

Bloody Warriors (Import) FAQ/Walkthrough

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Updated to v1.0 on Dec 25, 2006

Bloody Warriors Toei Animation 10-19-90

Due to some obnoxious circumstances, this GameFAQ was completed four months after it was started. Thanks God.

If you have any questions or comments, email me:
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December 2006

Special Thanks to Dodgy Translations

--Introduction-

You! are the world's greatest future hero. An evil monster man has been attacking your village. After its defeat, you find your village people abducted by the imperial troops. Things are not as they seem. You must find out what is going on.

--Lucy you have some esplayning to do!-

When I first saw that this game's translation was thirteen percent incomplete, I thought wow this looks fun. Of course, a GameFAQ would follow. Since almost all of the game's clues and hints are spelled out in gibberish, I decided to create my own words.

Bulk-up = Level-up

Halala = Gold pieces/currency

Brute = The name of any visible enemy on the world map view

View screen = T.V. screen

Utems = Undefined items, because of the gibberish

Trigger-point = The person, place or thing that allows new territory to be explored

--Good riddance the pacifier-

Six halala inn. This is a rather unforgiving FAQ. I will not remind you to rejuvenate your party at every inn.

The shop. Having enough money is never a problem. You can buy all the soldiers and equipment you want.

Strategy battle. Unless stated otherwise, I am not going to list every possible strategy for every battle. The strategy battles are too easy to waste your time.

--Basics--

I hope you like leveling up. This game does not offer a lot as far as exploring goes. Most of your time will be spent leveling up.

In general the controls are, 'A' to accept, 'B' to decline and 'Select' to save.

One step/square = one tap on the 'D-pad'.

Unless stated otherwise, follow directions North (N), South (S), East (E) and West (W) as soon as they become available.

The auto battle option that appears on the battle screen selects the fight option for you. It will continue until the battle ends. Use this option if your thumb tires easy from pressing the 'A' button.

Strategy battles. You are the 'blue' fighting against the 'red'. Select your character(s) with 'A', use the 'D-pad' to move them towards the enemy, then press 'B' for options. Select the end/attack option to fight. What makes them even easier is that you can save your game anywhere in town or on the worldview. If you make a mistake, you can just load your game from the last place you saved it.

To equip items in towns or on the worldview, press 'A', select the equip option, select the item, then align the cursor to whomever you want to equip the item for.

Always speak to the townsfolk, especially on first contact. I am not going to say, 'talk to the townsfolk' every time you come across a newly discovered town.

As far as what items to buy in the shop, I will only mention what is important to you. For example, there is no need to buy a weapon when you already have that is much stronger than anything for sale. When buying troops (yes you actually buy troops), there is no reason to buy anything other than the most expensive available. This is because money is not an issue.

--Dakshua--

Your quest begins in the town of Dakshua. Take a minute to learn the controls and flip through the options. The townsfolk have nothing important to say, essentially wishing you luck. Talk to them anyway. Use the inn as needed. Leave town and head (E). You might face your first enemy before reaching the man blocking the bridge. For now, the only enemies you will fight are bats or wolves.

Talk to the man blocking the bridge. Before he allows you to cross, you must accomplish something. First, you need to bulk-up to at least level six. Stay near the local inn defeating enemies and rejuvenating often.

From Dakshua, go (S), (E), (S), (W), up the steps, (E), up the steps, (W), (S). Enter the cave. Go (N), (E), (N), (W) on the second corridor. Follow the path, and then continue (N) to the back wall of the rectangular room. Go (E). Guard appears. You should have no problem defeating him. After the battle, you receive a quill. The quill will prove useful in future strategy

battles.

--Cross that bridge-

Return to Dakshua, rest at the inn, and speak with the townsfolk and then the man blocking the bridge outside of town. Return to the inn, a tired boy lay on the floor. Speak to him and return to the man blocking the bridge. He will now allow you to pass. Go (E) across the bridge and then (N). Enter the town. From this point onward, this town will be referred to as town second. Talk to the townsfolk, allow the man near the stairs to join you. Visit the local shop. The merchant will ask you if you would like to buy something. If you choose to decline, he will then ask you if you have something to sell.

Leave town and go (N), up the steps and then enter town third. Talk to the townsfolk and then leave town. Go back down the steps, go (E), (N) until you reach a rock that is obviously out of place. Push the rock from (W) to (E). Once inside the cave go (E). You will face an enemy with 200HP. Continue moving (E). The next enemy will have 300HP. Prepare as you see fit. The next enemy will have 400HP. After its defeat, pick up your new weapon and armor. Go to town second to sell your knife and cloth. The open slots are better off filled with potion.

