

# Dahna: Megami Tanja FAQ/Walkthrough

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Updated to v1.5 on Jul 13, 2015

A tribute to the retro game...



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## Introduction

**Dahna: Megami Tanjou** (Dahna: The Birth of a Goddess) is side-scrolling hack-n-slash platformer game developed and released by **Information Global Service (IGS) Corp** in 1991 for the **Sega Megadrive/ Genesis**. This game was released in Japan and Korea only (so, i'll provide the translated plot). In this game; players control Dahna in a medieval fantasy setting, struggled against the powers of an evil sorceress raiding her village.

You must fight many mythical evil creatures as you progress throughout six stages of the game. Aside from melee combat, Dahna is also capable of using magic spells. Throughout the game; Dahna is capable of riding on the backs of different creatures including an ogre, a horse, and a griffin. When riding a creature, Dahna can't use her magic powers. But, each creature has their own unique ability.

## Versions History

- **Version 1.0 = 24 October 2014**

This is a first version of this FAQ. It contains Introduction, Plot, Menu Guides, Controls, Complete Walkthrough, Enemies Listing, and Credits.

- **Version 1.5 = 17 May 2015**

Add dialogue translations and minor edits.

## Plot

*In ancient times, there lived a wealthy family whose heirs were two daughters. The older daughter was named Regine, and the younger Dahna. These two sisters were born with an exceptional powers from a very young age, that could enable them to summon the elements and other impossible things. It was this magic that many evil man within the spiritual underworld lusted after, particularly Regine whose powers grew stronger with age.*



*On Dahna's seventh birthday, their parents lost their lives to a trap they had laid, and Regine was taken away. Dahna, hidden beneath the wreckage of the carriage, was fortunate enough to avoid any harm.*

*And so 10 years passed. The orphaned Dahna had been adopted by a magician by the name of Magh, living in the village of Horn. Under his supervision she worked to unleash her hidden powers. One day while she was out on an errand, Horn was attacked by a force led by an evil sorceress. She rushed back just in time to see Magh being dragged away.*

*And so as if guided by fate, Dahna set out on a lone journey eastward to rescue him.*

## Menu Guides

In the option mode, you can do a few things:-

1. Select **GAME LEVEL** to choose game difficulties (Easy, Normal, or Hard).
2. Select **CONTROL** to change the control system.
3. Select **MUSIC TEST** to hear music samples.
4. Select **GAME START** to begin your adventures.

## Controls

### Basic Controls

- **A** = Magic
- **B** = Jump
- **C** = Attack
- **LEFT** = Walk to the left.
- **RIGHT** = Walk to the right.

- **Down** = Sit (press once), or Crouch (press twice).
- **UP** = Stand back up.

## Special Actions

You can use a special actions or attacks with the combinations of JUMP, ATTACK, UP, or Down buttons.

- **High Jump** - JUMP Button + UP Button
- **Jumping Attack** - JUMP Button + ATTACK Button
- **Upward Trust** - UP Button + ATTACK Button
- **Downward Trust** - JUMP and then press DOWN Button + ATTACK Button

## Magic System

Collect **Magic Orbs** (🔮) from the enemy mages that you kill to replenish Dahna's magic bar. The type of spell that can be used is determined by how full the bar is.

Magic	Requirement	Purpose
<b>Fire Wave</b>	Small portion of the magic bar.	Attack the enemies in front of you.
<b>Blinding Fog</b>	Medium portion of the magic bar.	Protects you from harm.
<b>Rain of Fire</b>	Full portion of the magic bar.	Attack all enemies in the current screen.

## Life System

As you kills enemies and gather orbs; you'll gains experience points, which grant you level upgrades (in every 100000 points). Leveling up will increased Dahna's life bars. Collect **Potions** (🍷) from the enemy mages that you kill to heal Dahna's life bar by one point. The game allows a total of five continues per play with no Lives System.

level	Life Bars	Experience Needed
1	8	-
2	14	100000
3	20	200000

## Walkthrough

### Stage 1

#### The Village

**Enemies:-** Soldier, Mage, Imp, Troll

You start the game on the back of an ogre. Just use jumping attack or its powerful hand to kill any enemies that appear. Head to the right until the evil sorceress appear and make your ogre disappear. Continue walk to the right until you meet a troll. Just hit him three times, and then crouch to avoid his berserk. When he stopped, stand and repeat the previous steps until he is dead. When you're done, you'll enter the burning house there.

#### The Burning House

**Enemies:-** Ghoul, Mage, Armored Soldier

In this stage, you must be careful with the fires that fall down from above. Just head upward while killing the enemies. Upward attack is useful to kill the enemies in this stage. When you reach the end, you must fight two armored soldiers. Jump to the behind any of them, and just use normal attack until both of them died. When you're done, you'll leave this village.

#### Outside the Village

**Enemies:-** Gargoyle, Harpy, Soldier

Head right while killing all gargoyles that appear with jumping attack. You also will meet a harpy that attacks you from a far. It also can be killed with jumping attack. Continue walk to the right until you meet the boss, the Knight.

