

Kyonshies 2 FAQ/Walkthrough (JIS)

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Kyonshies 2 (Famicom) Guide by E. Phelps, ver. 1.0 (aka LastBossKiller)

Introduction

Kyonshies 2 is an NES/Famicom game, developed and released by Taito in 1987. It is (sort of) a sequel to the game Phantom Fighter, published by Pony Canyon in 1988. Both of these games are based on movies released in Hong Kong, known as "Mr. Vampire" in the US. The name of the franchise varies greatly depending on the country, and in Japan it is called "Kyonshies". Phantom Fighter is based on Mr. Vampire, while Kyonshies 2 (this game) is based on Mr. Vampire 2. There are wikipedia articles about them, and you can find English subtitled versions on YouTube, so you can check the movies out yourself. Obviously, this game isn't truly a sequel to Phantom Fighter since it was released earlier and by a different company, but the movie tie-in makes them related.

Kyonshies are "hopping vampires", although they really behave more like zombies. They are re-animated corpses that are stiff due to rigor mortis, so they have to hop to get around, and are typically depicted wearing the clothes and a tall, rim-topped hat of a Chinese official from 100+ years ago. They are well known in Chinese mythology, and there was a wave of movies released in Asia during the 1980's based on them, Mr. Vampire being the most popular.

The game Kyonshies 2 is ugly and very flawed. But it offers some variety and a sense of exploration. You wander around a city, RPG style, and enter buildings, where you interact with people using an Adventure style menu system and try to figure out how to get items and where they should be used. You enter a battle screen at times, which is done action-style (sort of like the game Kung Fu). So there's a lot of variety, and you may actually find it a semi-fun experience despite the low quality of the game. The hopping vampire theme is obviously a big selling point.

The game originally came with a fold-out map of the city and the dungeons, which are a major help. I reproduced these maps for your use, uploaded as separate files on GameFAQs.

One final note is that you have to beat this game four times (once with each character) in order to see the ending. There are only slight variations for each character's playthrough, so it kind of sucks. But if you know where to go, it's pretty fast.

The game was only released in Japan, so until someone makes a translation, you'll have to deal with Japanese, although I hope this guide will help you get through the game without any Japanese knowledge.

How To Play

Exploring the City

Walking Menu

Press "A" to bring up the following menu:

つかう - "Use"	Use items in your inventory. If nothing in your inventory can be used while walking around town, then a window saying できない ("Not able") will appear.
そうび - "Equip"	Equip weapons and armor. When an item is equipped, a red "X"-like symbol will appear next to the item on this screen.
すてる - "Drop"	Discard items. If you are not allowed to discard any of your current items, a window saying できない ("Not able") will appear.
どうぐ - "Items"	View your inventory. Your inventory is divided into three categories: にちじょうひん ("Everyday articles"), ぶぎと ぼうぐ ("Weapons and armor"), and そのたのどうぐ ("Other items").
つよさ - "Strength"	Shows your status screen. See the table below for details.
みる - "View"	Search the square your character is facing to find items. If you find something, you will be asked if you want to take it. Select はい ("Yes") to obtain the item. If there is nothing, it says なにもみつからないよ ("Found nothing")
ひにち - "Number of Days"	Shows the number of days that have passed.

Here are the parameters shown on your status screen:

たいりょく - "Health"	Your current hit points. The maximum is 64.
すばやさ - "Speed"	Movement speed of your character during action sequences.
こうげきりょく - "Attack power"	Determines the strength of your attacks during action sequences.
しゅびりょく - "Defensive power"	Determines your defense during action sequences.
?????	A mysterious parameter. This is explained in the walkthrough section to avoid a spoiler at this point.
おかね - "Money"	Current amount of money in hand.

Saving Your Game

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You start the game outside a temple. You can enter this temple at any time to talk to the girl Ten Ten (a major character from the movie). Select the options はなす ("Talk") and she will offer to let you rest. Select はい ("Yes") to save your game (and the current day increases by one).

Your game will not be saved if you rest at a hotel.

Day to Night

As you walk around the town, the town will become reddish as the sun begins to set. Shortly after this, it will become night, and you won't be able to go into any buildings (other than the temple you started by and the hotels). During the night, the kyonsies will emerge, and you will have to fight them if they run into you. Sleep at the temple or at a hotel to return the night to the daytime.

Entering Buildings

The entrances to buildings from the front are pretty obvious since you can see the doors. But you will be surprised to find out that you can enter buildings from the side or from the back, using entrances you can't see from your perspective. So press against the sides or backs of buildings to find somewhat "hidden" entrances.

You can also enter the manholes by standing over them and pressing "B". They are dark, so if you didn't come prepared with a light, you better press "Up" immediately to escape before you wander from the exit!

Inside Buildings

When entering a building, you will interact with people using the following menu:

はなす - "Speak"	Talk to the person in the building. Often, this will produce a list of items available for purchase, or you might receive an item.
みる - "View"	Look and see if there are any items in the room.
とる - "Take"	Take an item that you found using the "View" command.
わたす - "Give"	Give an item to somebody.
すてる - "Drop"	Discard an item from your inventory.

Battles

These are the controls during the action sequences:

Left/Right - Walk.

Down - Kneel.

Up - Jump.

Down then Up - High jump.

A - Kick.

B - Punch.

Up + B - Attack using equipped weapon. Must be pressed simultaneously.

Up + A + B - Attack using the special move learned at a dojo. Must be pressed simultaneously.

You can also go through doorways by pressing "Up" or "Down" when appropriate. In some locations, you can exit by walking off the side of the screen.

