

# Shin Satomi Hakkenden FAQ/Walkthrough (JIS)

by LastBossKiller

Updated to v1.0 on Jan 12, 2015

Shin Satomi Hakkenden (Famicom)  
Guide by E. Phelps, ver. 1.0  
(aka LastBossKiller)

- - - = = = ===== = = = - - -  
- - - = = = === Disclaimer === = = = - - -  
- - - = = = ===== = = = - - -

This document may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission by the author. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Copyright 2015 E. Phelps

---Viewing This Document---

This document contains Japanese text. To view it correctly, set your browser or word processor to view "Shift-JIS" format. For example, if you are using Internet Explorer, using the dropdown menu, go to View -> Encoding -> More -> Japanese (Shift-JIS). You could, instead, open this document with Microsoft Word, and it will ask you about the encoding automatically, allowing you to select Shift-JIS.

- - - = = = ===== = = = - - -  
- - - = = = ===== Intro ===== = = = - - -  
- - - = = = ===== = = = - - -

Shin Satomi Hakkenden is a Dragon Quest style RPG developed by Micronics and published by Toei, which was released only in Japan in 1989. It is based on a classic Japanese novel about eight samurai who are descendents of a princess who married a demon possessed dog after the dog saved her father's tribe by bringing him the head of his enemy. The characters are often referenced in Japanese media, and there are even popular anime series that were translated into English, such as "The Hakkenden" and "Hakkenden: Eight Dogs of the East".

The samurai and their stories are always re-imagined in each new anime, movie, or whatever, and don't seem to try to follow the original novel very closely. There does always seem to be a theme of eight rosary beads, one for each samurai. Each bead has a Chinese symbol on it which represents a different virtue. These symbols often appear on the samurai as birthmarks or something similar, and are utilized in this game as well during the character selection screen to choose which character you want to play as.

Unfortunately, the game that this guide is written for is pretty bad. In fact, it feels unfinished and awkward. At the same time, it has some aspects that I personally like, such as a feeling of non-linearity, and it does a really nice job of incorporating all of the samurai into the game. You will eventually have all eight of them in your party, plus a princess who doesn't

fight in battle, and they all follow you around the screen in a big parade, which looks kind of cool, but it makes the game lag to a pretty obnoxious degree. All eight characters engage in battle at the same time, which is probably an RPG record for a Dragon Quest clone, and thankfully the battles move pretty quickly even with this many characters.

```
- - - = = = ===== = = = - - -  
- - - = = = ===== Contents ===== = = = - - -  
- - - = = = ===== = = = - - -
```

Search words are given in square brackets [].

1. Game Mechanics [sec1]
2. Getting Started [sec2]
3. Menus [sec3]
4. Walkthrough [sec4]
  - a. Level Building [sec4a]
  - b. Assembling the Eight Dog Warriors [sec4b]
  - c. Recruitment Period Specifics [sec4c]
  - d. Gathering Equipment [sec4d]
  - e. Tateyama Castle [sec4e]
  - f. Maebashi Mansion [sec4f]
  - g. Jourakuji Village [sec4g]
  - h. Akagi Yama [sec4h]
  - i. Harunasan [sec4i]
  - j. Kuzuu Village [sec4j]
  - k. Akujaki Village [sec4k]
  - l. Ittouta [sec4l]
  - m. Sugai Village [sec4m]
  - n. Yatsu Gatake [sec4n]
  - o. Kobushi Gatake [sec4o]
  - p. Light Arrow Cave [sec4p]
  - q. Fuuketsu Cave [sec4q]
5. Shops [sec5]
6. Spells [sec6]
7. Items [sec7]
8. Equipment [sec8]

```
- - - = = = ===== = = = - - -  
- - - = = = == Game Mechanics == = = = - - -  
- - - = = = ===== = = = - - - [sec1]
```

This game is essentially a Dragon Quest clone in all aspects. However, there are a few points worthy of note that will be mentioned in this section.

---Towns-----

Like any standard RPG, towns are a place to rest, buy equipment, and get information. Many towns have a priest who will revive dead characters for a fee. He is usually located in the upper-right building, but not always.

The shops in towns are indicated by signs bearing Chinese symbols. They are: Item Shop (品), Inn (宿), Weapon Shop (武).

---Saving the Game-----

You can save your game by visiting certain castles scattered about the world map. These castles are one room with a ruler surrounded by his subjects. Speak to this ruler to save your game and learn how much experience your characters need to level up.

---Battles-----

Early in the game, it seems that enemies in this game will only attack the first two members of your party. But after you have all eight members, they will suddenly attack anyone at random.

You cannot choose which enemies your party will attack, it is all chosen at random.

After your party starts to get large, the game will stop refreshing your HP reading when you get hit until after your turn ends. It's annoying, because you might get hit several times and have no idea how much HP you have left.

There appear to be no status ailments in this game.

---Death in the Party-----

If you want to revive a dead party member, visit a priest, which can be found in most towns. There is a fee for the service. There is also a spell you can learn and an item which can revive the dead as well.

Early in the game, if all of your party members die, you will get a game over and have to restart your game from your last save point. However, if Princess Shizu is in your party, she can wander around the world map alone after the rest of your party dies and she won't get attacked. She can then visit a priest to revive your dead party members. Be warned that, if she is attacked by a non-random encounter, she won't be able to attack and your game will be stuck in an unending battle, forcing you to reset.

---Inventory and Items-----

Annoyingly, you cannot transfer items between characters, drop items, or change the order of your party members. To remove items from your inventory, you must sell them.

You have to "use" weapons and armor to equip them. Any character can equip any weapon or armor. However, equipment has different strengths when equipped on different characters. Some weapons are very powerful on one character and weak on another. You have to find the correct weapons and armor to match each warrior.

Characters learn spells when they level up.

- - - = = = ===== = = = - - -  
- - - = = = == Getting Started == = = = - - -  
- - - = = = ===== = = = - - - [sec2]

At the title screen, you have the following options:

- たびにでる - "Depart on journey". Start a new or continue a saved game. You will be asked to choose a file to use.
- まきものを けす - "Erase scroll". Delete a save game file.
- まきものを うつす - "Copy scroll". Duplicate a save game file.

If you chose to start a new game, you will see eight Chinese symbols to choose from. Each symbol represents a different dog warrior. The one you choose will be your starting character. The symbols and characters they represent are:

- 仁 - "Charity", Shimbei Inue
- 義 - "Justice", Sousuke Inukawa

礼 - "Courtesy", Daikaku Inumura  
智 - "Wisdom", Keno Inuzaka  
忠 - "Loyalty", Dousetsu Inuyama  
信 - "Faith", Genpachi Inukai  
孝 - "Filial piety", Shino Inuzuka  
悌 - "Respect for elders", Kobungo Inuta

- - - = = = ===== = = = - - -  
- - - = = = ===== Menus ===== = = = - - -  
- - - = = = ===== = = = - - -

[sec3]

---Walking Menu-----

While walking around, press "A" to open the following menu:

はなす - "Talk". Speak to townspeople.  
つかう - "Use". Brings up the submenu:  
    つかう - "Use". Use items or equip weapons and armor.  
    はずす - "Remove". Unequip weapons and armor.  
みる - "View". Brings up the submenu:  
    ちから - "Strength". View the status menu.  
    あしもと - "Underfoot". Search the tile you are standing over.  
じゅもん - "Spells". Use magic.

