

Elnark no Zaihou FAQ/Walkthrough

by KeyBlade999

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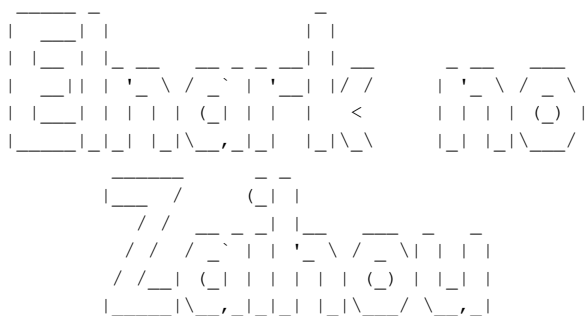


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Donations

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and they are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. **Thank you so very much for at least considering this!!**

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Introduction

Welcome to another one of my FAQs. This FAQ covers Elnark no Zaihou, a recently-translated Japan-only title. It's a game I have been meaning to FAQ for a while now, in no small part due to the simplistic top-down action format that reminds me of Zelda. ... In all honesty, I have little else to say about it other than that. It's not a bad game, but neither is it great, but it's still worth playing in your downtime. Or somethin'.

It's been over twenty-five years since this game's launch in 1987 by Towa Chiki. And since then, not a single FAQ has been written for it. Well, there's always a first time for everything, no? Ever since the start of the NES FAQ Completion Project on GameFAQs several years ago - a project designed to get a guide out for every single NES game out there - many people have now been helped because older, rarer, less popular games have gotten guides. So many games, in fact, that all of the North American games have been covered, as have the European games, leaving only those that are homebrews and mostly those released in Japan and the Koreas.

And so, that is how I came upon this game. Thanks for listening to my ramblin'; hope you enjoy!

Basics of the Game

Game Controls

Button	Resultant Effects
D-Pad	Move around
A Button	Fire projectile swords

B Button	Investigate nearby objects
Start Button	Pause/unpause gameplay
Select Button	Switch weapons; use A/B to sift through

Gameplay

Superficially speaking, the gameplay in Elnark is pretty simplistic, comparable to most top-down shooters you can pick out. Though combined with some puzzle-like elements, I often analogize this game to The Legend of Zelda more than anything. In the field, enemies tend to pop out at random and attack you in various ways, typically through projectiles or brute-force tackling. In either instance, your main goal is to back up and shoot them with the A Button; doing so will kill them and, though you earn nothing, you conserve some health.

(Health, by the way, is the top-left gauge in the field. While the exact values for it are not given, you can find this out if you look at RAM address 0x0400. It maxes at 30, equal to 1E in hexadecimal. Just FYI.)

That sums up the gist of the game beyond a walkthrough itself. There are also a number of pickups you'll want to ... well, pick up. A summation is below.

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- **Medicine:** Heals some health.
 - **Crest of Light:** White shield that boosts your Alignment +1 towards light.
 - **Lunar Sphere:** Weapon you collect that immobilizes all enemies briefly.
 - **Enchanted Shamrock:** Allows water-walking, but no actual use in the stage where it's found (Stage 2).
 - **Divine Stone:** Allows access to some areas, based on a Light Alignment.
 - **Sinner's Egg:** Allows access to some areas, based on a Dark Alignment.
 - **Skull Etching:** ?
 - **Stone of Light:** Mostly a symbolic collection item, but sometimes needed for progress.
 - **Stone of Darkness:** Mostly a symbolic collection item, but sometimes needed for progress.
 - **Ring of Light:** High-level projectile weapon.
 - **Ring of Darkness:** High-level projectile weapon.
 - **Seal of the Archangel:** Boosts Alignment +8 towards Light.
 - **Seal of Fallen Angels:** Boosts Alignment -8 towards Dark.
 - **Faeries/Devils:** Random monsters in the field that alter Alignment +1 or -1, respectively.
-

As you can tell, some items will affect your "alignment", similar that presented in the Shin Megami Tensei games. That is the second gauge in the top-left corner; to the right is "Light" and to the left is "Darkness". These pretty much are supposed to affect the areas you can reach in the game: however, you are *supposed* to reach those areas, and those of the opposite alignment don't really get anything to do. Alignment is a stat semi-hidden in the game; while all that matters is being Light or Dark, the exact value is hidden at RAM address 0x0407. The gauge maxes at 24 points (18 in hexadecimal) at Light, and 0 for Dark, and 12 (C in hex) for a "Neutral" glitch that allows you go to both Light and Dark areas.