Locations

This section will describe the purpose of each of the buildings in the city. The name of the building is given in the upper-left corner of the screen between the [] bracket symbols once you're inside the building. If you are trying to complete this game without any hints, then skip this section since it will give a lot away.

For each location, I will also provide the label that I used for it on my city map, uploaded as a separate file on GameFAQs.

At most places, you will select はなす ("speak") to interact with the person and perhaps buy items.

Temple (おてら) - Map label: "T" Select はなす to speak to Ten Ten, a major character from the movie. Select はい ("yes") to rest, which saves your game and causes it to proceed to the next day. If you have been introduced to her grandfather, then select いいえ ("no") and she will ask you if you want to speak to him. Say はい ("yes") to speak with him.

Shoe Shop (くつてん) - Map label: "s#" Buy Shoes (くつ) for 50000 gold. Instead, each character can get a free pair of shoes by visiting a particular shoe shop (it's different for each character). The shop to visit for each character is: Deppa = s4, Tora = s1, Chibikuro = s2, Suika = s3.

Warehouse (そうご) - Map label: "w#" w1 - Just receive some information.
w2 - Say いいえ ("no") to the guy here to receive the Passage Papers (つうこうてがた).

Tower (とう) - Map label: "t#" t1 - Use the command わたす ("give"), then つうこうてがた ("Passage Papers") to get past a guard and enter the tower. The tower connects to all the other towers via a path upon the city wall.
t2 - A kyonsi waits here for his missing son. After returning his son, use the みる ("view") command to find a door. Enter to go into the tower. A hole here leads to the underground labyrinth.
t3 - Same as t1.

t4 - The stairs down here leads to the waterfront. You need the Oar (オール) to proceed, or else you automatically return to the tower.

t5 - You will be attacked by kyonshies in this room. If your ????? stat is at 64 and you have met Ten Ten's grandfather (at the Temple), then defeat at least 10 kyonshies here in a row (without exiting) the room and you will receive the Wind Talisman (かぜのごふ) when you finally exit.

Clothing Store (ふくてん) - Map label: "c#" Each clothing store has a front and a back entrance. You can buy the Special Spirit Clothes (とくべつれいのふく) at one of these for 50000 gold. Alternatively, if you enter the back entrance of the correct clothing store (each character is different), the room will be empty. Use the **みる** ("view") command to find the Special Spirit Clothes. Then use the **とる** ("take") command to get them for free. This will only work if your ????? stat is at 64. Otherwise, the shopkeeper will catch you, preventing you from getting them, and even worse your ????? stat will go to zero. The store each character can steal the Special Spirit Clothes from is the following: Deppa = c1, Tora = c2, Chibikuro = c1, Suika = c2.

Restaurant (はんでん) - Map label: "r#" Eat a meal to restore some of your health. The amount your health is restored depends on which restaurant you eat at and which item you purchase. The options for each restaurant and their healing effect is listed below.

r1 - Cha Han (チャーハン): Costs 800, heals 40 HP. Chicken (とりにく): Costs 1000, heals 30 HP.

r2 - Dumpling (しゅうまい): Costs 500, heals 10 HP. Yakisoba (やきそば): Costs 800, heals 20 HP.

r3 - Carp Cake (こいのまるあげ): Costs 3000, heals 10 HP. Shark Fin (ふかひれ): Costs 3500, heals 4 HP.

r4 - Daily Special (ていしょく): Costs 5000, completely restores HP.

House (みんか) - Map label: "H" There are many houses where you can speak to people to receive information.

Gambling Den (バクチ) - Map label: "g#" During the day, they tell you information which is really just lies. During even numbered days, you can gamble here when the sun is setting and the town is colored red. Choose はい ("yes") to gamble. You will automatically wager 1000. Choose チョウ ("even") or ハン ("odd"). Two dice will be rolled and if you correctly guessed that the sum would be even or odd, you gain double your wager. After winning, he'll let you continue betting double-or-nothing style until you win a maximum of 32000.

Dojo (どうじょう) - Map label: "D#" Bring booze to a particular dojo master to learn a special fighting move. The type of booze and which dojo is different for each character. The requirements for each character are described below.

Deppa - Buy Kouga (こうが) at sake shop "a3" for 2000. Then give it to the dojo master at "D1" to learn ちょうき.

Tora - Buy Yousukou (ようすこう) at sake shop "a4" for 2500. Then give it to the dojo master at "D2" to learn ふくりゅう.

Chibikuro - Buy Kouga (こうが) at sake shop "a3" for 2000. Then give it to the dojo master at "D3" to learn しょうほう.

Suika - Buy Yousukou (ようすこう) at sake shop "a4" for 2500. Then give it to the dojo master at "D4" to learn さいこ.

Bank (ぎんこう) - Map label: "B#" Spend your ????? stat points at the bank in exchange for 200 gold each. Each character has to use a specific bank. The banks for each character are: Deppa = B2, Tora = B2, Chibikuro = B1, Suika = B1.

Grocery Store (しょくひんでん) - Map label: "G#" Can buy five Rations (しょくりょう) for 1000 gold here.

Oil Shop (あぶらや) - Map label: "o#" Buy supplies for illuminating the darkness.

o1 - Buy a Candle (ろうそく) for 200. After buying or refusing, you will be offered to purchase 3 Molotov Cocktails (かえんびん) for 3000.

o2 - Sells Candle (ろうそく) for 200 and Candlestand (しょくだい) for 5000. Receive a free Candle with Candlestand purchase.