---Status Menu-----

Left window:

Character name and associated virtue.

レベル - "Level"  
けいけん - "Experience"  
生 - "Life". Your HP.  
法 - "Magic". Your MP.  
生さいだい - "Maximum life"  
法さいだい - "Maximum magic"  
ちから - "Strength"  
はやさ - "Speed"  
まもり - "Defense"

Right window shows your equipped items:

ぶき - "Weapon"  
よろい - "Armor"  
かぶと - "Helmet"  
法ぶつ - "Magic accessory"

Press "A" and the right-side window will show the items this character is carrying. Press "A" again and it shows the spells they have learned.

---Battle Menu-----

When a new battle begins, you will first be asked if you want to engage in "Auto Battle" (じどう せんとう), with options: はい ("Yes"), いいえ ("No"). If you select "yes", your party members will all do regular physical attacks for the entire battle. Hold down "B" when a round of battle ends to cancel the auto battle command and begin giving manual orders.

After choosing whether or not you want to use "auto battle", you will then be asked if you want each of your party members to engage in the current battle. Say "yes" for members you want to have fight, and say "no" if you want a particular member to sit out. Only members that participate will receive experience from the battle. If your party is wiped out, any members that did not participate in the battle will still be alive and able to continue exploring as normal.

If you choose to give order manually, you will then have the following menu options:

たたかう - "Fight". Regular physical attack.

にげる - "Run". Escape from battle. If you fail, the enemies will all get a turn to attack.

じゅもん - "Spells". Use the current character's spells.

つかう - "Use". Use items in the current character's inventory.

The name of character who you are giving the command to is shown right below these menu options.

The enemy's name and HP are shown on the middle-right window on the screen. The names and HP/MP of your party are each shown in the windows at the top and bottom of the screen.

```

- - - = = = ===== = = = - - -
- - - = = = === Walkthrough === = = = - - -
- - - = = = ===== = = = - - -                                [sec4]
```

---Level Building-----[sec4a]---

Depending on who you chose to start the game with, you might have a very difficult time surviving even the weakest of enemy encounters. This section is meant to give you a little advice to help you get started if your character is particularly weak. If you chose Sousuke, you can skip ahead to the next section of the walkthrough since he doesn't have to fight enemies in the beginning.

You will need to have a lot of patience and fight only the weakest enemies: Tanuki (たぬき) and Low-Rank Ninja (げにん). These are found near the towns that the different characters start at, so don't wander too far away or the enemies will get even harder. Even near the starting towns, most of the enemies will kill you easily.

You want to locate a castle at which you can save your game. Then, you should save your game after every battle you survive since you'll probably get killed immediately afterward. Here are the nearby castles you can save at with each character:

Shino - Go Northwest, along the river, to find the castle.

Kobungo - The nearest castles are pretty far away. Exit the mountain range to the West, then go South across the bridge, then go East to find a town and a castle a little bit farther to the East.

Sousuke - A castle is just to the right of the starting town.

Genpachi - A castle is right next to his starting town.

Keno - Go directly South from his starting town until you run into the river. Then follow the river to the East to find the castle.

Dousetsu - He starts right next to a castle.

Daikaku - There is a castle just above his starting town.

Shimbei - He starts pretty far from any save castles. Go North through the mountain ranges until you see a bridge. Go East at that bridge without crossing it to find a town and a castle a little farther East.

After you are able to survive a simple encounter, you should set your sights on getting better equipment. Depending on who your character is, you might be able to get some crazy powerful weapons and armor cheaply and easily. Consult the weapons and armor charts at the bottom of this guide to see which equipment is good for your character and where you can get them. Your characters become stronger mostly by the equipment they wear, and not so much by leveling up.

---Assembling the Eight Dog Warriors-----[sec4b]---  
No matter which character you start with, your ultimate goal in the first half of the game is to recruit all of the other eight dog warriors. The order in which you are allowed to recruit them is different for each character, so if you try to recruit Keno, for example, he might join you early or later depending on which character you started with.

There are also a few bosses you fight during this recruitment period. The time at which you fight those bosses will change as well.

In order to try to organize this section so that you can use it for any starting character, I will list the order in which you are supposed to do things for each character first. Then I will give details about specific events below. When it says to recruit several characters on the same line, for example: "Recruit Kobungo, Sousuke, and Genpachi," I don't mean necessarily to do it in the order that I list. The order is probably different for different starting characters. The only one I know is listed in the correct order is if you start with Shino (because he's the one I played through with), and I got the rest from this Japanese site:  
<http://www.saturn.dti.ne.jp/~dastard/azito.htm>

Also, there is a somewhat incomplete world map on this site:  
<http://strv.xxxxxxxx.jp/iroiro/satomi/satomi.html>

It is missing a few towns, but it has mostly everything.

Here are the order in which you do things with each character:

Shino:

Beginning location: Ootsuka Village (おおつかのさと)

- (1) Speak to the villagers in Ootsuka.
- (2) Visit the town just East of Ootsuka and speak to the priest and the man dressed in red in the upper-right part of town.
- (3) Return to Ootsuka and speak to the two people in the upper-right part of town.
- (4) Recruit Kobungo, Sousuke, and Genpachi.
- (5) Defeat Rasetsu Bou (らせつぼう).
- (6) Recruit Keno, Dousetsu, and Daikaku.
- (7) Defeat the Oni Spider (おにぐも).
- (8) Recruit Shimbei and Princess Shizu.

Kobungo:

Beginning location: Tougane Village (とうがねのむら)

- (1) Speak with the village elder, located at the top of the village above the weapons shop.
- (2) Recruit Sousuke, Genpachi, and Shino.
- (3) Defeat Rasetsu Bou (らせつぼう).
- (4) Recruit Keno, Dousetsu, and Daikaku.
- (5) Defeat the Oni Spider (おにぐも).
- (6) Recruit Shimbei and Princess Shizu.

Sousuke:

Beginning location: Yourougawa Village (ようろうがわのさと)

- (1) Speak to the villagers in your starting town to learn about Kobungo.
- (2) This is optional but will give Sousuke a huge defensive strength and a good weapon: get the Kappa Shell (かっぱのこうら) and the Tengu Fan (てんぐのうちわ) from Toraimin (とらいみん) Village. Get the Fox Fur (きつねのけがわ) from Subaru (すばる) Village. Note: the Tengu Fan is significantly more powerful if equipped by Genpachi or Daikaku.

- (3) Visit the Lake of Life.
- (4) Recruit Kobungo, Genpachi, and Shino.
- (5) Defeat Rasetsu Bou (らせつぼう).
- (6) Recruit Keno, Dousetsu, and Daikaku.
- (7) Defeat the Oni Spider (おにぐも).
- (8) Recruit Shimbei and Princess Shizu.