Walkthrough

Some Notes

- **Which to Use?:** Given in this walkthrough are two walkthroughs per level, excepting **Stage 5**. Why? For the most part, a major portion of most levels can be skipped, except in the aforementioned. The only reason to go beyond that is completionism, item gathering, or the like - it's detrimental to your health to bother, but nonetheless is notable. If you want the speedster walkthrough that beelines to the end as far as reasonably possible, look at the "Quick" walkthroughs; for the completionists, look at the "Full" walkthroughs.
 - **Alignment:** The introduction to this game states specifically that Alignment - the second gauge in the top-left corner - will affect the areas you reach in this game. As needed, it will be stated whether you need to be a Light or Dark Alignment. The "Full" walkthroughs for each stage should guide you through every power-up, but keep in mind that this does not necessarily guarantee always "fitting in" alignment-wise - either look ahead to see what you'll need, or collect faeries/devils in the field (found at random) to go towards Light or Dark, respectively. Alternatively, you can stick with a "neutral" Alignment in the middle to function for both.
 - **Enemies:** The vast, vast majority of enemies in this game are completely random; they simply come on-screen as you go. Thusly, *I cannot guide you through conflicts that arise with them* - pretty much only bosses and noteworthy enemies will be able to be covered in the scope of this guide.
 - **Translation:** For the most part, I will go ahead and translate important and/or noteworthy text; not *all*, just what you might find useful, such as the **Prologue**. These are derived from the patch on <http://www.romhacking.net/> but provided for those rare few actually playing on a legitimate cartridge (or just something unpatched for the sake of nostalgia). Just FYI.
-

Prologue

The prologue can be viewed by sitting at the title screen for a while. It ends with a description of the items in the game, which can be found in the **Gameplay** section of the guide.

Spoiler. Highlight text to view

One day, you receive a strange letter from your close friend, Joe Kurosawa:

"My friend,

I am now in the South American country of Radea, searching for the treasure of Elnark. However, I've felt strangely uneasy since arriving. When I sleep, the words 'Crest of Darkness' haunt my dreams, but I know not what they mean. Tomorrow, I will travel upstream to the Temple of Nekuromia, wherein lies the treasure. I will wait for you at the Moray Ruins. Please, come as soon as you can...

- Joe Kurosawa, July 25, 19XX"

After reading the letter, you quickly depart for Radea. Upon arrival, you meet a resident who tells you more about the strange land...

"Our country is overrun with darkness. If you don't fight this evil, you won't be able to help your friend. To do so, follow the spirits of light to the Sacred Stone. Also, messages scrolled on rocks, trees, ruins, and other places will cross your path thanks to the powers of the divine. These words will lead to decisive battle. Be warned, however, that the closer you get to the spirit of darkness, the sooner evil will taint you. Stay near the light to follow the path of holy good. Light or dark, though, the stronger your alignment is, the stronger you will become. Finally, the path you choose will both determine the areas accessible to you and the messages revealed along the way."

Stage 1 (Quick)

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Head north along the path before you for a while. Much of Stage 1 is really just a linear shoreline along a river; while there is another side to the level, it's beyond the scope of this Quick walkthrough. You'll encounter little of note as you go along except a few pickups. After a while, you'll find a hole in the wall to go through, sending you to another part of the level. As before, go north and along the linear, unnoteworthy path to a wall - this time, without a hole in it. It's effectively pictured to the right. Along the left side of the wall, run north for a few seconds to get into another portion of the area.

As before, on the other side, it's just another linear, featureless path northward into the next area. (Well, not really featureless, but for the sake of quickness, yes it is.) In the next area, as with those before, head north along the river to reach the end of the path. There, you'll fight a boss. This mantis-like creature loves to assault you with multiple projectiles at once; evasive maneuvering is a fairly vain effort, so it's better just to rush him and mash the crap out of the A Button before going on to Stage 2.

