

Soul of the Samurai Kotaro Walkthrough

by Godhand

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Soul of The Samurai FAQ
Version.102
(C) Konami.
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(Kotaro FAQ)

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Disclaimer  
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About  
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Im glad i did not use any guides
or FAQ to finish and reveal this
game secrets. And of course im
not one of those cheaters.If you
want to know, im not interested
of any cheats, codes or FAQ. Im
sure they will spoil my game.
This FAQ is only about Kotaro,
the ronin as a main hero in
this game. This FAQ was made by
my playing experience.

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FAQ Existance  
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1.GAMEFAQS

<http://www.gamefaqs.com>

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Walkthrough  
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The story begins at the end of Edo period in japan. Now let me explain about Edo period first. In 1603 , Tokugawa Ieyasu became shogun, and founded the Edo Shogunate. The period till the fall of the shogunate in 1867 is called the Edo Era. During this period, the sovereignty was strongly hold by shogun . The shogunate closed the country, and Japan prospered isolated from the most of the world. There was no civil war, people admired the peace. During the two and half centuries, major wars occured only twice. Bushi fought no longer, but governed the country as the bureaucracy instead.

Chapter I.Homecoming

Kotaro Hiba, a masterless samurai in training, makes his return to visit his parents' graves. Upon arrival, he is caught up in a deadly incident with a young girl and the law.

The ronin makes his way to a bushido dojo to meet Yukinosuke, a childhood friend.

Save : First storm of the year
holding an umbrella o'er
small chrysanthemums

<Boss : Ronin, try to avoid his Moon Slash Dance>

Save : Bellflowers in sight
my heart bouncing up
and down from pure nostalgia.

Chapter II.Mistery

On the way to the temple, Kotaro is beset by murderous samurai. After defeating the grotesque and sinister enemies, Kotaro comes to the aid of mysterious monk.

But too late, the monk dies before Kotaro's eyes, having only the words, Bugs.

Save : Cape jasmine flowers
remind me of my dear mother
lone clouds in the sky

<Boss : Priest Muga, move fast and do counter attack is the best way>

Save : Dews drop to the ground
This must be a demon's lair
or a nest of snakes.

Chapter III.Soul Bugs

The temple priest ,Muga, had been transformed into a bizarre monster. To solve the mystery of the priest's mutation and a mound of newly disinterred corpses, Kotaro, alone, ventures into an underground cave where unknown horrors await.

Save : The moon hides her face
digging soil for potatoes
tell me the season

<Boss : Urabe, and he will transformed in to monster Urabe
so, you will fight him twice>

Save : Giant katydid finding
no good place to die
keep on walking around

Chapter IV.The Nest

In the horrific cavern, Kotaro discovers a subterranean lake. The lake teems with soul bugs, profane creatures that turn mortals into monsters.

Kotaro barely escapes the collapsing cave with the knowledge that the fiefdom's ruler is somehow involved.

Save : The hem of garments
turn vermillion in autumn
hoping it never ends

<Boss : Hundreds of zombie villagers>

Save : The tranquill autumn sea
Ghouls and crows in harmony
loudly choke in tears.

Chapter V.Friend

Kotaro emerges to find his home village overrun by monsters. Enraged, he mows them down in the knowledge that they are villagers who have been infected by the soul bugs.

He hurries to Yukinosuke's dojo to protect his childhood friend from the ghastly carnage.

Save : An injured wild boar
willow branches are scattered
by the winter winds

<Boss : Yukinosuke, his "Draw attacks" is very deadly, so
you better dodge it, and attack him immediatly>

Save : Cold autumn showers
Pour over and soak thousands
of wandering souls.

Chapter VI.Showdown

Yukinosuke had been under the foul spell of a soul bug.
His desire to best Kotaro made him fall prey to Gendo Tohjo's
machinations.

Clutching his fallen friend's sword, Kotaro races to the
castle, his heart filled with sorrow and rage for the
showdown with the mad tyrant.

Save : Stems start bending down
the silver gross realizes
its own weight increase

<Boss : Gendo Tohjo, use weapon MURAMASA (Yukinosuke's sword)>

From now, use Lin to beat the game, refer to my Lin FAQ.

Conclusion ASCENDANCE

A homecoming ronin and a shogunate ninja seeking her sibling,
brought together by cruel twists of fate, are united in righteous
anger to end the nightmare. Before their eyes, a stairway appears
,inviting them to come face to face with the ultimate evil.

<Boss : Infected Ryu Oda>

<The End>

Save : One autumn twilight
in the name of the hell lord
i slay those demons

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Kotaro's Skills  
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1.SPINNING EAGLE

Mp : 1
Press : Right + Left + Square

2.PIGEON SONIC

Mp : 2
Press : Hold Square & release

3.HAWK DANCE

Mp : 3
Press : Square 5 times
*Only can be used when Kotaro is heavily wounded.

4.PHOENIX

Mp : 3
Press : Square rapidly

5.MOONLIGHT CYCLONE

Mp : 3
Press : Square 3 times
*Only can be used with Musashi's weapon, KOGARASUMARU & ONIMARU.

6.RAI-JIN

Mp : 2

Press : Hold Square & release

*Only can be used with Yukinosuke's weapon, MURAMASA.

Note : 1.Command are for the default key setting.

2.Do the skills before you launch your last hit combo.

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Weapons  
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1.DENTA

A famous sword, but years of hard use have taken its toll on its edge.