Genpachi:

Beginning location: Furukawa Village (ふるかわまち)

- (1) Go up to the tree in the upper-right of your starting position to hear the voice of a spirit tell you to rid the world of evil. This causes the enemy blocking your path to disappear.
- (2) Recruit Sousuke, Shino, and Kobungo.
- (3) Defeat Rasetsu Bou (らせつぼう).
- (4) Recruit Keno, Dousetsu, and Daikaku.
- (5) Defeat the Oni Spider (おにぐも).
- (6) Recruit Shimbei and Princess Shizu.

Keno:

Beginning location: Yoriii Village (よりのまち)

- (1) Speak to the men inside the building in the upper-right corner of your starting town.
- (2) Recruit Dousetsu and Daikaku.
- (3) Defeat the Oni Spider (おにぐも).
- (4) Recruit Sousuke, Genpachi, Shino, and Kobungo.
- (5) Defeat Rasetsu Bou (らせつぼう).
- (6) Recruit Shimbei and Princess Shizu.

Dousetsu:

Beginning location: Toshima Village (としまのまち)

- (1) Walk into the grass field in the upper-right corner of your starting town to hear the voice of a spirit telling you to go seek the other eight dog warriors.
- (2) Recruit Daikaku and Keno.
- (3) Defeat the Oni Spider (おにぐも).
- (4) Recruit Sousuke, Genpachi, Shino, and Kobungo.
- (5) Defeat Rasetsu Bou (らせつぼう).
- (6) Recruit Shimbei and Princess Shizu.

Daikaku:

Beginning location: Koushinsan Village (こうしんさんのむら)

- (1) Recruit Dousetsu and Keno.
- (2) Defeat the Oni Spider (おにぐも).
- (3) Recruit Sousuke, Genpachi, Shino, and Kobungo.
- (4) Defeat Rasetsu Bou (らせつぼう).
- (5) Recruit Shimbei and Princess Shizu.

Shimbei:

Beginning location: Kanou Village (かのうのむら)

I list the order of completing things as I got them from a Japanese site, and for some reason Shimbei's order of events looks different than the others. I suspect this is a bit wrong, probably you have to defeat the two bosses stated before you can recruit some of the characters.

- (1) Speak with the people of your starting village.
- (2) Try to exit the screen to the East and you will find that there is another village on the same screen. Talk to Princess Shizu here.
- (3) Recruit all other dog warriors.
- (4) Defeat the Oni Spider (おにぐも).
- (5) Defeat Rasetsu Bou (らせつぼう).
- (6) Recruit Princess Shizu.

Recruiting Shino:

Shino is located in the village next to Ootsuka Village. Ootsuka Village (おおつかのさと) is toward the center of the world map. Just talk to him to get him to join if it is the right time. He is found in the upper-right corner of the screen.

Recruiting Kobungo:

Kobungo is located in Tougane Village (とうがねのむら), which is in the mountains East of Ootsuka Village. Just talk to him to get him to join if it is the right time. He is found in the upper-right corner of the screen.

Recruiting Sousuke and the Lake of Life:

Sousuke is located in Yourougawa Village (ようろうがわのさと). He is in the top-middle part of the screen, which you have to reach by going to the upper-right corner first, then walking left. He will join you if it is the right time, but he is ill and needs to be taken to the Lake of Life, which you are told is to the North. Sousuke can participate in battle at this point even though he looked pretty bad. But he can't use his spells until you cure him.

If you began the game as Sousuke, you need to get to the lake by yourself as the first task, which is easy since enemies won't attack him while he's alone since he holds the Charm Flute.

To reach the Lake of Life, you have to go all the way to the North part of the world map. Go Northeast from Tamao Village (たまおのむら), and eventually you'll see a small island with a bridge leading to it that has two blank squares surrounded by some of the rougher looking terrain. Go a little further East to find the bridge that will take you to that island. When you step into the center of the island, you will appear in a new area with a lake. Walk up to it and you will place Sousuke into the water, who is finally healed.

Recruiting Genpachi:

Genpachi is located in Furukawa Village (ふるかわまち), which is North from Ootsuka Village, across a bridge, and then Southeast.

In the Southeast corner of town, talk to the guy blocking the bridge who will attack you. It's a battle against some Armored Warriors (よろい むしゃ), who have 100 HP each.

After winning, talk to the man across the bridge, Genpachi (げんぱち), who joins your party.

Recruiting Keno:

Keno is located in Yorii Village (よりのまち), which is Northwest from Ootsuka Village. Just talk to him to get him to join if it is the right time. He is found in the upper-right corner of the screen.

Recruiting Dousetsu:

Dousetsu is located in Toshima Village (としまのまち), which is reached by going Southwest from Yorii Village across a bridge, then going Southeast. Just talk to him to get him to join if it is the right time. He is found in the upper-right corner of the screen.

Recruiting Daikaku:

Daikaku is located in Koushinsan Village (こうしんさんのむら), which is found by going North from Ootsuka across a bridge, then going further North. Just talk to him to get him to join if it is the right time. He is found in the



upper-right corner of the screen.

Recruiting Shimbei and Princess Shizu:

Shimbei is located in Kanou Village (かのうのむら), which is found by going across the bridge South of Tougane Village, then going South through the mountain pass. Just talk to him to get him to join if it is the right time. He is found in the far right side of the screen.

After Shimbei joins, keep walking right and you'll find that you won't exit to the world map, but instead you will find another village on the same screen. Talk to Princess Shizu there, who will now join you. She doesn't fight in battles, but if your party is wiped out, she can travel alone without fear of being attacked and take your party back to a village where they can be revived, preventing you from getting a game over. Be warned, she can still engage in non-random battles and she won't be able to take any actions and the fight can't end, so you have to reset the game.

If you began the game as Shimbei, the princess won't join you until after you've assembled all the other dog warriors.

Defeating Oni Spider (おにぐも):

If it is time for you to fight the Oni Spider boss, go to Koushinsan Village (こうしんさんのむら), where you can recruit Daikaku. Enter the house that Daikaku was blocking in the Northeast corner of the village and there will be a man inside. Talk to him to engage in the boss battle.

Boss: Oni Spider (おにぐも) - 610 HP.

If you have spent effort into getting good equipment, then this battle should be no problem. If you have Shino, he can learn some spells that boost your party's defense, so check the "Spells" section of this guide to see if you have any of them yet.

Defeating Rasetsu Bou (らせつぼう):

The boss Rasetsu Bou is found in the village where you recruit Shino, that is right next to Ootsuka Village. But first, you'll have to speak to the villagers in Ootsuka before you'll be able to trigger this battle. Then, go to the village neighboring Ootsuka and enter the building in the upper-right corner of town. Speak to the man inside to begin the battle.

If you begin the game as Shino, you'll have to talk to the priest and man dressed in red in the upper-right corner of the village neighboring Ootsuka, then return to Ootsuka and talk to the two people in the upper-right corner of town, then return to the village neighboring Ootsuka and enter the house to begin the battle. You can do this right away, but the boss is impossible so early in the game, so it's best to wait until you have more party members and good equipment.