Stage 1 (Full)

The beginning of Elnark no Zaihou pushes you at first into a rather linear stage. While just completing this level dictates you simply stay on the east side of the river and head north, there is a side west of the start. At the start, though, go north for a while and along the path, collecting the Crest of Light on the way. At one point, you'll find a second bridge back to the west side of the river. If you continue north past it, you can find a medicinal bottle; on the other side, you can go south for a different medicinal bottle and north for a Crest of Light. Either way, you'll have to go north into the next area.

In the second area, your more profitable journey - by a slight margin - is on the west side of the river. Near the start, you will find a Crest of Light, with a Light Stone further to the north. A while thereafter, you can find a bridge. If you cross it and go south on the other side, you can find another Crest of Light, though it's a pretty long journey there and back for so minimal benefit. As you go north on either side, you'll find a medicinal bottle before the exit to the next area. Depending on which side you go to, you will find different things.

If you went north on the west side, you'll find yourself on a linear path, now with no path to the other side. There is little along the path in the first area beyond a medicinal bottle and a Crest of Light. The second area is little different in that regard - even items. It's a pretty long journey, especially given that it's optional (and only for +2 Alignment and two healings) and you loop back to the start after the second area. I really wouldn't recommend this.

^sr3|

If you want to go north on the east side, you'll notice that, past the -8 Alignment item, there is a wall with no hole in it. At the left side, run northward for a few seconds and you'll go beyond. **If you wish to return back, since this is one-way, press A and Down on Controller 1, then A and B on Controller 2.** Otherwise, continue north and along the path. As on the west side, this side is linear and pretty featureless, mostly including a couple of Crests of Light and a medicinal bottle, all found on the forested side of the creek. At the end of the second area, you can find a boss to fight. This mantis-like creature loves to assault you with multiple projectiles at once; evasive maneuvering is a fairly vain effort, so it's better just to rush him and mash the crap out of the A Button before going on to Stage 2.

Stage 2 (Quick)

ALIGNMENT NOTE

To progress through this level, you will be required to have a "Light" alignment to enter the boss's room. Avoidance of the Dark-alignment items works well, and there are plenty of Light-alignment items in this one alone to suffice. That said, if you're having trouble, you may be better off reading the **Stage 2 (Full)** walkthrough.

This stage begins pretty simply - it's mostly a linear hallway north into the next area; the main obstacle is the weaving you have to do throughout the halls. That said, it probably also makes it harder for enemies to hit you. =P

The second area begins to show off the true complexity of this game (as far as the game itself is concerned). Upon arrival, go west and along the path into a large room, which you should exit to the northwest. Ignore the first exit to the east you see, opting instead for the second one. This windingly leads to a path with some stairs at the end. Grab the nearby medicine bottle before descending.

Here, go southwest and along the winding path into a clearing. Exit to the east and north and you'll find another winding path. To the east and south both are some stairs to use; go south and use the stairs there, since the others are a dead-end. In the next area, simply go west and north and through the door. In the square room beyond, you'll fight a boss. This blue dragon is little different from the Stage 1 boss - it shoots a lot of projectiles, and the best strategy is to rush it and hope for the best with a ton of attacks.

On the other side of the door, you'll be back in the dungeon. Go north and through the door to reach Stage 3.

Stage 2 (Full)

ALIGNMENT NOTE

To progress through this level, you will be required to have a "Light" alignment to enter the boss's room. Avoidance of the Dark-alignment items works well, and there are plenty of Light-alignment items in this one alone to suffice. Just an FYI.

This dungeon starts off pretty simply, the first area delineating itself to a long northward journey through a door. Other than a Crest of Light on the way, you won't find much to impress you as you go to the door.

The second area is a bit more complex. Begin by going north and along the path into a clearing. In the southeast corner (of the part to the north), you can find some medicine. There is also a box to the north you can examine, but it's pretty pointless unless you don't plan on using this walkthrough. West of there are some stairs that lead to a dead end, so go south of them and along the southern of the two eastbound paths. As you reach the clearing, exit it via the southeast corner and you'll soon come upon an Enchanted Shamrock, which is supposed to permit waterwalking, but I cannot for the life of me figure out where to use it. =/ In any case, leave this area to the west, then go north to a door. Grab the Crest of Light to the west first, then bypass the door (it won't open until the boss is beaten anyhow). As you head east, a room should open up to the south. Go into it, collect the Dark Stone to the southwest, and use the stairs.