Sake Shop (さけてん) - Map label: "a#" Each shop is different, as described below.

a1 - Sells Kitahakaba (きたはかば) for 1000.

a2 - Sells Kyonshi Masamune (キョンシーまさむね) for 1500.

a3 - Sells Kouga (こうが) for 2000.

a4 - Sells Yousukou (ようすこう) for 2500.

Baker (かしや) - Map label: "b#" Each shop is different, as described below.

b1 - Sells Pastry (ほしがし) for 300.

b2 - Sells Sweets (おかし) for 300.

b3 - Sells Cake (ケーキ) for 300.

Flower Shop (はなや) - Map label: "f#" Each shop is different, as described below.

f1 - Sells Wreath (はなわ) for 2000.

f2 - If you are Deppa or Tora = Sells Bouquet (はなたば) for 1000. If you are Chibikuro or Suika = Sells Veggie Scraps (やさいくず) for 500.

f3 - If you are Deppa or Tora = Sells Veggie Scraps (やさいくず) for 500. If you are Chibikuro or Suika = Sells Bouquet (はなたば) for 1000.

Town Hall (まちやくば) - Map label: "Y" Come here with the Special Spirit Clothes (とくべつれいのふく) equipped to receive the Wizard Clothes (まどうしのふく).

Notary Office (こうしょうにんやくば) - Map label: "y" Pay 500 here to learn that that Katana Shop "k2" sells the Shiritadaki (しりたたき). It will then be available for sale there.

Hotel (ホテル) - Map label: "h#" Rest for a fee, restoring some HP and advancing to the next day.

h1 - Pay 2500 to recover 25 HP.

h2 - Pay 2000 to recover 20 HP.

Tobacco Shop (たばこや) - Map label: "e" Pay money to hear information.

Bag Shop (かばんや) - Map label: "n" Buy bags that allow you to carry more items. Sells Small Bag (しょうかばん) for 3000, Medium Bag (ちゅうかばん) for 7000, and Large Bag (だいかばん) for 10000.

Pawn Shop (しちてん) - Map label: "p#" Sell your items for half their value. Each character has to use a different pawn shop. The shops for each character are:

Deppa = p1, Tora = p2, Chibikuro = p3, Suika = p4.

Market (いちば) - Map label: "m#" m1 - Find a lost kyonshi child.

m2 - Nothing special.

Stationery Store (ふんぐてん) - Map label: "q" Bring the Notebook (てちょう) here to receive the Shadow Puppet (かげにんぎょう).

Hospital (びょういん) - Map label: "A" Pay 3000 to have your HP fully restored.

Police Station (けいかんつめしよ) - Map label: "x#" Each police station is different.

x1 - He asks if you want something. Answer はい ("yes") and you will be able to purchase Armor (よろい) for 40000 and Spear (やり) for 30000.

x2 - Use the わたす command and show him the Passage Papers to pass through the building which leads to the jail.

x3 - Asks if you want something. Answer はい ("yes") and he will take half your money.

x4 - Guard has nothing to say.

Drug Store (くすりてん) - Map label: "d#" Sells 1 Medicine (くすり) for 400 or 10 for 3000. Each character must buy his medicine at a different drug store. The store each character must use is: Deppa = d1, Tora = d1, Chibikuro = d2, Suika = d2.

Veggie Stand (やおや) - Map label: "L" Visit this stand to receive the Carrot (にんじん) for free.

Nurse (てい) - Map label: "z#" You can visit this place to have your HP restored by 18, but only once per day. Each character must visit a different nurse. The building for each character to visit is: Deppa = z1, Tora = z2, Chibikuro = z3, Suika = z4.

Katana Shop (かたなや) - Map label: "k#" Each katana shop sells different items.

k1 - Sells Shiritadaki (しりたたき) for 60000, Joubyou (じょうびょう) for 40000, Three-Section Staff (さんせつこん) for 40000, and Bo (ぼう) for 10000. The Shiritadaki is only available for sale after paying 500 gold for information at the notary office (map label "y").

k2 - Sells Magic Shield (まほうのたて) for 80000, Seiryu Sword (せいりゅうとう) for 40000, Katana (かたな) for 40000, and Short Sword (たんけん) for 20000. The Magic Shield is only available for sale after paying 400 gold for a ticket at the cinema (map label "v").

Theatre (げきじょう) - Map label: "u" Use the みる ("view") command to find the Cosmetics (けしょうどうぐ), then get them using the とる ("take") command.

Cinema (えいがかん) - Map label: "v" Pay 400 gold for a ticket here and the Magic Shield (まほうのたて) will become available for sale at katana shop "k1".

Fortune Teller (うらないの みせ) - Map label: "F" Say はい ("yes") to hear information. Say いいえ ("no") to be offered to buy these items: Crystal Ball (すいしょうだま) for 200000, and Waterway Map (すいろのちず) for 10000.

Items

Everyday Items (にちじょうひん)

Bouquet (はなたば) - Bring to Ten Ten in the Temple with the Cake.

Cake (ケーキ) - Bring to Ten Ten in the Temple with the Bouquet.

Candle (ろうそく) - Illuminate the underground passage. Also need the Candlestand to make this work.

Candlestand (しょくだい) - Illuminate the underground passage. Also need the Candle to make this work.

Carrot (にんじん) - Give to the kyonshi in the shrine on the island outside of town.

Charm (おふだ) - Allows you to capture kyonshies by defeating them in battle. Visit Ten Ten's grandfather at the temple to exchange these for 300 gold each. Can hold a max of 99 Charms at one time.