Boss: Rasetsu Bou (らせつぼう) - 520 HP.

This boss is quite difficult if you haven't spent any time trying to gather good equipment. But if you do have good equipment, then he will probably be extremely easy.

When you win, you get the Murasame Maru (むらさめまる), a powerful weapon for Shino. At some point, this sword will get stolen without warning. But don't worry, you will be able to get it back later.

---Gathering Equipment-----[sec4d]---

Although a lot of equipment that can be bought in shops can be excellent for some characters, there are several other pieces of equipment that are found by talking to certain people or other such events. I list those items in

this section.

#### Toraimin Village Items:

Toraimin Village (とらいみんのさと) is located East of Koushinsan Village (where you recruit Daikaku), in a desert landscape-looking area. Simply by talking to the villagers here, you can get some excellent items. The ones that give you items are in the houses.

You can get the Tengu Fan (てんぐのうちわ), which is a powerful weapon for several characters, but it's best equipped on Genpachi. You can also get the Kappa Shell (かっぱのこうら), which is an extremely strong helmet for Sousuke, although during my playthrough I wasn't given this until later in the game, so you may have to return later if you don't get it right away. You can also get the Uinkira Pot (ういんぎらのつぼ), which seems to have no purpose.

You will also be able to get two more items, but which items you get depends on who your starting character is. Here is the list of items available to each starting character:

Shino: Enchanted Cord (じゅばくのひも) and Dragon Whisker (りゅうのひげ).

Kobungo: Houju Drop (ほうじゅのしずく) and Mummy Hand (みいらのて).

Sousuke: Houju Drop (ほうじゅのしずく) and Dragon Whisker (りゅうのひげ).

Genpachi: Fisherman's Net (りょうしのとあみ) and Hunter's Gun (かりゅうどのじゅう).

Keno: Houju Drop (ほうじゅのしずく) and Dragon Whisker (りゅうのひげ).

Dousetsu: Houju Drop (ほうじゅのしずく) and Mummy Hand (みいらのて).

Daikaku: Fisherman's Net (りょうしのとあみ) and Hunter's Gun (かりゅうどのじゅう).

Shimbei: Enchanted Cord (じゅばくのひも) and Dragon Whisker (りゅうのひげ).

The only good item out of those listed above is the Enchanted Cord, which is a crazy powerful weapon for Sousuke, and without it he will suck for the whole game. Unfortunately, you only get it if you started with Shino or Shimbei.

#### The Brothers:

There are two brothers, one in Morodomi Village (もろどみのまち) and one in Chidzuru Village (ちづるのまち). Morodomi is Southwest of Kanou Village (where you recruit Shimbei and Princess Shizu) and past a castle. Chidzuru Village is located East of Furukawa (where you recruit Genpachi), across a "poisonous swamp" that damages you as you walk across it.

First, talk to the brother in Morodomi, then talk to the one in Chidzuru. Finally, return to Morodomi and talk to the first brother again and you should receive the Nanban Darai (なんばんだらい), a powerful weapon for Daikaku.

These brothers also mention a third brother who is being held captive in Akujaki Village, which you will come across later.

#### Subaru Village:

Go to Subaru Village when you have all the eighth dog warriors and talk to the guy in the upper-right house to get the Soryu Kama (そうりゅうのかま), a powerful weapon for Shimbei that allows him to attack twice per turn.

---Tateyama Castle-----[sec4e]---

Tateyama Castle (たてやまじょう) is located Southwest of Kanou Village (where you recruit Shimbei). It is surrounded by a castle, which you can surpass by going down the obvious stairs at the backside of the castle.

On the 1st floor, enter some stairs in the Northeast corner of the room. On the 2nd floor, enter the room in the middle of the screen by entering the door on the South side. Inside, you will battle a boss.

Boss: Hazy Armor (おぼろ よろい) - 1200 HP.

You could have Shino cast らんふうへき to increase your party's defense which will likely make a noticeable difference. If you spent some time getting good weapons/armor, this will be an easy fight. But he dodges a lot, like all the bosses in this game, so it can take awhile.

---Maebashi Mansion-----[sec4f]---

Maebashi Mansion (まえばしのしゆく) is located just North of Yorii Village (where you recruit Keno).

Inside, enter a room toward the upper-right part of the first floor. In the room, go down the door at the far bottom-right corner of the room. In the next room, go up the stairs in the far bottom-left corner of the room.

Upstairs, go out the door at the bottom of the room. Now in the main part of the floor, enter a door in a room up and left from where you are. In that room, go through the door in the upper-right corner to find a room containing a boss character.

Boss: Sea Slater (ふなむし) - 1500 HP.

Win to get the Murasame Maru again, a powerful weapon for Shino. This time, it won't disappear from your inventory.

---Jourakuji Village-----[sec4g]---

Northwest of Koushinsan Village (where you recruit Dousetsu) is Jourakuji (じょうらくじ) Village.

Visit the priest in the upper-right house when you have all the dog warriors to receive the Kouha Rosary (こうはのじゆず).

---Akagi Yama-----[sec4h]---

Go along the path that leads into the mountains just Northwest of Jourakuji Village. It's a bit of a maze, but it leads to Akagi Yama (あかぎやま), another castle dungeon. To get there from Jourakuji Village, go the following directions at the forks in the mountain path: Up, Left, Right, Down.

Inside, head toward the upper-right corner of the screen. When you're around there, enter the third door from the right. It leads to a room with stairs in the upper-right corner which you should go up.

On the second floor, go left and exit the door on the left wall to get to the main part of the floor. Enter a door that takes you into the room at the lower-right part of the screen. Inside that room, go to the upper-right corner of the room to go up some more stairs.

On the third floor, exit the door on the right to get to the main part of the floor. Enter the room in the upper-left corner of the floor via the bottom door. Inside, go down the stairs in the upper-right corner of the room. Then go down the stairs you will see on the next floor. Back on the first floor, go into the door on the left side of the screen. Inside the room, go right until you see an enemy guarding the door. Approach it and you battle an easy fight against six Armored Warriors (よろい むしゃ) with 100 HP each. After winning, enter the room he guarded, where you'll find a boss character.

Boss: Genjin (げんじん) - 2000 HP.

Have Shino cast らんふうへき to raise your party's defense. It's tough, so

make sure you come equipped with the best available weapons and armor.

After winning, a staircase appears. Enter it and you will be on the other side of the castle on the world map. Follow the path, going down at the fork, and you will eventually come across a save castle.

From there, head North and take the following directions at the forks to reach Harunasan (はるなさん), another castle dungeon: Left, Up, Up.

---Harunasan-----[sec4i]---

On the first floor, go through the door at the top of the starting room, then go to the far right side of the hallway and go down the bottom door. Go down the stairs you see next to you. Follow the path to some stairs up.

Enter the room on the left via the door on the left-side of the room. Go down the stairs in the lower-right corner of that room. Follow the path to some stairs down. Then follow the path to some stairs up. Go up the stairs on the left side of the screen.