Here, head northwest and along the path out of the clearing. After a while of circling the outer edge of the area, you'll find some stairs. Bypass them for the moment and you'll find some medicine; collect it and *then* use the stairs. In the next room, go northeast and along the path to some more stairs. Again ignore them, heading south, west, and north to find a gun - you can equip this as a weapon that is superior to the sword you currently have, so do so and then go down the stairs. The room beyond is pretty featureless except the Seal of the Archangel in the alcove to the east - grab it, then backtrack a while to the big room you (almost) started in.

Backtrack to the southeast corner of the floor as a whole - it's where you arrived - and head west from it. As you reach the clearing at the end of the path, grab the Light Stone in the alcove to the southwest, then go northwest and along the path. As you go, you'll see some paths open off to the east; ignore the first (all it has is a pointless message from Joe) and use the second. You will eventually reach some stairs; grab the medicine to the west, then use 'em.

On this floor, if you leave the room to the northeast along the looping path, you will be able to grab some medicine. Otherwise, leave the room with the stairs to the southwest and into another clearing. Head southeast from it and you'll soon see a room open off to the east. Go east and past the stairs to find a Crest of Light at the end of the path, then use the aforementioned stairs. Return to the stairs and use them, then leave that room to the southwest to find another Crest of Light. Use the stairs again and go back into the hall to the west; head south and downstairs now.

Here, you will find a Seal of Fallen Angels to the southeast; ignore it and head northwest and along the path to a Crest of Light, door. Beyond it, you'll fight a boss. (*Note: Again, the door only opens for those of a Light Alignment.*) This boss is similar to that one found at the end of Stage 1; it likes to shoot projectiles, and simply rushing it with a lot of attacks is probably the best way to go. After the fight, go north and through the door, then far to the north and through another to reach Stage 3.

Stage 3 (Quick)

^sr4|

This area is pretty large, but with a walkthrough, this level is pretty easy. Begin by going to the east and walking across the water on the rocks. (The Enchanted Shamrock from Stage 2 is actually *not* needed for this - you're just walking on rocks, nothing to see here. >_>) On the other side of the rocks, keep going east and a bit north to walk across some more rocks. Head east from there to the grassy edge of the area, then north to find a Divine Stone. Grab it, then backtrack to the start.

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A while to the north of where you started are two trees, right next to each other. Examine the one on the right and you'll be told that you have been given mystical powers; this will allow you to walk on water on a specific portion of the stage; not *all* water, just a specific portion. Return south once more to where you began the level and cross the two rivers to the east. On the other side of the second, go far to the north and a bit east to find a large lotus pond, like that pictured to the right. There are a number of flowers next to it; from those right next to it, get on the northernmost one's southeast corner, face east, and press B, again like in the screenshot nearby. This will let you through to the next area.

Like most of the other caves you could have accessed throughout the "overworld", as it were, of this level, this relatively lengthy one will consist entirely of northbound paths. When you enter, go northward and along to a Crest of Light, then to two archways. Use the one on the east side; go along the path to the north side, collecting a Crest of Light and Sinner's Egg on the way. Once through the door, it will loop back to the south side you entered from, so go through the door and use the stairs nearby to return to the fork.

Now go through the door to the west. This linear northbound path features some medicine, a Light Stone, and a Dark Stone to collect before reaching the next doorway. On the next path, go northward for a bit and you'll find a Lunar Sphere and some medicine. After collecting the medicine, go back southward along the path and count the grayish rocks you come across. Examine the second rock from the south side - if you have gotten the Sinner's Egg, you'll be warped to the final portion of the cave.

The fifth area of the cave is simply a linear, featureless path northward. After a narrow gap between the walls, you'll fight the ever-familiar draconic boss; simply rush him with your weapon and he'll die quickly. Proceed on to Stage 4.

