gets the souls of the dead. When the group teleport from the tower, the tower will disappear. Leave, and go back to the Ferryman's Hut.

Ferryman's Hut

Speak to the ferryman who will take the group on his raft to the leftside of the Riverbank.

Riverbank

Leave that area, and go to Kumanu Village which is in Yuiman Country.

Kumanu Village

Leave, and go east to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Kamishiro will learn the magic of honron. Leave, and go to the other Sage's Small Shrine which is nearby.

Sage's Small Shrine

Speak to the Sage, and Fuyou will learn the magic of koudougenwaku. Leave, and go southwest of Kumanu Village to Minakata Village.

Minakata Village

As a reminder, the former members of the group are staying at the bar. Go to the village headman's house, and speak to the village headman who will take the group to the entrance of the Great Shrine.

The Great Shrine

Go inside to the center room area. Speak to Subaru. After talking to Subaru, speak to Princess Sakuya. Go back into Minakata Village.

Minakata Village

Leave, and go southeast to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Kamishiro will learn the magic of doukonreiyu. Leave, and go north of Kumanu Village to the Cave at the back of the Waterfall.

The Cave at the back of the Waterfall

The item found inside of the treasure chest is aekis helmet. Go to the upper left area of the cave, and go thru the door into the shinto shrine. Go around to the back of the shinto shrine area, and go thru the hole into another cave area. Go upward, and Kamishiro will speak to Jato. After the mouki Toureihi appears, choose either yes or no about helping Jato. After defeating Toureihi, Kamishiro gets Yata's mirror (1-3). Leave the waterfall area, and go back to Minakata Village.

Minakata Village

Go to the Great Shrine.

The Great Shrine

Go to the center room area, and speak to Princess Sakuya twice in order to open the entrance door in Chinrei Tower. Leave, and go back to Minakata Village.

Minakata Village

Leave, and go east to the Sage's Small Shrine.

Sage's Small Shrine

Speak to the Sage, and Kamishiro will learn the magic of genpadanmei. Leave, and go south to Isawa Village.

Isawa Village

Leave, and go to the Sage's Small Shrine which is nearby.

Sage's Small Shrine

Speak to the Sage, and Kamishiro will learn the magic of enron. Leave, and go to Chinrei Tower which is nearby.

Chinrei Tower

The items found inside of the treasure chests on 1F are rudora armor and arune clothes. On 1F, go to the upper left area, and go up the stairs to 2F. The items found inside of the treasure chests on 2F are halberd and kubeera armor. On 2F, go around to the lower right, and go up the stairs to 3F. The items found inside of the treasure chests on 3F are light blue soma and 1000Z. On 3F, fight Engahi. After defeating Engahi, Kamishiro gets nisakani ball (2-3). Leave the tower, and go back to Minakata Village.

Minakata Village

Go to the Great Shrine.

The Great Shrine

Go to the center room area. First, speak to Princess Sakuya who will appear and then disappear. After that, speak to Subaru who is nearby the doorway. Leave, and go back to Minakata Village.

Minakata Village

Leave, and go north to the Cave.

Cave

Speak to the guard who will let the group go thru the gate, and go all the way to the right to exit the cave. Go to Tsuwada Village which is nearby.

Tsuwada Village

Go thru the north gate to the Mountain Path.

Mountain Path

Go to the upper right area. Go in front of the big rock that is blocking the path, and use item of the nisakani no tama to open the path. Go thru the path to Itako Village.

Itako Village

Go thru the north gate to Osore Mountain.

Osore Mountain

Go inside of the shinto shrine, and fight Fuenhi. After defeating Fuenhi, Kamishiro gets Kusanagi sword (3-3). The group will automatically teleport back to the Great Shrine.

The Great Shrine

After speaking to Princess Sakuya twice, a shinto priest will come by. Leave, and go back to Minakata Village.