On the next floor, you will see an enemy guarding the door at the bottom of the room. Approach him and you'll battle six Armored Warriors (よろいむしゃ), with 100 HP each. After winning, go through the door and enter the room on your right. Inside, you will see what looks like a boss, but when you approach it you'll find it's really just five Oni Miko (おにみこ), with 298 HP each. Win and you'll see a stairway appear. Enter it to appear on the world map on the other side of the castle.

Follow the path to find a castle in which you can save your game. Next, go to Kuzuu Village (くずうのむら), which can be reached by taking the following paths at the forks after heading North from the save castle: Up, Up, Up, Left, Down, Down, Right, Left.

---Kuzuu Village-----[sec4j]---

Talk to the lady in the upper-left part of town to get the Shinryo Oogi (しんりょうのおおぎ), a powerful weapon for Keno. You also need to buy the Passage Papers (つうこうてがた), although you won't need them until much later.

Next, you want to go Akujaki Village (あくじゃきのさと). Unfortunately, there's no good way to get there. You have to warp back to Akagi Yama (あかぎやま), walk all the way through the dungeon until you make it back out to the world map on the other side of the castle. Then walk to the save castle again.

From there, to reach Akujaki, after going North from the save castle, take the following directions at the forks: Left, Down, Up, Up, Left, Left, Left, Left, Left, Left, Left, Left, Left, Down.

---Akujaki Village-----[sec4k]---

The townspeople here are actually youkai. Approach them and you engage in easy battles. After beating all the youkai, a person appears at the town center. Talk to him and you find it's the third brother of the brothers you met earlier in Morodomi Village and Chidzuru Village. He says you need the Cannon (おおつつ) to defeat the youkai. He says it's hidden in the rocks near Sugai Village and that you'll need explosives to get it. He says there are explosives near his father's grave. His brothers know where the grave is, so you'll have to go ask them.

Warp to Morodomi Village (もろどみのまち) and talk to the brother at the top of town. He says their father's grave is located three over from the top.

Warp to Chidzuru Village (ちづるのまち) and talk to the brother at the top of town. He says the grave is located one from the right and three up.

---Ittouta-----[sec4l]---

Go West from Akujaki Village and go left at the two forks to find some stairs down. Inside, go up until you enter another room, where you will find a boss encounter.

Boss: Ittoutta (いっとうた) - 3500 HP.

As you're learning, there's not much strategy to the boss fights. Just a lot of patience. Win to get the Tekki Seikon (てっきせいこん), a good weapon for Kobungo, although you likely already have one that's just as good.

Next, you want to head for Sugai Village. Again, it is annoying to get to from where you are, so the easiest thing to do is to warp back to Akagi Yama (あかぎやま), walk all the way through the dungeon until you make it back out to the world map on the other side of the castle, then walk to the save castle again.

After going North from the save castle, take the following directions at the forks to reach Sugai Village (すがいのむら): Left, Down, Up, Up, Right, Down, Left, Down, Left. Now take a detour by going left twice to reach a castle. Enter it just so you can warp back here later, but then go immediately back outside. Go back to the fork where you can go down, then go: Down, Down, Right, and enter Sugai Village (すがいのむら).

---Sugai Village-----[sec4m]---

There is a guard in front of the town graveyard that won't let you in unless you bring him a book. You can buy a Book (ほん) in Ootsuka Village (おおつかのさと), so warp back there and get one if you need to. With the Book, the guard lets you in the graveyard.

From the upper-right grave, go down one grave and left one grave. Search that grave and you'll find the Bomb (ばくだん). To use it, you also need a Fuse (どうかせん), which you can purchase in Yourougawa Village (ようろうがわのさと).

With the Bomb and Fuse in hand, exit Sugai to the world map. The Cannon is located in the rock right next to Sugai Village, but you have to face the rock from its right-hand side. Face left toward the rock and use the Bomb. You will receive the Cannon (おおづつ).

The next destination is Yatsu Gatake (やつがたけ), which was on the way to Sugai Village. But before going there, make sure you have the Kouha Rosary (こうはのじゅず) equipped on someone, which was found in Jourakuji Village.

---Yatsu Gatake-----[sec4n]---

Enter the door just to the left of the entrance. Go down the stairs on left side of room. Downstairs, follow the path to find more stairs down. Next, you will find some stairs up near the middle of the next room. Go up some stairs two more times. Then, go out the door on the left side of the room to reach the main part of floor. Enter the door in the lower-right corner of the floor. In that room, go upstairs. Go out the door on the right side to reach the main part of this floor. Go through the door at the top of this section, then go to the far right side of the room and go through the top door. Enter the room in the upper-right corner, where you'll find a boss.

Boss: Younosuke (ようのすけ) - 1000 HP.

Yunosuke is impossible to hit unless you have someone equipped with the

Kouha Rosary (こうはのじゆず). When that person attacks, the enemy changes into a more powerful form.

Boss: Daija (だいじゃ) - 2500 HP.

Cast むふうまく if you have it to raise your party's defense, which is better than the previous defense increasing spell (there's an even better one if you happen to have level built like crazy). He has ridiculously high defense, and you miss a lot as usual, so once again this fight takes a lot of patience.

When you win, stairs appear. Go down them and go straight down the corridor to find stairs leading up to the world map. Follow the path to the nearby dungeon Kobushi Gatake (こぶしがたけ) and at least enter it so you can warp back here, but then go rest and save your game if you like.

---Kobushi Gatake-----[sec4o]---

On the first floor, go down some stairs that can be found in the Southwest corner of this large room. On the next floor, go up some stairs that can be found in the very Southeast corner of the floor. On the next floor, go up the stairs to the right. On the next floor, enter the second room down via the door on it's North side. Go up the stairs in the upper-right corner of this room. On the next floor, exit the room via the left door to get to the main part of the floor. Go down the stairs in the upper-right corner of the room. Enter the room at the bottom of the screen. Go up the stairs in the upper-left corner of the room. Approach the figure on the stairs to battle six Armored Warriors (よろい むしや), with 100 HP each. After winning, go up the stairs. Enter the door at the bottom of the screen to enter a room with what looks like a boss, but it's three Dirt Spiders (つちぐも), with 120 HP each. Win and a figure appears who taunts you and vanishes. Go down the stairs and you will be on the world map Southwest of Toshima Village (where you recruit Dousetsu).

Way to the Southwest is a border crossing town. You need the Passage Papers (つうこうてがた) to pass through. After passing, go South to find Hayato Village (はやとのまち) with a nearby save castle.

On the world map, outside Hayato Village, search the center of the suspicious-looking land just Southwest of Hayato to get the Falcon Egg (はやぶさのたまご).

Next, travel West and enter a mountain pass that goes into the mountain ranges near Hayato, which leads to a small cave.

---Light Arrow Cave-----[sec4p]---

This cave is only one small room. When you approach the top of the screen, you will see 4 statues. The game asks you to enter the Chinese symbols which represent your characters in some order. The correct order is the same order as you recruited your allies during the first part of the game. If you forgot which order it was, just open your menu screen and the characters will be listed in the same order. If you forgot which symbol represents which character, see the "Getting Started" section of this faq.