Stage 3 (Full)

ALIGNMENT NOTE

While no specific Alignment is required for Stage 3, you will need a Dark Alignment for Stage 4. If you are already in the middle of the gauge, then don't bother collecting any of the Crests or Seals, but if you are more Light than Dark, be sure to grab some of the Seals of Fallen Angels along the way to make Stage 4 a bit easier to deal with.

A lot of the items in this area can be grabbed by simply skirting along the outer borders of the area. For now, we'll stick to the west half of the area (in other words, not cross the river). If circle the edge clockwise from the start, you will find some medicine, a Crest of Light, another Crest of Light, some bombs to equip as a more powerful weapon, and a Seal of Fallen Angels. Northwest (more so north than west) of the Seal is some medicine. Northwest of the medicine (more so west than north =P) of there, you can find some stairs. These lead to a linear northbound cave without another Seal of Fallen Angels at the end.

^sr5|

Return to the overworld and head to the southeast portion. There, you should see some rocks like those in the picture to the right; walk across them. If you head to the far side of this little peninsula, you can find another bottle of medicine. The cave you can reach on the way also has some more medicine at the end. Southeast of the stairs into the cave are some more rocks to cross, so do so.

Like before, circle the outer edge of this east half to find a Crest of Light, medicine, Seal of the Archangel, Divine Stone, Crest of Light, and some medicine. After grabbing the medicine, go northward and a little to the east to find a Seal of Fallen Angels. If you descend into the cave to the east, you'll find another linear northbound trek across two areas, along which you'll find a Crest of Light and a Seal of the Archangel. Return to the surface now.

^sr7|

Backtrack to the area where you began Stage 3 and head north. After a while, past a brown statue, you should find two trees right next to each other. With the Divine Stone in hand, you can press B while facing the one on the right to gain some "mystical powers" - these allow you to walk on water, but only in a specific place, not all water. Go to the eastern half of the area again; in the north-central portion, there is a lotus pond with a number of flowers to its west, similar to the nearby screenshot. On the east half of the northern flower that is right next to the pond - again, refer to the nearby screenshot - face east and press B to enter the hidden cave.

Like most of the other caves you have accessed throughout the "overworld", as it were, of this level, this relatively lengthy one will consist entirely of northbound paths. When you enter, go northward and along to a Crest of Light, then to two archways. Use the one on the east side; go along the path to the north side, collecting a Crest of Light and Sinner's Egg on the way. Once through the door, it will loop back to the south side you entered from, so go through the door and use the stairs nearby to return to the fork.

Now go through the door to the west. This linear northbound path features some medicine, a Light Stone, and a Dark Stone to collect before reaching the next doorway. On the next path, go northward for a bit and you'll find a Lunar Sphere and some medicine. After collecting the medicine, go back southward along the path and count the grayish rocks you come across. Examine the second rock from the south side - if you have gotten the Sinner's Egg, you'll be warped to the final portion of the cave.

The fifth area of the cave is simply a linear, featureless path northward. After a narrow gap between the walls, you'll fight the ever-familiar draconic boss; simply rush him with your weapon and he'll die quickly. Proceed on to Stage 4.

Stage 4 (Quick)

ALIGNMENT NOTE

To progress through this stage fully, you will need to have a Dark Alignment. This is one of the hardest stages in which to get the proper Alignment, especially if you're already pure-Light, since there's just one Seal of Fallen Angels in the level and finding devils is tedious and harmful. Just fair warning if you're on Stage 3, still, which had plenty of those Seals.

Believe it or not, a **lot** of the stuff in this level can be skipped, much of which you wouldn't due to misinterpretations of the game's hints. The first area is a simple walk northward with several items found along the way. The second area is a meadow of flowers with little noteworthy, though I recommend walking due north and then due west to get the medicine in the corner. Once you reach the third area with all of the statues, head west.

If you have a **Dark Alignment**, you can walk north at the tree in the southwest corner of the area. This should warp you to a new area you can exit off to the west. In this new, final area of Stage 4, go northward and simply along the path a for a bit; be sure to collect the Dark Ring weapon on the way. At the end of the path, defeat the usual boss before going on to the final stage. (It's simply rush-'n'-attack again.)