Move (W) from town third and into the desert.

--Strategy battle-

Near the end of the desert, go (N) to the dungeon. To enter, push the rock from (W) to (E). Go (E), (N), (W) on the fourth corridor, then (S) to the staircase. Confront the enemy. After the battle, select 'Yes' to accept a key. Use the key to free the detainees. Allow the man in the middle cell to join you. Talk to the others. As soon as you exist the dungeon, Brute will confront you. This is the first strategy battle. After defeating the enemy, you will be awarded with STON1 and a utem.

Talk to the townsfolk in town third and second and then buy some potions. Go back to the cave where you defeated the enemy with 400HP. A new staircase will appear where you picked up the weapon and armor. Once back on ground level, go directly (S) until you arrive at a river. Follow the river from (W) to (E) and then (S). It will lead you to town fourth. Talk to the townsfolk, let Sammi join. Take the time to bulk-up. In order for Sammi to level up, he must take part in the battles. Raise both your hero's and Sammi's level to at least level twelve. Stronger enemies are roaming the area (S) of town fourth. They will allow you to bulk up quicker.

Moving on.

From town fourth go (E) to the mountains. Follow them (N) until you see town fifth. While inside the shop, speak to the man on the right side of the room. Buy six of the item listed at 400 halala. This increases your troop levels, which will help you in the strategy battles.

Ready your party for battle. Cross the bridge just (S) of town fourth. Follow the river (S) until you find another bridge. Brute is located Northeast from here. After the battle, enter the dungeon. Grab the weapon in the Northwest corner.

--The green man--

Go (S) and follow the river (E). You will arrive at town sixth. From town sixth, go (N) to the mountains and follow them (E). Enter the dungeon. Get the weapon on the second floor. Exit the dungeon and then follow the river (S) and then (E). Cross the bridge and enter the castle. From the entrance go five steps (N), two steps (E), seven steps (N), two steps (E), six steps (N), three steps (W), continue (N) to the staircase. Talk to everyone there. Select 'Yes' to the green man's question.

From the castle, go (N), then follow the river (W), then (N) until you reach town seventh. In the shop, buy two 'BIGSHLD' and three 'BIK' (save one for later). Yes, you ride around on motorcycles. With your new mode of transportation, go Northeast from town seventh and then follow the mountains (N) and go through the gap in the mountains. Enter town eighth. Leave town and go (N) when you clear the gap in the mountains. Go (W) as soon as you see part of a river on the top right portion of the view screen. Enter town ninth.

Go (N) to the mountains, follow them Northeast until you reach a dungeon. Inside the dungeon, make your way through the scattered square blocks and to the staircase in the Northeast corner of the room. Defeat the two guards and let Arthur and Gill join your party. Do not allow them to take part in the battles as of yet. They are too weak for this caliber. Go back to town ninth. Speak with the old man, he will give you a utem. As a reminder, town fifth sells cloths. You ought to go back to town fifth anyway and start bulking up Arthur and Gill. As they get stronger, progress through the areas already explored.

Raise everyone's level to at least thirteen. Enter the cave in the mountains located (N) of the castle (where you met the green man). Inside the cave, follow the linear path and grab the green gem. It is labeled STON4 in your inventory. Go back to the dungeon where you found Arthur and Gill. Enter the new doorway, (W) of Arthur and Gill's former cell. Grab STON2. Go back to town eighth. Speak with the man inside of the 'would-be' inn. He will give you a weapon.

A large swamp is just (S) of town eighth. If it is wintertime, you can safely make your way to the citadel. If not, from town eighth go (S) along the western edge of the swamp. Stay near the mountains as you go (S), (E) and then (N). You will see a relatively small, isolated mound in the swamp. Enter the citadel that sits on the mound. Go (N) and to the staircase. Go (N), (E), (S) on the first opening, continue (E), weave and bob your way to the furthest wall. Continue (N) and then (W). Follow the path going (N). It will lead you to STON3.

Go back to the castle and speak with the green man. Select 'Yes' to his question. You have just given him items STON1-4. Leave the castle and step onto the canoe. It will slowly lead you to town tenth. In town, let the orange man join along with the white birdman (Gil-Galad). Fight the green man. After winning the battle, you receive a very strong shield along with items STON1-4. Go back to the castle and speak to the inhabitants. One person there will give you a new weapon. Equip the 'BIK' for Gil-Galad if you have not already.