After entering the symbols in the correct order, you get the Light Arrow (ひかりのや).

The next goal is to defeat the last boss. However, before considering facing the last boss, you should load up on Fruit of Immortality (ふしのみ). And I mean as much as possible, as in sell all your unnecessary equipment or items that take up space in your inventory and completely fill your inventory with Fruit of Immortality.

With the Falcon Egg (はやぶさのたまご) in your inventory, go South from Toshima Village to the suspicious looking mountain on a small peninsula. Walk to the South side of the mountain and you will automatically hear the voice of a falcon saying you have his egg. The falcon appears and takes you to the entrance of Fuuketsu Cave (ふうけつ).

---Fuuketsu Cave-----[sec4q]---  
You will be able to warp back here the next time you visit, so it may be a good idea to go save your game so you don't have to repeat the whole falcon at the mountain thing (you're likely to die on the last boss).

The cave is pretty straightforward. You just look for the stairs that take you down on each floor. The directions you take at the forks on each floor are listed below. To be clear, I list every fork, even the ones that are super obvious which way to go. Here are the directions for each floor:

The notation is: R = Right, L = Left, D = Down, U = Up.

1st floor: RRDDDDDLRRD

2nd floor: RURDDL

3rd floor: RLDR

4th floor: RRDDD

5th floor: DDRUR

On the fifth, there are two stairs down next to each other. Go down the one on the right, then continue down the linear path to find the final boss.

Boss: Tamazusa (たまずさ) - 6000 HP.

I was around level 28 when I defeated this boss, but it took a lot of patience. Have Shino cast たつまきがえし to raise the party's defense.

Tamazuna will likely kill most of your characters with one hit, so you should revive the dead party member each turn. That's why you stocked up on Fruit of Immortality. Sousuke can also cast てんめいそせい to revive dead party members. Otherwise, you just have to attack and hope that you hit the boss enough to kill him before you run out of reviving materials. Win and that's it! You beat the game!

- - - = = = ===== = = = - - -  
- - - = = = ===== Shops ===== = = = - - -  
- - - = = = ===== = = = - - -

[sec5]

-----  
Ootsuka Village (おおつかのさと) - Near center of world map.

Item Shop:

Medical Herb (やくそう) - 15

Book (ほん) - 500

Guardian Jizo (みがわりじぞう) - 480

Weapon Shop:

Sekkan Bo (せっかんぼう) - 200

Kama (かま) - 150

-----  
Tougane Village (とうがねのむら) - In mountains East of Ootsuka Village.

Item Shop:

Tengu Flower (てんぐのはな) - 55

Antidote (どくけし) - 15

Weapon Shop:

Sekkan Bo (せっかんぼう) - 200

Shishi Maru (ししまる) - 800

Bo (ぼう) - 50

-----  
Yorii Village (よりのまち) - Northwest of Ootsuka Village.

Weapon Shop:

Enjaku Sword (えんじゃくけん) - 500  
Kama (かま) - 150

Armor Shop:

Black Clothes (くろしょうぞく) - 1000  
Nanban Do (なんばんどう) - 2900  
Tanko (たんこう) - 100

---

Toshima Village (としまのまち) - Southwest from Yorii Village, across a bridge, then South-Southeast.

Item Shop:

Fruit of Immortality (ふしのみ) - 250  
Medical Herb (やくそう) - 15

Weapon Shop:

Enjaku Sword (えんじゃくけん) - 500  
Blowgun (ふきや) - 110  
Katana (かたな) - 250

Armor Shop:

Cloth Clothes (ぬののふく) - 22  
Chain Mail (くさりかたびら) - 180  
Umanoi Helmet (うまのいかぶと) - 500  
Tanko (たんこう) - 100

---

Koushinsan Village (こうしんさんのむら) - North from Ootsuka, across a bridge, then further North.

Item Shop:

Smoke Screen (えんまく) - 100  
Medical Herb (やくそう) - 15

Weapon Shop:

Hatchet (まきわり) - 40  
Blowgun (ふきや) - 110  
Shishi Maru (ししまる) - 800

Armor Shop:

Black Clothes (くろしょうぞく) - 1000  
Big Armor (おおよろい) - 500  
Umanoi Helmet (うまのいかぶと) - 500

---

Tamao Village (たまおのむら) - North of Koushinsan Village.

Item Shop:

Smoke Screen (えんまく) - 100  
Sal Tree Leaf (さらそうじゅのは) - 105

Weapon Shop:

Garokon (がろうこん) - 2500  
Hatchet (まきわり) - 40  
Warrior Spirit (ぶしのたましい) - 700

Armor Shop:

Two Kings Do (におうどう) - 5000  
Crescent Moon Helmet (みかづきかぶと) - 2500

---

Yourougawa Village (ようろうがわのさと) - Go Southwest from Tougane village, across a bridge, then go East.

Item Shop:

Medical Herb (やくそう) - 15  
Fuse (どうかせん) - 3  
Smoke Screen (えんまく) - 100

---

Kanou Village (かのうのむら) - Go Southwest from Tougane, across a bridge, then go South through the mountains.

Item Shop:

Medical Herb (やくそう)



Sal Tree Leaf (さらそうじゅのは)

Guardian Jizo (みがわりじぞう)

Armor Shop:

Tanko (たんこう) - 100

Helmet (かぶと) - 150

Hat (かさ) - 20

---

Morodomi Village (もろどみのまち) - Southwest from Kanou Village, past the castle.

Weapon Shop:

Shishi Maru (ししまる) - 800

Tekkotsu Sword (てっこつけん) - 3000

---

Toraimin Village (とらいみんのさと) - East of Koushinsan Village.

Item Shop:

Antidote (どくけし) - 15

Tengu Flower (てんぐのはな) - 55

Smoke Screen (えんまく) - 100

Phoenix Feather (ほうおうのはね) - 500

Guardian Jizo (みがわりじぞう) - 480

Armor Shop:

Nanban Do (なんばんどう) - 2900

Crescent Moon Helmet (みかづきかぶと) - 2500

Cloth Clothes (ぬののふく) - 22

---

Furukawa Village (ふるかわまち) - Southeast of Koushinsan Village.

Weapon Shop:

Enjaku Sword (えんじゃくけん) - 500

Nata (なた) - 180

Pistol (たんづつ) - 350

Battle Axe (たたかいのおの) - 120

Armor Shop:

Cloth Clothes (ぬののふく) - 22

Big Armor (おおよろい) - 500

Hat (かさ) - 20

---

Chidzuru Village (ちづるのまち) - East from Furukawa Village, across some terrain that damages you as you walk.

Item Shop:

Smoke Screen (えんまく) - 100

Fruit of Immortality (ふしのみ) - 250

Antidote (どくけし) - 15

Tengu Flower (てんぐのはな) - 55

---

Subaru Village (すばるのさと) - Far Northeast corner of the world map.