Stage 4 (Full)

ALIGNMENT NOTE

To progress through this stage fully, you will need to have a Dark Alignment. This is one of the hardest stages in which to get the proper Alignment, especially if you're already pure-Light, since there's just one Seal of Fallen Angels in the level and finding devils is tedious and harmful. Just fair warning if you're on Stage 3, still, which had plenty of those Seals.

This stage begins pretty linearly with a northbound path not unlike the caverns of the previous stage. Simply head northward for now; along the way, you'll find a Dark Stone, a Light Stone, medicine, and a Crest of Light.

The second area begins to show the true nature of Stage 4 - it's one of vast, single-themed areas; in this case, a meadow of flowers. To the northwest, you can find a Dark Stone, then a Crest of Light further northwest, and some medicine in the northeast corner. There is an exit in the northwest corner.

The theme of this section is one wherein you can sweep in and out of a number of statues proliferating the central portion of the area. That said, the items are all found along the edge; going counterclockwise from the southeast corner, you'll find a Seal of the Archangel, some medicine, and a Seal of Fallen Angels. Other than these, the main feature is the staircase in the southwest corner.

Lo and behold, you arrive in a labyrinth of stones. If you circle the edge counterclockwise, you'll find a Crest of Light, a Light Stone (with a Divine Stone far to the east), and some medicine in the southwest corner. Other than these, you'll find little other than the stairs in the southeast corner.

This area is actually pretty open. To the east is some medicine, and south of the entrance is a Dark Stone, followed by a Sinner's Egg in the southwest corner. With that in hand, you can finally get back on your way. Backtrack to the previous area and use the northeastern stairs, then head to the northeast corner of the statue area. **With a Dark Alignment**, speak with the northeasternmost statue there and the devil representing it will speak about the southwest tree. Head to the southwest corner of this statue-filled area and walk north into the tree; if you have a Dark Alignment (or at least neutral), you'll be warped to a different area.

Exit said area heading westward. In this new, final area of Stage 4, go northward and simply along the path a for a bit; be sure to collect the Dark Ring weapon on the way. At the end of the path, defeat the usual boss before going on to the final stage. (It's simply rush-'n'-attack again.)

Stage 5

ALIGNMENT NOTE

For the sake of convenience on everyone's part, this level is written on the assumption your Alignment is neutral - in other words, the Alignment gauge is exactly half-full, and 0x0407 in the RAM reads \$0C (or 12). This circumvents a lot of need for me to describe how to get certain Alignment-altering items, and, honestly, it's something you should have done long ago.

I'll tell you one thing: I hate this level. You need to be especially careful in this one because it is a long one, and medicinal items do not respawn. It's actually long enough to warrant me segmenting it somewhat. >_> In any case, it's also non-linear. We'll first go for the first boss of the level, hunt down the best weapon, then finish the game.

~ A Friend Turned ~

In any case, when you enter the level, go north and along towards a door; you can grab a Crest of Light on the way. As you reach the door, you'll fight a blue dragon boss and, as usual, you can simply assault it to easily move on.

^sr8|

When you begin the level, go due west and into the alcove for some medicine to heal from the boss fight, then go along the path north of the alcove for a while. It's actually pretty linear and winds around the area - as you go around, you can get some more medicine, a Sinner's Egg, and a Crest of Light. As you went around the room, you probably noticed one area, like that pictured nearby, that is completely dark within. Because of the Sinner's Egg you now hold, you can enter that room: simply approach the door to enter. There is nothing within the room itself to block progress; there are just two doors in the northwest and northeast corners.

First, let's go through the northeastern door. In the skeleton-filled room beyond, go north and grab the bottle of medicine as you go. Descend the first staircase you reach and leave that room heading northeast and along the path. Partway along, you'll find a yellowish box; if you examine it a Neutral or Dark Alignment, you'll be warped. On the other side, go northwest and then east at the fork to grab the Seal of the Archangel if you are not Light - those being Neutral or Dark will have to deal hundreds of hits versus a few dozen. That said, once you are Light, head northeast of the stairs and along the path.