Minakata Village

Go to the general store, and buy 10 white somas. Leave, and go all the way south to the Old Castle.

Old Castle

First, go to the Sage's Small Shrine which is west of the Old Castle.

Sage's Small Shrine

Speak to the Sage to learn the magic of taiyudouki. Leave, and go to the Old Castle.

Old Castle

The item found inside of the treasure chest on 1F is kaarii halberd. On 1F, go to the lower left area, and go up the stairs to 2F. The items found inside of the treasure chests on 2F are 3500Z and red soma. On 2F, go to the upper right area, and go up the stairs to 3F. The items found inside of the treasure chests on 3F are white soma and abaron cane. On 3F, go to the lower right area, and fight Kesshoukokuhi. After defeating Kesshoukokuhi, go to the upper right area, and go down the stairs to 2F. On 2F, go to the lower right area, and go down the stairs to 1F. On 1F, go to the lower left area to exit the castle. Leave, and go into the Cave.

Cave

Go all the way to lower right, and speak to the warrior. Exit the cave, and go further east to a cave called Tatara Fort which is nearby the sand area.

Tatara Fort

As a reminder, the former members of the group are staying at the bar. Go to Tatara's house (the house at the top), and speak to Tatara to get the patsu no hisago. Leave the fort, and go west to Kosara Royal Capital.

Kosara Royal Capital

Go to the palace yard to where the pond is at. Use the item of the patsu no hisago to drain the pond. Go down the hole to the Underground Labyrinth in the Palace.

Underground Labyrinth in the Palace

The item found inside of the treasure chests on B1 is apusarasu and dress. On B1, go to the upper right area, and go down the stairs to B2. The items found inside of the treasure chests on B2 are ougon helmet, veil, yamagami tin. On B2, go to the far lower left corner, and go down the stairs to B3. The items found inside of the treasure chests on B3 are doruba armor, gray soma, kiriiku ring, white soma, yasha sword. On B3, go downward, and go down the stairs to B4. The items found inside of the treasure chests on B4 are wind seal, suuriya armor, rati armor. Make sure to equip Kamishiro with the suuriya armor. On B4, go to the upper left area, and go up the stairs to B3. On B3, go to the lower left area, and go down the stairs to B4. On B4, go to the lower left area, and go up the stairs to B3. On B3, go to the left area, and go up the stairs to B2. On B2, go to the upper right area, and go up the

stairs to B1. On B1, go to the left area, and go up the stairs to the palace. Go to the upper left area, and go thru the door. Fight the troublesome boss Lord Dakini. In battle, use the item of white soma to fully recover or revive a fallen member, and blue soma to recover a member's MP. Also, use Kamishiro's magic of enron (900MP) & Fuyou's magic of earth (540MP) on Lord Dakini. Keep your distance from Lord Dakini because his physical attack can cause seriously damaged. After defeating Lord Dakini, Kamishiro will automatically return back to Tokyo by himself.

Tokyo

After the event with Kamishiro and Subaru, go north thru the forest to the remains of the shrine, and fight Henrouei. After defeating Henrouei, leave the shrine, and go south thru the forest to the Stone Circle. Go to the middle of the stone circle, and use the item of Yata's mirror on the center stone. The duo will automatically teleport to the Isolated Village in the Valley.

The Isolated Village in the Valley

Go all the way southeast to Saria's House.

Saria's House

Speak to Saria. Leave, and go all the way west to the Old Shrine Village.

The Old Shrine Village

Go to the bar, and choose two members to re-join Kamishiro and Subaru. I choose Kageou and Chaos. Go to the general store, and buy 4 white somas and 4 abaron canes. Go to the old shrine, and speak to Princess Sakuya to get the purple key. Go north to the Barrier.

Barrier

Use the purple key to open the door on the right. Go thru that door to exit the barrier, and go north to the Building.

Building

Go down the stairs to the Labyrinth Underground.