Chiboshin Talisman (ちぼしのごふ) - If you die, you will automatically be revived. One time use.

Crystal Ball (すいしょうだま) - A map of the Spirit World. Use when in the Spirit World to see the nearby surroundings.

Kitahakaba (きたはかば) - Give to the person in the theatre to gain information.

Kouga (こうが) - Certain characters can bring this to a particular dojo master to learn a special move for battles.

Kyonshi Masamune (きよんしーまさむね) - Bring to Ten Ten's grandfather at the Temple.

Medicine (くすり) - Restore half your HP. Can hold a max of 10.

Notebook (てちょう) - Bring to the stationery store person to get the Shadow Puppet (かげにんぎょう).

Oar (オール) - Needed to row the boat.

Passage Papers (つうこうてがた) - Allows you to pass by police guards by using the わたす ("give") command.

Pastry (ほしがし) - Give to the boy in the house in the middle of the three houses to the left of dojo "D3" to receive some information.

Powder Medicine (こなぐすり) - Needed to enter the Spirit World.

Rations (しょくりょう) - Restore HP by 10. Can hold a max of 10.

Shadow Puppet (かげにんぎょう) - Use while in town as a decoy to attract kyonshies during the nighttime.

Sweets (おかし) - No effect? Veggie Scraps (やさいくず) - No effect?

Waterway Map (すいろのちず) - A map of the waterway. Use when in the waterway to see the nearby surroundings.

Wreath (はなわ) - No effect?

Yousukou (ようすこう) - Certain characters can bring this to a particular dojo master to learn a special move for battles.

Weapons and Armor (ぶきと ぼうぐ)

Armor (よろい) - Defense +5.

Bo (ぼう) - Attack +1. Range: Long.

Egg Bullet (たまごだん) - Attack +1. Range: Projectile. Hold 99 max.

Katana (かたな) - Attack +3. Attack +6 for Tora. Range: Medium.

Magic Shield (まほうのたて) - Defense +10. Must first buy a ticket at the cinema to make this item available at the weapon shop.

Magic Sword (まほうのつるぎ) - Attack +9. Range: Medium.

Molotov Cocktail (かえんびん) - Attack +6. Max 10. Range: Projectile. Hold 10 max.

Seiryu Sword (せいりゅうとう) - Attack +3. Attack +6 for Deppa. Range: Medium.

Shiritataki (しりたたき) - Attack +6. Only available if you pay 500 at the notary office. Range: Long.

Short Sword (たんけん) - Attack +2. Range: Short.

Spear (やり) - Attack +3. Range: Long.

Joubyou (じょうびょう) - Attack +3. Attack +6 for Chibikuro. Range: Super long range.

Three-Section Staff (さんせつこん) - Attack +3. Attack +6 for Suika. Range: Long.

Wizard Clothes (まどうしのふく) - No stat bonus. Press Up + B simultaneously while wearing this to shoot fireballs during battle.

Other Items (そのたのどうぐ)

Shoes (くつ) - Equip to gain Speed +9.

Small Bag (しょうかばん) - Allows you to carry up to 5 items.

Medium Bag (ちゅうかばん) - Allows you to carry up to 12 items.

Large Bag (だいかばん) - Allows you to carry up to 22 items.

Fire Talisman (ひのごふ) - Needed to enter the Spirit World.

Wind Talisman (かぜのごふ) - Needed to enter the Spirit World.

Water Talisman (みずのごふ) - Needed to enter the Spirit World.

Earth Talisman (つちのごふ) - Needed to enter the Spirit World.

Spirit World Gate (れいかいもん) - Needed to enter the Spirit World.

Great Spirit World Gate (だいれいかいもん) - Needed to enter the final portion of the Spirit World.

Special Spirit Clothes (とくべつれいのふく) - Attack +27, Defense +20. Can wear at the same time as Armor.

Cosmetics (けしょうどうぐ) - Needed to equip the Special Spirit Clothes.

Genbu Talisman (げんぶのごふ) - Needed to get the Great Spirit World Gate.

Byakko Talisman (びゃっこのごふ) - Needed to get the Great Spirit World Gate.

Suzaku Talisman (すざくのごふ) - Needed to get the Great Spirit World Gate.

Seiryu Talisman (せいりゅうのごふ) - Needed to get the Great Spirit World Gate.

Walkthrough

Below is described all of the steps necessary to complete the game. You have to beat the game once with each character, for a total of four times. Each playthrough is almost identical, and any differences are noted below as you go through the walkthrough. Also, there are many optional tasks to complete. I'll explain those as well, but they are mostly not helpful, so I'll try to indicate which ones are worth the effort and which ones should be skipped. Many of the tasks can be done in any order you please, so feel free to deviate from the walkthrough's order.

Gathering Items

You begin the game outside the Temple. If you enter it and say いいえ ("no"), Ten Ten will tell you that she wants Cake (ケーキ) and a Bouquet (はなたば). So keep this in mind.

Bag

First, you want to get a bag so you can carry more items at one time. To begin, you will only be able to carry one item at a time which makes it impossible to do much. Go to the Bag Store, labeled "n" on my map, and buy either the Medium Bag (ちゅうかばん) or the Large Bag (だいかばん). The Large Bag allows you to hold more items, but the Medium Bag should be fine unless you plan on hoarding items like a crazy person. The extra money for the Large Bag is not an issue, so fork it over if you like.