Descend the stairs at the end of the path. In the room beyond, grab the Crest of Light to the southeast if you're still not Light, then head northwest and further west into a large clearing. There, you'll find your friend Joe, who sadly happens to be your next boss. That said, if you are Light (or Neutral) and have the bombs equipped, you'll be able to get rid of him pretty quickly. (Killing Joe is possible with the Dark Ring or a Neutral/Dark Alignment, but the game presumably seems to put it where he resists 255 hits versus a dozen or so with the Bombs and a Light Alignment. Just FYI.)

~ The Light Ring ~

After the boss battle, return to the stairs and use them, then continue back along for some more. In this room, approach the door to the north and go on through. If you go down the stairs here, then those to the west, you can find a Seal of Fallen Angels in the northwest corner of the room there, making it easier to return to a Neutral Alignment - all you'd need to do is find a devil, now. Other than that, though, it's pointless.

In the room where you went through a door, exit to the northeast and go downstairs. Grab the Light Stone to the west and go back up. To the west is the door that will take you to the outer edge of the floor, so use it and go back to the southwest corner where the darkened room was. First use the northwest door. There are a number of pillars in that room in two rows. On the east row, examine the third pillar you reach to speak with an angel and also obtain a Divine Stone in the process. Use the northern door to return to the outer edge of the room and this time head to the southeast corner - Divine Stone in hand, you can now enter the southeastern glassy room.

^sr9|

Past the door, grab the medicine to the east, then head west. At the southwesternmost orange plate, like the nearby picture, press B to warp to another area. There, go northeast and use the stairs, then go northwest and along the path in the next area to find some more stairs. In this area, to the east you can spot a door: approach it and press B. Get the Crest of Light to the northeast if you want, then use the stairs. In the room beyond, go northeast and press B to go through the door, then collect the Light Ring - the best weapon of the game - and go through the northwest door. Backtrack now.

~ The Treasure of Elnark ~

When you return to the room where you were warped after examining the orange plate, go through the door to the north.

GAME-BREAKING GLITCH NOTE!!

When you go through that door, do not -- **I repeat, do NOT -- press the Left Button on the D-Pad.**

This game is prone to a number of such glitches, but this is one of the most consistent performances of this glitch. If you press Left after going through the door without pressing Right just a little bit first, the game's scrolling glitches up for an unknown reason - thusly, you need to press Right enough to get the screen to scroll a little bit. You'll know it's not enough if you seem to move too fast to the left. If you go beyond what you can see, you will be stuck in an invisible limbo, able to move north throughout much of the area, even through walls, but wholly unable to return to the game or to die. BE WARNED. You only need to use the staircase beyond, but it's easy to screw up...

Once you survive the glitch and go use the stairs beyond the door, go northwest and use the stairs in the clearing there. Go north for a while along the path to another door you can go through, grabbing some long-needed medicine on the way, to return to the outer portion of the area. There, head along to the southwest corner of the floor where the dark room is. Enter and use the northwestern door, then stairs beyond once more. On the floor below, go northeast and press B to get through the door. Use the stairs to the north, then go north and go through another door.

^sr10|

In the hall beyond, go north and along to a wall. Obviously, there is no way to go through the wall. However, if you examine the next-to-northernmost pedestal on the eastern row, you will be able to open a path: now simply run against the wall for a few seconds to get beyond. You have to run at the fourth tile in the wall, like in the nearby screenshot - dumb, I know, but then again, there's a big blue box above here for another stupid reason. Grab the medicine nearby on the other side, then go north and through the door.

Beyond, you'll find the final boss. It's pretty easy and little different from those dragon bosses before now, although the boss is definitely more aggressive with his attacks. That said, simply being aggressive with your own continues to be theme here.

After winning, pat yourself on the back for having beaten Elnark no Zaihou! 'Grats!

Ending

Note that the below is a translation of the text given at the end of the game. While it is likely expected, gives very little detail on the plot, and is not a lot, it's still the ending, so be warned for spoilers.

Spoiler. Highlight text to view

You've illuminated the darkness and will be cherished as Radea's savior...

Victory is yours. Well done, indeed.