Item Shop:

Medical Herb (やくそう) - 15

Fruit of Immortality (ふしのみ) - 250

Antidote (どくけし) - 15

Armor Shop:

Crescent Moon Helmet (みかづきかぶと) - 2500

Nanban Do (なんばんどう) - 2900

Fox Fur (きつねのけがわ) - 0

---

Kuzuu Village (くずうのむら) - In the Northwest mountain ranges.

Item Shop:

Smoke Screen (えんまく) - 100

Medical Herb (やくそう) - 15

Tengu Flower (てんぐのはな) - 55

Passage Papers (つうこうてがた) - 2500

Weapon Shop:

- Enjaku Sword (えんじゃくけん) - 500
- Shishi Maru (ししまる) - 800
- Tekkotsu Sword (てっこつけん) - 3000

Armor Shop:

- Nanban Do (なんばんどう) - 2900
- Two Kings Do (におうどう) - 5000
- Crescent Moon Helmet (みかづきかぶと) - 2500
- Kojin Helmet (こうじんかぶと) - 4000
- Chain Mail (くさりかたびら) - 180

Sugai Village (すがいのむら)

Item Shop:

- Fruit of Immortality (ふしのみ) - 250
- Antidote (どくけし) - 15
- Sal Tree Leaf (さらそうじゅのは) - 105

Weapon Shop:

- Tekkotsu Sword (てっこつけん) - 3000
- Warrior Spirit (ぶしのたましい) - 700
- Anger Axe (いかりのおの) - 440
- Hatchet (まきわり) - 40

Armor Shop:

- Two Kings Do (におうどう) - 5000
- Kojin Helmet (こうじんかぶと) - 4000
- Black Clothes (くろしょうぞく) - 1000

Hayato Village (はやとのまち) - Far Southwest of Toshima Village, past a border crossing hut.

Item Shop:

- Guardian Jizo (みがわりじぞう) - 480
- Medical Herb (やくそう) - 15
- Antidote (どくけし) - 15

Armor Shop:

- Two Kings Do (におうどう) - 5000
- Nanban Do (なんばんどう) - 2900
- Black Clothes (くろしょうぞく) - 1000
- Kojin Helmet (こうじんかぶと) - 4000

- - - = = = ===== = = = - - -  
 - - - = = = ===== Spells ===== = = = - - -  
 - - - = = = ===== = = = - - -

[sec6]

Here are the spells each character can learn. Spells are learned upon level ups.

Shino:

- とっふう - Damage a single enemy, 5 MP
- どっげねつ - Meant to cure poison status, 4 MP
- らんふうへき - The entire party's defense is increased, 18 MP
- ねっふうさじん - Damage a single enemy, 22 MP
- むふうまく - Raise party's defense, 28 MP
- たつまきがえし - Raise party's defense, 42 MP
- しんくうぎり - Damage five enemies, 38 HP
- はてんこう - Damage a single enemy, 78 MP

Sousuke:

- あこうろうやく - Restore around 20 HP to a single ally, 4 MP
- どっげねつ - Meant to cure poison status, 4 MP

きこうてん - Warp to previously visited locations, 32 MP  
かぜのまい - Escape from battle. Doesn't always work, 32 MP  
そうじょくのう - Restore around 35 HP to a single ally, 8 MP  
えんじゅねんき - Restore around 50 HP to a single ally, 16 MP  
てんめいそせい - Revive a dead ally to full HP, 32 MP  
まめつてんしょう - Damage five enemies, 100 HP

Keno:

かいきえん - Damage a single enemy, 5 MP  
あこうろうやく - Restore around 20 HP to a single ally, 4 MP  
えんぎょくは - Damage a single enemy, 12 MP  
ちくうとうひ - Return to the last village/castle you visited, 8 MP  
かなしばり - Damage a single enemy, 14 MP  
へんげんかりゅう - Damage a single enemy, 22 MP  
ひだるまじごく - Damage a single enemy, 35 MP  
あんこくしょうは - Damage a single enemy, 52 MP

Dousetsu:

ふんすい - Damage a single enemy, 5 MP  
てっぽうみず - Damage a single enemy, 12 MP  
あこうろうやく - Restore around 20 HP to a single ally, 4 MP  
じゅばくふういん - Damage a single enemy, 15 MP  
ひしょうすい - Damage a single enemy, 17 MP  
ばくらいは - Damage a single enemy, 22 MP  
りゅうがすいげき - Damage a single enemy, 28 MP  
てんちぼうめつは - Damage a single enemy, 68 MP

- - - = = = ===== = = = - - -  
- - - = = = ===== Items ===== = = = - - -  
- - - = = = ===== = = = - - -

[sec7]

Here are the items in the game. It seems that quite a few of them have no effect which is one of many reasons that I think this game was unfinished.

Medical Herb (やくそう) - Restore 20 HP to a single ally.  
Book (ほん) - Needed to enter the graveyard in Sugai Village.  
Guardian Jizo (みがわりじぞう) - No effect?  
Tengu Flower (てんぐのはな) - No effect?  
Antidote (どくけし) - Supposedly removes poison, but there is no poison status ailment, so no effect?  
Fruit of Immortality (ふしのみ) - Revive a dead ally to full HP.  
Smoke Screen (えんまく) - Use to escape from battle.  
Sal Tree Leaf (さらそうじゅのは) - Restore 50 HP to a single ally.  
Fuse (どうかせん) - Needed to get the Cannon.  
Phoenix Feather (ほうおうのはね) - Warp to previously visited locations.  
Uinkira Pot (ういんぎらのつぼ) - Seems to have no effect.  
Dragon Whisker (りゅうのひげ) - Randomly chooses one ally and completely restores his HP.  
Bomb (ばくだん) - Needed to get the Cannon.  
Passage Papers (つうこうてがた) - Needed to pass the border crossing Southwest of Toshima.  
Cannon (おおづつ) - Supposedly needed to defeat some youkai, but I suspect it is not actually needed.  
Charm Flute (まよけのふえ) - Prevents enemies from attacking Sousuke when he travels alone.  
Falcon Egg (はやぶさのたまご) - Use at the mountain South of Toshima to be taken to Fuuketsu Cave.  
Houju Drop (ほうじゅのしずく) - Seems to have no effect.  
Fisherman's Net (りょうしのとあみ) - Seems to have no effect.

Equipment has different strengths when equipped on different characters. Therefore, the amount a weapon upgrades your attack or a piece of armor upgrades your defense has to be listed separately for each character.