#### THE KNIGHT

He'll attack you with charges attack. Just jump or crouch to avoid his attack. To defeat him, use jumping attack when he is charged at you. After a few hit, he'll be defeated.



#### Chapter 1 Epilogue

**Knight:** "Don't think you've won now. The next assasin is waiting for you. Will you manage to defeat him, I wonder?"

### Stage 2

## Descend the Mountain

**Enemies:-** *Soldier, Horseman, Boulder*

This is a auto scrolling stage, where you running down a mountain on the back of a horse. Just charge, and attack any enemies that appear in front of you. But you must use high jump to avoid the boulder or attack from the horseman that appear from the behind. After you finished descend the mountain, you'll lose your horse and must walk on your own again.

## The Mountain

**Enemies:-** *Soldier, Mage, Gargoyle, Devil*

Head to the right, and negotiate the unstable stepping stones over the chasms. At this points, you should reach level 2 (after collected 100000 points), and you life bars will increased. Then you must descend a mountain, jump across a few gorges, and make sure you not fall down.

After you finished descent the mountain; continue head to the right until you meet the boss, the Wizard.

### THE WIZARD

He'll throw boulders at you with his magic. At some points, he also will attack you with giant stone hand (it is easy to avoid). Attack him when he prepares his magic, and then quickly avoid any builders that he throws at you. Repeat this step until he is defeated.



### Chapter 2 Epilogue

**Magh:** "Dahna, listen well. There is a tower down this way. It's their hideout. I am being kept prison there."

**Dahna:** "I understand. I'll rescue you immediately."

**Magh:** "But be careful. The tower is protected by countless soldiers and monsters. You won't be able to get there easily."

## Stage 3

### The Swamp

**Enemies:-** *Summoner, Fishman, Mage, Devil*

Here, you must negotiate the stepping stones over the swamp. Be careful because some stones are slippery. Here, you can find the summoners that have an ability to summon some fishmans from the swamp. So, it is wise to kill any summoners that you meet before they summon any fishmans (downward attack is useful). At the end of the stage, you must kill a lot of devils. When you're done, you'll enter the tower there.

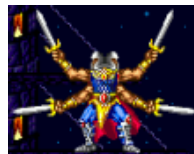
### The Tower

**Enemies:-** *Ghoul, Mage, Werewolf, Devil, Imp, Troll*

Just head upward while killing the enemies. Upward attack is useful to kill the enemies in this stage. When you reach the end, you must fight a troll. Just kill him using the same steps like you used in Stage 1. After he is died; be ready to face the boss, a Two Headed Giant.

### TWO-HEADED GIANT

He just attacks you with his four arms. This battle is quite easy. Just stay at the left-most corner, and hit him rapidly when he came at you. After a few hits; he'll lost two of its arms, and one of its head. He then will run away. You'll meet him again later.



### Chapter 3 Epilogue

**Magh:** "Thank you for coming. Use this (griffin) for what lies ahead."

**Magh:** "Actually, you have got a sister. 10 years ago, she got taken away by these people."

**Magh:** "Go now! You must rescue your sister."

## Stage 4

### High Skies

**Enemies:-** *Ghost, Devil*

This is a side-scrolling shooter stage, where you ride on the back of a griffin. Just attack any enemies that appear in front of you with griffin's fire ball (by pressing B). Make sure you kill all devils that appear, because you will be in trouble if any of them go behind you. At the end of stage, you'll reach the ocean.

### Over the Ocean

**Enemies:-** Ghost, Fishman, Dragon Rider, Dragon

Avoid any attack from dragon riders that appear, and then kill the riders. Kill or just avoid the dragon that was left behind because it causes a lot of damage. Some fishmans also will attack you from the sea. Just kill them with your sword. At the end of stage, you'll reach an old ship. Release the chained ogre, and ride on his back. Head right to fight the stage boss, the Kraken.

### **THE KRAKEN**

The Kraken will attack you with its tentacles. This is the biggest boss, but don't worry. This is the easiest battle in this game because you have your ogre friend with you. To kill this giant octopus, just use ogre's jumping attack.



### **Chapter 4 Epiloue**

**Dahna:** "Thank you (she thanked the Ogre for his helps). Please lend me your strength again up ahead."

## **Stage 5**

### **Path to the Mountain**

**Enemies:-** Soldier, Mage, Werewolf, Ghoul, Armored Soldier, Troll

You start the fifth stage on the back of an ogre. Just use jumping attack or its powerful hand to kill any enemies that appear. Head to the right until you meet two armored soldiers and a troll. Just kill them with ogre's jumping attack. Head right a few steps and you'll see a wooden bridge. You'll lose the ogre when you try to jump across the chasm.

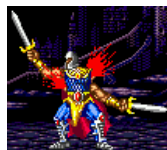
### **Climbing the Mountain**

**Enemies:-** Archer, Harpy

Head right a few steps, and then head upward while kill any archers that you see. At the end, you must kill a harpy that appears. When she is died, be ready to fight the boss, a Two Headed Giant for the second time.

### **Two Headed Giant**

He come back to challange you with his remaining arms and head. This time, we'll destroy him once and for all. He just attacks you with his remaining arms. Just attack him with your sword and your magic. After he lost all of his arms and head, he'll be defeated.