--The Bortains--

From town tenth, go (N) until the mountains appear on the view screen, then go (E) to town eleventh. One man in this town will take the item that was given to you by the old man in town ninth. Go back to town ninth and speak with the old man. He will give you another item. Before exploring beyond town eleventh, bulk up Gil-Galad to at least level twelve. In town eleventh, visit the man selling troops in the shop. Whenever your troop levels get low, restock with the item listed at 1000 halala. Ready your party for battle.

From town eleventh, follow the river (N), cross the bridge and then continue (N). Defeat Brute and confront the next Brute located Northwest from here. This will be the second strategy battle after town eleventh. Although it is easy, watch out for the two motorcycles. Enter the dungeon. Make your way to the staircase. On the second floor, walk over the yellow tile nearest the Northwest corner of the room. Now that you are on the other side, outside of the dungeon, follow the path (W). It will lead you to another Brute. Win the battle and enter the dungeon. Go (N) through the nearest corridor and follow it to the staircase. Now on the second floor, go to the nearest staircase. On the third floor, maneuver towards the square tiles. Move to the bottom right tile.

Now on the other side, outside of the dungeon, go (N) and follow the path (E). In the next strategy battle, watch out for the enemy between the two motorcycles. Do not let it engage you. Easily wipe them out from a distance with your catapult. It might be best that you move your troops directly (S) then (E) across the bottom of the battle zone. Again another dungeon with no obstacles to overcome. Make your way to the top floor (the one without another staircase) of the dungeon. To exit, walk over the yellow tile nearest the Southwest corner of the room.

Move (E) to the open area on the view screen and then (N). Enter the castle. There are no enemies until you reach Brute. There is no puzzle or maze here, just a very long walk from staircase to staircase until you fight two enemies at once with an HP of 153 each. After the easy, (not strategy) battle, you will be given an item named '10'. An orange guy will also join. Leave the castle. Go (N) and visit town twelfth. From town twelfth, go (W) and then (S) when you reach the mountains. Go through the nearest opening and follow the path to its end. Take the hang glider.

After landing, go back to the place where you found the hang glider and talk to the man. Now go to town fourth. From town fourth, go Northeast to the mountains and follow them (N). Brute sits just (N) of an unexplored town that appears to be inaccessible. Visualize each step as one square. Three steps (E) of Brute and six steps (N) is a rock that is not what it appears to be. Walk through it. After the strategy battle, enter town thirteenth. Let the orange guy join along with Bag-Mous. Bag-Mous is strong, you did not need to bulk him up past level ten. At this point, your hero should be around level fifteen. As a reminder, the 'BIK' and 'BIGSHLD' are in town seventh. The 'IRONMAIL' is in town eleventh.

If you like going back and forth, there is a hidden passageway near town fifth. Without entering the town, go fourteen steps (N) and twenty-two steps (E) starting from the (E) side of town fifth. This takes you back to where you found the hang glider and the man.

--Wrap it up--

Go to town twelfth. Speak to the man nearest the boy who appears not to be

feeling well. Leave town and hop on the ship. Oh dear, it seems our friends Gill, Gil-Galad and Bag-Mous have been swept away. Enter town thirteenth and speak to the two individuals. The blue and white man takes the four STON items. Both of the red huts appear to be closed. Enter the hut on the left. Speak to the old man and leave town. The old man and little girl will accompany you back to town twelfth. From town twelfth, go Northwest, up the steps, (W), up the steps, (E), up the steps and into the citadel.

From the entrance, go (N), (E) on the first corridor. Follow the corridor as it goes (E), (N), (W) and then (S). Follow the path to a staircase. On the next floor, follow the path to another staircase. Back on the first floor, take the nearest staircase. Take the next path to another staircase. The blue and white man is in this room. Confront him and then run for your life. If you do not like the feeling of failure, use only one party member in the battle. That way if running fails, the battle ends with that member's death. The game would then pick up where you left off.

Go to town twelfth and speak to the old man in the inn. He will give you a utem. Go back to the blue and white man. Use the utem during battle. That will knock his HP from 1200 to 600. Take him out and then. Oh my God, the game is over, but I did not solve the thing with the guy in the underground cave near town fifth. Your help will be greatly appreciated. Ah hell with it, I am done.

--A glance back--

Sheesh, all that leveling up and the final boss was defeated with possibly three members. There was no need to use any potions. That certainly confirms that much of your work leveling up was done so in vain. You probably did not even have to pick up Gil-Galad and Bag-Mous. Oh well, I at least I had fun wasting your time.

-----Authorized Websites-----

My thanks go out to the following websites for politely asking to post my walkthroughs (in other words, they are not thieves):

<https://www.neoseeker.com/>

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