Passwords

Some notes... Firstly, passwords are only obtained upon death, but are entered from the title screen. The original game gives you these passwords in Japanese. Due to the restriction of Formatted FAQs on Japanese characters, I opted instead for a "- Row #, Column # -" format. The other passwords are those for the English translation available from Mr. Richard and MTee on <http://www.romhacking.net/>, to those who may be using it at the time. It is presumed that these passwords could vary from translation to translation, so beware...

Stage	Japanese Password (- Row #, Column # -)	English Translation Password
Stage 2	- 1,7 - 3,9 - 1,3 - 1,2 - 1,10 - 1,5 - 4,1 - 1,1 - 1,2 - 3,10 -	45A31 4Q20N
Stage 3	- 1,7 - 3,1 - 1,10 - 1,4 - 1,4 - 2,3 - 1,1 - 2,9 - 3,2 - 2,10 -	5SR03 H4643
Stage 4	- 1,7 - 3,1 - 2,3 - 1,3 - 1,8 - 3,9 - 3,4 - 1,4 - 3,2 - 2,10 -	4C837 37E5K
Stage 5	- 1,6 - 2,9 - 3,6 - 2,9 - 2,6 - 2,6 - 1,7 - 2,5 - 2,1 - 1,10 -	4SRIF 36UAP

Credits

In no particular order...

- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.
- CJayC, SBAllen, and Devin Morgan:
 - General sucking up to the GameFAQs admins. =P
- <http://www.geocities.jp/>:
 - Some general help and maps.
- Mr. Richard & MTee:
 - The English translation.
- Me (KeyBlade999):
 - For making this FAQ. =P
- You, the reader:
 - For hopefully enjoying this FAQ.

Version History

- **v0.30:**
 - 1.5 / 5 walkthroughs done.
 - Time: 12:38 AM 1/24/2014.
- **Final:**
 - Complete.
 - Time: 1:18 AM 1/26/2014.

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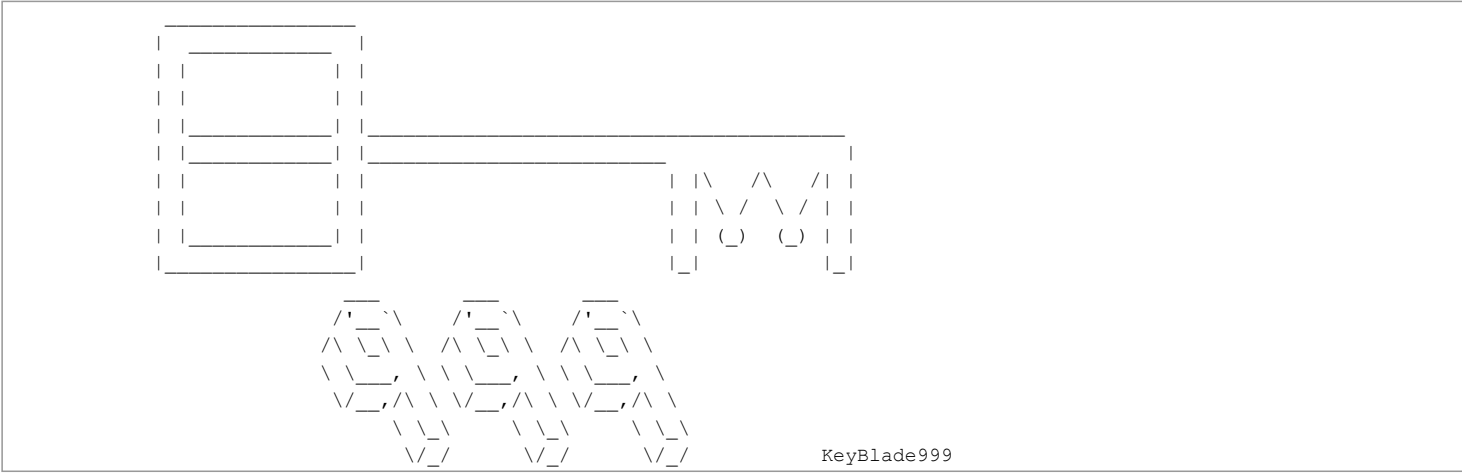
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	Cheatstop (www.panstudio.com/cheatstop)
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)



This is the end of KeyBlade999's Elnark no Zaihou (NES) FAQ/Walkthrough.



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