Sharpness : Dull

4'3" 46oz

2.MONIHOSHIZAO

Named "Laundry Pole" for its remarkable length. Famous as Kojiro Sasaki's sword.

Sharpness : Ordinary

6' 71oz

From : After beating Ronin (the first boss).

3.OSAFUNE

The reowned sword, Bizen Osafune. With a good balance of reach and heft, this sword is extremely easy to use.

Sharpness : Good

4'3" 36oz

From : After beating Priest Muga.

4.RAN-UN

A jaggeed sword that is said to beekon storms. It appears to have been made in a foreign land.

Sharpness : Good

5'4" 34oz

From : After you defeat Urabe.

5.DOUIKIRI

The sword that is said to have vanquished the legendary monster Shutendouji. Over time, it gained the power of fire.

Sharpness : Good

5'4" 34oz

From : After you escape from underground cave.

6.MASAMUNE

A short sword that is commonly known as 'butcher knife' MASAMUNE. Its compact size enables rapid slashes.

Sharpness : Good

2'9" 26oz

From : some room in Yukinosuke's dojo.

7.MURAMASA

Perhaps because of Yukinosuke's lingering despair, this sword could only be used for quick draw attacks.

Sharpness : Excellent

4'1" 33oz

From : Yukinosuke corpse.

8.HOUHOU

An ancient japanese sword. Although its sharpness is merely average, it exudes an oddly evil atmosphere.

Sharpness : Good

5'6" 37oz

From : Tohjo Castle

9.KOGARASUMARU & ONIMARU

Two reowned swords that are specifically intended for use as a pair. It is unknown how Musashi came into their possession.

Sharpness : Good

4'3" 36oz

From : Refer to my Secret section.

10.NIHON

A magnificent sword that glitters with divine brilliance.

Its sharpness is simply outstanding.

Sharpness : Excellent

5'9" 26oz

From : Refer to my Secret section.

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Items  
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1.ARCHER FIGURE

One side of a statue of a two-headed demon. It holds a bow and arrow in its weapon.

2.SWORDSMAN FIGURE

One side of a statue of a two-headed demon. It holds sword in its weapon.

3.DOJO KEY

A key that you can get a monster in dojo somewhere. It needed to open the door of training room.

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Medicines  
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1.HEAL HERB

A mix of mugwort and other plants that cures infection
HP Recovery : Low

2.OINMENT

An oinment that suppresses bleeding. Also prevents infection.
HP Recovery : Medium

3.FOREIGN MEDICINE

A medicine that instantly stops bleeding.Its ingredients are unknown.
HP Recovery : High

4.ANTIDOTE

A curative herb that neutralizing poison. It must be ground into a paste and igested.
HP Recovery : Cures poison.

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Tips  
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Dont put your weapon up ready if you want to ignore that common enemies troops. Just keep your weapon at its place , and run over through the enemies screen by screen Beware, this is takes so much risk.

And , try to back to the visited place , you will find some more medicines.

Dont waste your medicines in boss fight. Just wanted you to know, your health will completely restored in each chapter

Fun with blood colors, he he he.. in the chapter 1. Kill one villager, then go to option, change the blood color. Kill another one, choose different blood color, kill again ,repeat it, and you will see a very colorful murderous. XD

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Secrets  
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1.CHANGE CLOTHES

In chapter V, kill about more than 250 zombie villagers and Now try go to Ito place, the only survival tailor in the town located at North-West from the town Square. You will encounter with him attacked by 2 zombies. Well, what are you waiting ? Go save him ! After a few scene , Kotaro will be able to change his clothes.

Here is the clothes type :

- 1.Your Normal Cloth.
- 2.Red cloth.
- 3.Black Ninja looking Cloth.
- 4.Geese Howard looking Kotaro.
- 5.Standard blue samurai cloth.

2.WEAPON KOGARASUMARU & ONIMARU

First, do the instruction above. And now try to go back to Yukinosuke dojo, you will encounter with great legendary swordsman called, Musashi in the front gate. He ask you to keep your honor by challenging him at Ganryu beach. Now, go find and follow him to Ganryu beach. Beat him and he will ask you to take his swords.

3.WEAPON NIHON

First of all, in chapter II, you will encounter with a pretty lady named Kurenai. She is a daughter of Beni, the blacksmith shop. Well, you must protect her until you beat Pries Muga, the boss in Chapter II. She will ask you to promise her to visit his father at his shop. Now...

In chapter V, you will be attacked by hundreds of zombie vilagers. Try to kill 300 zombies of them. And you will received a "Rusted Sword". If you still cant kill 300 zombies. Try to get weapon MASAMUNE first. Since it have incredible speed, so get it, finish the game and save it. Play again using that save till you reach chapter V again.

Bring that "Rusted Sword" to Kurenai father at blacksmith shop Beni. the shop is located at the screen before you get into Raven Forest. Give him your Rusted Sword, and he promised to repair it. But that need a time. So, makes your way until you reach Chapter VI. Back to his shop and you will see Kotaro's strongest sword is well prepared for you.

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Credits  
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- Godhand (St.Evan Lee Yonny)
For writing this FAQ.
- My hand
This what i need to write this FAQ.
- Henry A Moriarty (<http://mmcafe.syste.ms>)
For teach me about japanese history.
- All Konami Staffs
For creating this game.
- God
For letting me keep alive this far.

~~~~~  
End  
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Thanks for you participations, i hope im not spoiling your game. Feel free to email me at FAQ@Godhand.Net for your corrections or feedbacks. This FAQ is copyright Godhand Productions.Co.Ltd. 1999.

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