Labyrinth Underground

The items found inside of the treasure chests on B1 are yami bow and light blue soma, umar armor. On B1, go to the lower right, and go down the stairs to B2. The item found inside of the treasure chests on B2 is blue soma, purple soma, rudora armor. On B2, go to the upper right, and go down the stairs to B3. The items found inside of the treasure chests on B3 are aegisu helmet, sauba scroll, yellow soma, talark helmet. On B3, go to the upper left, and go up the stairs to B2. On B2, go all the way to the right, and go down the stairs to B3. On B3, go to the upper left, and fight Kanhouryuuki. After defeating Kanhouryuuki, go down the stairs to B4. The items found inside of the treasure chests on B4 are mekuramashi and wind seal, white soma. On B4, go to the lower left, and go down the stairs to B5. The items found inside of the treasure chests on B5 are bishunu hammer, setsuna bow. On B5, go to the lower right to where the huge dimensional door is at. Jato will come by. Choose "yes" to hear Jato's story, and "no" to fight Jato. After Jato leaves, go thru the dimensional door into Dream Capital. Now, go to Dream World Village which is nearby.

Dream World Village

As a reminder, the former members of the group are staying at the bar. Go to the village headman's house, and speak to the village headman to get the dark blue key. Leave, and go southwest to Andaka Tower.

Andaka's Tower

The items found inside of the treasure chests on 1F are Jio coin, yamagami no suzu. On 1F, go to upper left, and go up the stairs to 2F. The items found inside of the treasure chests on 2F are mekuramashi, blue soma, cobra fang. On 2F, go to the lower right, and go up the stairs to 3F. On 3F, fight Andaka. After defeating Andaka, leave the tower, and go all the way east to Yuugen World Village.

Yuugen World Village

Go to the village headman's house, and speak to the village headman to get the crimson key. Leave, and go southeast to Bunkan Tower.

Bunkan's Tower

The items found inside of the treasure chests on 1F are jaraa nail and white soma. On 1F, go to upper left, and go up the stairs to 2F. The items found inside of the treasure chests on 1F are farc talisman, tornado seed, silver pierced earrings. On 2F, go to the lower left, and go up the stairs to 3F. On 3F, fight Bunkan. After defeating Bunkan, leave the tower, and go north of Yuugen World Village to Reigen World Village.

Reigen World Village

Go to the village headman's house, and speak to the village headman to get the bush warbler key. Leave, and go all the way west to Daharka's Tower.

Daharka's Tower

The items found inside of the treasure chests on 1F are gray soma and ugura gauntlet. On 1F, go to upper left, and go up the stairs to 2F. The items found inside of the treasure chests on 2F are green soma, narga talisman, coral ring. On 2F, go to the lower right, and go up the stairs to 3F. On 3F, fight Daharka. After defeating Daharka, leave the tower, and go south to Dream World Village.

Dream World Village

Go to the general store, and buy about 15+ white somas (10000Z). Leave, and go east to Emperor Miroku's Tower.

Emperor Miroku's Tower

Kirin will appear near the entrance. She will recover the group's strength, and ask you to save your game with "yes" or "no." The item found inside of the treasure chest on 1F is white soma. On 1F, go to upper left, and go up the stairs to 2F. On 2F, go to the lower left, and go up the stairs to 3F. The items found inside of the treasure chests on 3F are deeba mantle and narga talisman. On 3F, go to the upper right, and go up the stairs to 4F. The item found inside of the treasure chest on 4F is light brown soma. On 4F, go to the lower left, and go up the stairs to 5F. The item found inside of the treasure chest on 5F is wind seal. On 5F, go to the lower left, and go up the stairs to 6F. I recommend LV65 for the entire member of the group

even though it is kinda high, but somehow LV65 will help you quickly defeat the final boss Emperor Miroku who is very troublesome. On 6F, fight Emperor Miroku. In battle, use the item of white soma to revive a fallen member.

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THE END

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Version 1.5

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