Cake and Bouquet

Go buy the Cake (ケーキ) at baker "b3" for 300. Then go buy the Bouquet (はなたば) for 1000. If you are Deppa or Tora, the Bouquet will be sold at flower shop "f2". If you are Chibikuro or Suika, the Bouquet will be sold at flower shop "f3". Go back to the Temple to see the girl Ten Ten. Select わたす ("give"), then the Cake. Repeat with the Bouquet. Note: You cannot give her one of them and leave, then come back and give her the other. No, you must give her both at the same time, or else it will not work. She will thank you and introduce you to her grandfather. He gives you 10000 gold and 20 Charms (おふだ), telling you to return when you capture kyonshies for some money.

Shoes

You can get a free pair of Shoes (くつ), which will increase your movement speed. The location for each character is different. Here is the place to go for each character: Deppa = s4, Tora = s1, Chibikuro = s2, Suika = s3.

Chiboshin Talisman

Visit the Market "m1". Inside is a child kyonshi. He says he is lost and asks you to take him with you. Say はい ("yes"). Go to tower "t2", located at the top-middle part of the screen. Inside, you find a kyonshi. He thanks you for finding his child and gives you the Chiboshin Talisman (ちぼしんのごふ) as a reward. This will revive you if you die, but it's only a one time use.

Passage Papers

Enter warehouse "w2". Answer いいえ ("no") to the person's question and you will receive the Passage Papers (つうこうてがた). These will allow you to pass by certain security guards, such as those located in the towers in the Northern corners of the city. You use the papers with the わたす ("give") command.

Special Moves

Each character can learn a special move that is executed by pressing "Up" + "A" + "B" simultaneously during battle. They will go flying forward in the air, striking the enemy. Timing this move is tricky, because if you hit a kyonshi while it is jumping, you will both take damage. It's also hard to reliably hit all three buttons at the same time. So I personally prefer not to use this move, but if you want it, here is how to get it.

Each character needs to purchase a specific type of sake (Japanese booze) that they are going to give as a present to a specific dojo master. Here is the sake each character needs to buy, where to get it, and which dojo master they need to give it to. After getting the sake, simply give it to the dojo master by using the わたす ("give") command. *Deppa* - Buy Kouga (こうが) at sake shop "a3" for 2000. Then give it to the dojo master at "D1" to learn ちょうき. *Tora* - Buy Yousukou (ようすこう) at sake shop "a4" for 2500. Then give it to the dojo master at "D2" to learn ふくりゅう. *Chibikuro* - Buy Kouga (こうが) at sake shop "a3" for 2000. Then give it to the dojo master at "D3" to learn しょうほう. *Suika* - Buy Yousukou (ようすこう) at sake shop "a4" for 2500. Then give it to the dojo master at "D4" to learn さいこ.

Talismans and Spirit Clothes

It is mandatory to collect four talismans and get the Special Spirit Clothes in order to beat the game.

Fire Talisman

It's time to fight some kyonshies. Go to the shack at "N" (just left of the Temple). Here, you will be attacked by kyonshies. They take a lot of hits to kill, so have patience. It's really easy though. After you kill one, others will likely spawn. Keep fighting until they stop spawning. The number you will have to fight is random, and seems to range between 1 and 4. After they're all dead, exit via the edge of the screen and you should receive the Fire Talisman (ひのごふ). If not, then it's probably because you have not spoken with Ten Ten's grandfather yet.

You should have a kyonshi following you around. If you return to the Temple and say いいえ ("no") to Ten Ten, you will get to talk to her grandfather again. He will give you 300 gold for each kyonshi you have killed. You can do this until you run out of Charms. But there are faster ways to make money, as I'll describe later.

Also, you can find 33 more Charms by searching the bottom side of the tree located in the lower-right corner of the enclosed yard located to the right of hotel "h2". These Charms can be found once each day, but only after you've met Ten Ten's grandfather.

For each kyonshi you kill, your ????? stat will increase by 2 points. If you visit the bank, you can exchange your ????? stat points for 200 gold each. Don't do this yet, though, since you need these stat points for other reasons. Each character needs to use a specific bank. The banks are: Deppa = B2, Tora = B2, Chibikuro = B1, Suika = B1.

Special Spirit Clothes

Keep fighting kyonshies in the shack until you have maxed out your ????? stat to a value of 64. At that time, you will be able to steal the Special Spirit Clothes (とくべつれいのふく). The Special Spirit Clothes can be stolen from a specific store, which is different for each character. The stores are: Deppa = c1, Tora = c2, Chibikuro = c1, Suika = c2. To steal the clothes, you must enter the store via its back entrance. There should be no one in the room upon entry. Use the みる ("view") command to find the clothes. Then use the とる ("take") command to steal them. If you try to do this without your ????? stat being at 64, your ????? stat will be reset to one, so don't do it unless you love killing kyonshies all day long. You will also find that the ????? stat is now called Luck (こうらんど), but I'll keep calling it ?????.

You can't equip the Special Spirit Clothes yet. First, you need to get the Cosmetics (けしょうどうぐ). These can be found at the theatre, labeled "u" on the map. Enter and use the みる ("view") command to find the Cosmetics. Then use the とる ("take") command to take them. You will now be able to equip the Special Spirit Clothes, which give a huge boost to your attack and defense, and make you look like a clown or something. You'll be much stronger during battle.

Earth Talisman

You need three more talismans. One can be found just below manhole cover "M4". Just go straight down from the manhole until you're facing the building below it and use the `みる` ("view") command to find the Earth Talisman (つちのごふ).

Water Talisman

Go to the veggie stand, labeled "L" on my map, and talk to the lady to receive the Carrot (にんじん) for free.

Now, enter the school's storage room, labeled "P" on my map. Search the box (using the `みる` command) in the lower-left corner of the room by facing it on its right-hand side. You will find the Oar (オール).