---Weapons-----

Short Sword (こがたな)

Shi: 18 Sou: 0 Ken: 27 Dai: 9  
Kob: 0 Gen: 9 Dou: 9 Shm: 12

Sekkan Bo (せっかんぼう)

Shi: 9 Sou: 0 Ken: 0 Dai: 9  
Kob: 180 Gen: 9 Dou: 18 Shm: 9

Kama (かま)

Shi: 9 Sou: 0 Ken: 9 Dai: 9  
Kob: 9 Gen: 9 Dou: 9

Enjaku Sword (えんじゃくけん)

Shi: 54 Sou: 0 Ken: 44 Dai: 13  
Kob: 9 Gen: 54 Dou: 63

Blowgun (ふきや)

Shi: 27 Sou: 0 Ken: 72 Dai: 4  
Kob: 4 Gen: 4 Dou: 4 Shm: 4

Katana (かたな)

Shi: 22 Sou: 0 Ken: 18 Dai: 18  
Kob: 0 Gen: 18 Dou: 18 Shm: 12

Hatchet (まきわり)

Shi: 9 Sou: 0 Ken: 27 Dai: 4  
Kob: 27 Gen: 9 Dou: 9

Shishi Maru (ししまる)

Shi: 72 Sou: 0 Ken: 41 Dai: 54  
Kob: 12 Gen: 72 Dou: 118 Shm: 22

Warrior Spirit (ぶしのたましい)

Shi: 23 Sou: 0 Ken: 23 Dai: 23  
Kob: 36 Gen: 23 Dou: 27 Shm: 4

Murasame Maru (むらさめまる) - Gets stolen at some point, but you can get it back.

Shi: 180 Sou: 0 Ken: 45 Dai: 45  
Kob: 18 Gen: 72 Dou: 72 Shm: 18

Tekkotsu Sword (てっこつけん)

Shi: 100 Sou: 0 Ken: 54 Dai: 68  
Kob: 18 Gen: 100 Dou: 255 Shm: 32

Nata (なた)

Shi: 18 Sou: 0 Ken: 0 Dai: 18  
Kob: 45 Gen: 36 Dou: 27 Shm: 18

Pistol (たんづつ)

Shi: 18 Sou: 0 Ken: 9 Dai: 54  
Kob: 9 Gen: 27 Dou: 27 Shm: 18

Battle Axe (たたかいのおの)

Shi: 12 Sou: 0 Ken: 0 Dai: 12  
Kob: 18 Gen: 18 Dou: 12

Bo (ぼう)

Shi: 9 Sou: 0 Ken: 9 Dai: 4  
Kob: 18 Gen: 4 Dou: 8

Nanban Darai (なんばんだらい)

Shi: 0 Sou: 0 Ken: 0 Dai: 180  
Kob: 0 Gen: 0 Dou: 90 Shm: 72

## Garokon (がろうこん)

Shi: 36      Sou: 0      Ken: 0      Dai: 36  
 Kob: 110    Gen: 36      Dou: 36

Soryu Kama (そうりゅうのかま) - Note: Equipped character attacks twice per turn.

Shi: 9      Sou: 9      Ken: 9      Dai: 9  
 Kob: 9      Gen: 9      Dou: 9      Shm: 120

## Anger Axe (いかりのおの)

Shi: 27      Sou: 0      Ken: 0      Dai: 27  
 Kob: 54      Gen: 36      Dou: 27      Shm: 72

## Shinryo Oogi (しんりょうのおおぎ)

Shi: 54      Sou: 54      Ken: 180      Dai: 0  
 Kob: 0      Gen: 54      Dou: 0      Shm: 0

## Tekki Seikon (てつきせいこん)

Shi: 9      Sou: 0      Ken: 0      Dai: 9  
 Kob: 180    Gen: 45      Dou: 72      Shm: 36

## Light Arrow (ひかりのや)

All: 0

## Tengu Fan (てんぐのうちわ)

Shi: 32      Sou: 96      Ken: 141      Dai: 206  
 Kob: 32      Gen: 219      Dou: 169      Shm: 32

Enchanted Cord (じゅばくのひも) - Note: You don't get to choose who it is equipped on. I think it is equipped on the last person who equipped something, so equip Sousuke with a different weapon, then try to equip this and it should be equipped on him.

Shi: 0      Sou: 255      Ken: 0      Dai: 0  
 Kob: 0      Gen: 0      Dou: 0      Shm: 0

## Hunter's Gun (かりゅうどのじゅう)

Shi: 0      Sou: 0      Ken: 0      Dai: 0  
 Kob: 0      Gen: 0      Dou: 0      Shm: 0

## ---Armor-----

## Tanko (たんこう)

Shi: 10      Sou: 0      Ken: 6      Dai: 14  
 Kob: 10      Gen: 10      Dou: 10      Shm: 10

## Cloth Clothes (ぬののふく)

Shi: 9      Sou: 9      Ken: 9      Dai: 9  
 Kob: 9      Gen: 9      Dou: 9      Shm: 9

## Chain Mail (くさりかたびら)

Shi: 27      Sou: 0      Ken: 54      Dai: 27  
 Kob: 0      Gen: 27      Dou: 27      Shm: 27

## Black Clothes (くろしょうぞく)

Shi: 36      Sou: 9      Ken: 180      Dai: 36  
 Kob: 0      Gen: 36      Dou: 36      Shm: 36

## Big Armor (おおよろい)

Shi: 22      Sou: 0      Ken: 0      Dai: 11  
 Kob: 68      Gen: 29      Dou: 29      Shm: 36

## Nanban Do (なんばんどう)

Shi: 41      Sou: 0      Ken: 0      Dai: 41  
 Kob: 72      Gen: 58      Dou: 61      Shm: 56

## Two Kings Do (におうどう)

Shi: 81      Sou: 0      Ken: 0      Dai: 81  
 Kob: 144    Gen: 102      Dou: 113      Shm: 72

## Fox Fur (きつねのけがわ)

Shi: 0      Sou: 255      Ken: 0      Dai: 0  
 Kob: 0      Gen: 0      Dou: 0      Shm: 0

## ---Helmets-----

## Hat (かさ)

Shi: 4      Sou: 9      Ken: 4      Dai: 4

Kob: 4	Gen: 4	Dou: 4	Shm: 9
Umanoi Helmet (うまのいかぶと)			
Shi: 28	Sou: 0	Ken: 0	Dai: 46
Kob: 36	Gen: 43	Dou: 40	Shm: 29
Helmet (かぶと)			
Shi: 9	Sou: 0	Ken: 9	Dai: 9
Kob: 9	Gen: 9	Dou: 9	Shm: 9
Crescent Moon Helmet (みかづきかぶと)			
Shi: 60	Sou: 0	Ken: 0	Dai: 88
Kob: 72	Gen: 88	Dou: 72	Shm: 57
Kojin Helmet (こうじんかぶと)			
Shi: 90	Sou: 0	Ken: 0	Dai: 146
Kob: 90	Gen: 146	Dou: 132	Shm: 72
Kappa Shell (かっぱのこうら)			
Shi: 0	Sou: 100	Ken: 0	Dai: 0
Kob: 0	Gen: 0	Dou: 0	Shm: 0

---Magic Accessories-----

Kouha Rosary (こうはのじゆず) - Needs to be equipped on a character to be able to defeat the boss Younosuke (よのすけ).  
Mummy Hand (みいらのて) - Seems to have no effect.

- - - = = = ===== = = = - - -  
- - - = = = === Conclusion === = = = - - -  
- - - = = = ===== = = = - - -

I hope you found this guide useful. If you have information that you'd like to contribute or other suggestions for how the guide can be made better or if you find any mistakes, please send it to lastbosskiller@gmail.com. I will give you the proper credit for your help.

Thanks to the NES FAQ Completion Project regulars for providing a fun environment for exploring old, obscure games!