### **Chapter 5 Epilogue**

**Magh:** "Go, Dahna. Your sister is inside"

**Dahna:** "That's their castle? Where my sister is ..."

## **Stage 6**

### **Outside the Castle**

**Enemies:-** Soldier, Mage, Werewolf, Imp, Harpy, Armored Soldier, Troll

Just head right while kill any enemies that appear. At the end of stage, you must kill some armored soldiers and trolls.

### **The Castle**

**Enemies:-** Soldier, Werewolf, Mage, Imp, Ghoul, Armored Soldier

Just head right while kill any enemies that appear. At the end of stage, you must face an Invincible warrior. She'll attack you with her normal spear attack, and downward attack. Just use your jumping attack to kill her. When you're done, be ready to face the boss, Regine the Sorceress.

### **REGINE THE SORCERESS**



She flies around and shoots weak fireballs at you. You can destroy these fireballs with your sword. The battle is not very hard. Just use a jumping attack until you defeat her. You then will learn that the evil sorceress is actually Dahna's sister, Regine. She was possessed by the evil spirit called the Emperor of Darkness, Yabusa.

### **THE EMPORER OF DARKNESS, YABUSA**

After you're done; an evil spirit that possessed Regine finally comes out from her body. the whole screen starts to undulate. A huge shadowy figure will appear in the background, and he summons the shadow version of enemies that you've already fought. This battle is difficult because he summons up to four enemies at a time.

Just defeat any enemies that he summons with the same tactic that you used before. When you're done, he'll swirl around and disappears. Now, you must escape from this destroyed castle.

## Escape

The final stage of the game is a short moving platform section. You must negotiate the moving platforms while carrying Regine that was injured. The stage will end when you reach a lone static platform. Regine then will remember everything, and the game will end.

## Ending

*The battle ended...*

*Dahna defeated the emperor of darkness Yabusa, and was reunited with his sister Regine for the first time in 10 years.*

*Order and peace was restored, and marked the beginning of a new world.*

*Regine married and was blessed with 3 children before leaving this world.*

*Dahna traveled the lands ravaged by the prolonged darkness; healing the ill, and guiding the lost.*

*She continued her training as a magician, and with her powers became a being worthy of legends.*










*The people came to revere her, eventually rising to become a symbol of worship.*











*And so she became a goddess.*



CONGRATULATION...

## Enemies

#	Enemy	HP	Description
	Soldier (Green, Blue, Red)	1-2	A weak enemy that appear in many variations. Just use your sword to kill them.
	Mage	1	A weak enemy that drop magic orbs or potions. Just use your sword to kill them.
	Imp	1	A small enemy that can jump. Just use your sword to kill them.
	Troll	6	A strong enemy that need many hits to die. Just crouch to avoid its berserk.
	Ghoul	1	An enemy that can use jumping attack. Just use your sword to kill them.
	Armored Soldier (Yellow, Green, Red)	3-4	A strong version of soldier that can defend themselves and use downward trust. Just use your sword to kill them.
	Gargoyle	1	A small enemy that can fly. Just use jumping attack to kill them.
	Harpy (Blue, Green, Red)	2-4	A flying enemy that use boomerang to attack. Just use jumping attack to kill them.
	Horseman	1	A soldier that ride on the back of a horse. Use high jump to avoid their attack.

	Boulder	-	Use high jump to avoid it.
	Devil	2	An enemy that can fly. Just use jumping attack to kill them.
	Summoner	2	A soldier that can summon fishmans. Use downward trust, and then use normal attack one more time to kill them.
	Fishman	1	An enemy that can use jumping attack from the water. Just use your sword to kill them.
	Werewolf (Blue, Red, Green)	2	An enemy that appear in many variations. Just use your sword to kill them.
	Ghost	1	A small enemy that can fly. Just use griffin's fireball to kill them.
	Dragon Rider	1	A soldier that ride on the back of a dragon. Just use griffin's fireball to kill them.
	Dragon	1	A rider-less dragon. Use griffin's fireball to kill them, or just avoid them.
	Archer	1	A soldier that wield bow. Just use your sword to kill them.
	Invincible Warrior	6	A strong enemy that attack you with spear. She also can become invincible. Just use jumping attack to kill her.

## Cheat

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- On the title screen:- Hold **B** and press **Start**.
- In the Options Mode:- Move the cursor to Game Start, hold **A + C**, and then press **Start** to open the hidden **Stage Select** menu.

## Credits

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- **Information Global Service (IGS)** - For creating and publishing this amazing game.
- **Lanzz** - Author of this walkthrough.
- **Xenorange and Roughy** (from reddit.com) - For translating the game's plot for me.
- **GameFAQs** - For posting my walkthrough.

## Copyrights

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## Final Words

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- I'm sorry if I misspelled words or make wrong sentences. English is not my native language.
- Feel free to ask me any questions or give comment on this FAQ.
- If I have forgotten something or you know any secret, then please contact me so that i can updating this FAQ. I will credit any help given to improve this FAQ.
- If you could, rate this FAQ so I can get some feedback.
- Thanks for reading. I hope you'll enjoy this game. Bye!

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