Next, enter tower "t1", located in the upper-left corner of town. Inside, you will see a guard. Use the `わたす` ("give") command and select the Passage Papers (つうこうてがた). He will then let you pass.

Inside the tower, stand over the opening at the bottom of the screen (not the stairs, those lead back to the city) and press "Down". You'll be on the city wall. Walk down to the tower at the lower-left corner of the screen. Inside, go down the stairs and you will appear outside of the city in a boat. Row to the lower-right part of the waterway to find a shrine on an island. Enter the shrine and you will see a kyonshi. Use the `わたす` ("give") command and select the Carrot. He will thank you by giving you the Water Talisman (みずのごふ).

Re-enter the city via the waterway path that you came here by. There are other paths leading into the city that will take you into the waterway, but we will save these for later.

Wind Talisman

Make sure that your ????? stat is at 64. Go fight kyonshies in the shack to the left of the Temple if it's not. Once you are ready, head to tower "t5", in the lower-right corner of the city, which can be accessed by walking from one of the Northern towers along the city wall. Inside this tower, you will be attacked by kyonshies. You need to kill at least 10 in a row without exiting the tower. Then, when you finally exit, you will receive the Wind Talisman (かぜのごふ). There will be no indication that you have killed enough, so you just have to keep track in your head and exit when you're sure it's over 10 kills.

Optional Waterway Bosses

The fastest way to make money is to go into the waterway and defeat some bosses that drop items you can exchange for a lot of money. But you have to have the Special Spirit Clothes first. You can enter the waterway from the manholes in the city, but if you do it will be too dark to see. You need to buy a Candlestand (しょくだい) for 5000 at oil shop "o2". You'll get a free Candle (ろうそく) with this purchase. Each Candle is a one time use item, so you'll have to buy a new one for each trip into the waterway (but the Candlestand is permanent). Candles can be bought at either oil shop for 200. When you enter the waterway via a manhole, you might notice that there are a few more dark colored bricks above your starting point. This hard to notice brick section is the exit. Press "Up" while standing below it if you want to exit the waterway.

You can also enter the waterway by getting into the boat via tower "t4" in the lower-left corner of town. There are water paths leading into town in that area, and each leads to a different area of the waterway. These paths will take you a little closer to the bosses, so it will save you a little effort to use those entrances instead.

Some of the bosses are very easy, so you should target those first. You'll have plenty of money afterwards, so you don't have to defeat the rest, but if you do defeat all of the optional waterway bosses, you will receive the Magic Sword (まほうのつるぎ). It's the strongest weapon in the game, but not really worth the effort, unless you are trying to be a completionist. As you defeat bosses, use the money to upgrade your equipment. Aim for acquiring the Magic Shield (まほうのたて) and the Armor (よろい). See the section below ("Gathering Items Part 2") for details.

There are two of each boss, and three of the Birdman Skeleton, so although there are only 4 unique bosses, there are a total of 9 to defeat. Seven can be found by entering the waterway and proceeding to the boss room. There is an eighth one that's sort of hidden. After defeating the boss reached via manhole "M3", you might notice that there are two doors you can exit from. The one on the right-hand side of the room leads to a new part of the waterway. There, you will need to use another Candle, so bring two for this trek. This waterway is no different than the rest, it's just hard to notice the entrance since it's in a boss' chamber. The ninth boss can be found by going down a hole in tower "t2".

Below is a description of all the bosses and strategies for defeating them. The strategies I list are for fighting the bosses without a weapon. Using some weapons, especially projectiles, can make some of these battles a lot easier. I find that pressing "Up" + "B" simultaneously to swing a weapon is difficult to do consistently in this game, so I generally don't rely on weapons.

A few general notes: With all the bosses in this game, you will take a lot more damage from touching the boss itself than you would if you get hit by a projectile, so avoid direct contact with the boss as much as possible. The items these bosses drop won't appear in your inventory. You should stock up on Rations (しょくりょう) and Medicine (くすり) to heal yourself during these treks. After defeating the boss, the room's exit will reappear. Go out the exit and you will be warped back to the city, so you don't have to walk all the way back out of the waterway.

Horse Man

Pattern: He walks slowly backward and slashes his sword when you get close. Sometimes, he dashes forward.

Strategy: This is an extremely easy boss. Just walk up to him, kneel, and kick. Often, you can get him cornered, then just kneel and mash the "A" button to kill him quickly.

Reward: You get the Sutras (きょうてん). Go to the temple and you will receive a 50000 reward for returning it.

Dash Hag

Pattern: She walks back and forth, then ducks and dashes at you.

Strategy: This is also an extremely easy boss. Just kneel and mash the "A" button. She'll continuously dash into your leg and get damaged until she dies.

Reward: You get the Jewel (ほうぎょく). Go to the temple and you will receive a 50000 reward for returning it.

Birdman Skeleton

Pattern: He flies up in the air, then swoops down at you when you get close.

Strategy: This boss isn't too bad if you have patience. Stay back from him, and then jump towards him. As you get close (while in the air), he will swoop down, allowing you to kick and damage him. It takes good timing, but it's pretty easy to master. After hitting him, he will drop to the ground. Don't bother trying to hit him on the ground because he seems to be invulnerable at that time, so just back away, allowing him to get back into the air, and be patient.

Reward: You get the Buddha Statue (ぶつぞう). Go to the temple and you will receive a 50000 reward for returning it.

Fish man

Pattern: He moves left and right, shooting projectiles. He jumps backward if you try to approach him. Sometimes he will jump up high into the air and dash towards you on the ground.

Strategy: This boss is quite a bit harder than the rest. Since he jump away from you as you approach, jump kicking is often a decent strategy to land some hits since you can approach him faster that way. Just try not to take damage by contacting him. You can also wait for him to jump high into the air, then avoid his dash and hit him as he lands. It's possible to corner him, in which case you can just mash on the "A" button repeatedly for an easy win.

Reward: You get the Fish-Shaped Wood Drum (もくぎょ). Go to the temple and you will receive a 50000 reward for returning it.

After defeating all nine bosses, you can go to the Temple. Ask to speak with Ten Ten's grandfather (by saying いいえ to Ten Ten) and he will congratulate you for killing them and give you the Magic Sword.

Gathering Items Part 2

All of the items indicated below are optional, but some are necessary for getting your character's stats high enough to defeat some of the harder bosses that you will be facing soon. I recommend getting the Magic Shield and the Armor. The rest is up to you, but perhaps you should try getting them all during your first playthrough so you can see if you like them, then ignore the ones you don't need for your subsequent three playthroughs.

Wizard Clothes

If you already have the Special Spirit Clothes, then visit the town hall (labeled "Y" on my map). If you have the Special Spirit Clothes equipped, you will receive the Wizard Clothes (まどうしのふく). These don't give you any defense, but it allows you to shoot fireballs by pressing "Up" + "B", so it's kind of fun.

Magic Shield

The Magic Shield (まほうのたて) is sold in katana shop "k2" for 80000. However, if you go to that store, you will not be able to buy it. First, you have to visit the cinema (labeled "v" on my map) and buy a ticket. The clerk will tell you that the Magic Shield is sold at the katana shop, and it will now be available for purchase there. You only have to do this on your first playthrough. It will be available for purchase in your subsequent playthroughs without purchasing the ticket since you already have gained that knowledge.

Armor

The Armor (よろい) can be bought at police station "x1" for 40000. It can be equipped at the same time as the Special Spirit Clothes, so this, plus the Magic Shield, will give your character an excellent defensive strength.

Weapons

I find using weapons in this game extremely awkward since you have to hit "Up" and "B" simultaneously and it doesn't work for me reliably. Thusly, I generally ignore the weapons. But the long range of some of the weapons can make them very useful, so I'll describe where to find the better weapons in this section.

The weapon with the highest attack strength is the Magic Sword (まほうのつるぎ). Obtain this by defeating the optional waterway bosses, described in the section above. It has an attack power of +9. Otherwise, the second strongest weapons in the game have attack powers of +6. This weapon is different for each character. Here is the list of second strongest weapons for each character and where they can be bought: *Deppa* - Seiryu Sword (せいりゅうとう), katana shop "k2". *Tora* - Katana (かたな), katana shop "k2". *Chibikuro* - Joubyou (じょうびょう), katana shop "k1". *Suika* - Three-Section Staff (さんせつこん), katana shop "k1".

The weapon Shiritataki (しりたたき) also has an attack power of +6 for all of the characters and can be bought at katana shop "k1". But first you have to pay 500 gold at the notary office (labeled "y" on my map) to make this purchase available.

Aside from an increase in attack strength, most weapons will increase your attack range. Any of the weapons will increase your range somewhat, but the staffs can give you a fairly long ranged attack. For a crazy long-ranged attack, you can get the Joubyou (じょうびょう).

Projectiles all have a super long attack range as well, but they have only limited uses. The Egg Bullet (たまごだん) can be found in the school storage (labeled "P" on my map). It is found by searching the very upper-right corner of the room while facing upward, but only after three days have passed from the beginning of the game. You will find 99 Egg Bullets. When you run out, you can find more Egg Bullets by searching the wall of the small building to the right of the Temple (labeled by a star on my map), which also must be done after three days have passed from the beginning of the game. Another projectile can be found by visiting oil shop "o1", saying いいえ ("no") to the store owner, and then purchasing the Molotov Cocktail (かえんびん) for 3000. You only get three uses of the Molotov Cocktail for this price, and can hold a max of 10, so it's not really worth it.

Spirit World Map

You can buy some maps from the Fortune Teller (labeled "F" on my map) by saying いいえ ("no") to a fortune reading. If you are using my maps, then this is unnecessary, but if you are making your own maps, then it's pretty useful.

Spirit World

Spirit World Gate

The next major objective of the game is to enter the Spirit World and kill four bosses which each have talismans you need. To enter the Spirit World, you must first get the Spirit World Gate (れいかいもん). This is located behind the theatre (labeled "u" on my map). Behind the theatre is a small enclosed area with a few trees. Search the upper-right part of this courtyard, facing right toward the wall, to find the Spirit World Gate.

To use the Spirit World Gate, you need a few additional items. First, you need the Powder Medicine (こなぐすり). This can be found in the classroom (labeled "E" on my map). Search the chalkboard next to the left side of the teacher's desk to find this item.

Next, you need the Shadow Puppet (かげにんぎょう). To get this, first you need to buy the Kyonshi Masamune (きょんしーまさむね) from sake shop "a2" for 1500. Then go to Ten Ten's grandfather and give it to him using the わたす ("give") command. He'll thank you and give you the Notebook (てちょう) in exchange, telling you to take it to the stationery store for something good.

Go to the stationery store and use the わたす ("give") command to give the Notebook to the clerk. You will get the Shadow Puppet in exchange. Now, you should have all the items needed to enter the Spirit World.

To open the gateways to the Spirit World, visit Ten Ten's grandfather and use the わたす ("give") command to show him the Spirit World Gate. He will say that the gate is now open. There are actually four gateways, one in each of the towers located at the corners of the city. You can enter them in any order you want, and you don't need to bring any Candles, but you should stock up on Rations and Medicine to make sure you survive the boss fights.

Spirit World Bosses

If you fought any of the optional bosses in the waterway, you will have a good idea of what to expect for this portion of the game. You wander through the Spirit World map in a similar way. The difference here is that you have to defeat all of the enemies on the screen before you can move to the next screen. This entails defeating one kyonshi or defeating 4 weaker enemies. You move between screens by pressing "Up" or "Down" on the clouds that appear.

Defeat each of the four bosses (one reached via the gateway in each tower) to get four talismans. If you accidentally exit the Spirit World before defeating a boss, the gate will be closed. Re-talk to Ten Ten's grandfather to re-open the gate.

Here are the four bosses and strategies for defeating them. Like all bosses in this game, you will take significantly more damage by touching the boss itself rather than getting hit by a projectile, so watch your distance.

Northwest Tower - Mud Man

Pattern: He sinks below the ground. His head will flash at the spot he is about to rise from, then rise and stand for awhile. If you are close to him, he will shoot a three-way projectile shot.

Strategy: When you see his head flash on the ground, decide if you are close enough to run of to him and hit him as he rises. I find the punch attack works better than a kick for this boss. If you are not close enough, just back away, let him fire his shot, duck under it, and wait for a better opportunity to hit him. It is not a difficult boss if you have patience to attack only when the timing is right.

Reward: You get the Genbu Talisman (げんぶのごふ).

Northeast Tower - Witch

Pattern: She moves left and right, then pauses and shoots a straight projectile.

Strategy: This is a very easy battle. Her projectiles don't hurt very much, so jump over them or just rush forward through them to get close to her, but be careful not to touch her since that hurts a lot more. I find using the standing kick attack to work best for attacking when you're close. After landing a blow, it is possible to move forward and hit her again before she can do anything. It is also fairly easy to corner her, then just mash the "A" button to quickly kill her.

Reward: You get the Byakko Talisman (びゃっこのごふ).

Southeast Tower - Four-Armed Demon

Pattern: She moves left and right, then pauses and shoots projectiles at various angles. Sometimes, the projectile will be a slow-moving red orb that you can punch or kick to destroy.

Strategy: Don't worry too much about the projectiles since they don't hurt too much, but try not to touch the boss. I find a standing kick to work best. The strategy is not complicated since you basically just run or jump forward to get close and kick her, but it's hard not to take a lot of damage during this battle, so come prepared with a full stock of healing items.

Reward: You get the Suzaku Talisman (すぎくのごふ).

Southwest Tower - Blue Spirit

Pattern: She moves back and forth in the air. As you approach her, she might teleport to the ground level, then roll into a ball and fly forward.

Strategy: It is possible to hit her while she is in the air with a jump kick, but you need to get the timing right to make sure she doesn't simultaneously hit you.

Otherwise, you can wait for her to teleport to the ground level, then kick her immediately as she rolls into a ball. It is also possible to kick her while she is rolled into a ball and flying forward, but this requires excellent timing. It is a fairly challenging boss until you can manage to get the timing for these attacks down.

Reward: You get the Seiryu Talisman (せいりゅうのごふ).

Final Boss

After defeating all the four Spirit World bosses and collecting the four talismans, you will find that your Spirit World Gate is now called the Great Spirit World Gate (だ いれいかいもん). Return to Ten Ten's grandfather and use the わたす ("give") command to show it to him. He will say that the gateway is now open. Make sure your healing supplies are maxed and prepare for the final battle!

The gateway to the final battle is located in tower "t2" at the top-middle part of the city. You have to go through another Spirit World map which is no different than the ones you've already wandered through.

Boss 1 - Armored Demon

Pattern: He wanders left and right on the ground. As you approach, he will jump into the air, then rush downward at a random angle and try to stomp on you.

Strategy: This is a pretty easy battle. Move toward the boss and wait for him to jump into the air, then avoid his dive and hit him when he lands back on the ground.

After defeating this boss, another one immediately appears.

Boss 2 - Red Demon

Pattern: He moves left and right very slowly, shooting projectiles forward at random angles, and tossing an orb up into the air that breaks into three projectiles that rain downward.

Strategy: This is another easy boss. Don't worry too much about his projectiles and just rush/jump forward to get close enough to hit him and kick or use a weapon to damage him. He takes a lot of hits, so be especially careful not to touch him since this battle will take a little extra time. However, if you use a weapon to hit him, the number of hits required will be quite a bit less. Either way, it is super easy.

After defeating the boss, you will see a short snippet of text that tells you that the demons will only be defeated after all four of the students have defeated them. So you need to beat the game four times. You'll be returned to the title screen and see that the character you beat the game with will have the word "END" next to his name, in red letters. Select a different character to begin the game anew with. The game will ask if you are ok with deleting the info about your previous character. Say はい ("yes") even though it might make you nervous, but this is what you're supposed to do, so no worries. Repeat until finished with all characters and you'll see the real ending, which is just another snippet of text telling you you returned peace to the city. Exciting...

Conclusion

Thanks for reading this guide, and I hope that it was useful. Please send along any suggestions for making this guide better to lastbosskiller@gmail.com. If you have information to contribute, than please send that along as well and I will give you the proper credit.

A hopping vampire movie seems like a gold mine just waiting to be reaped in the US. Come on, let's make some kyonsbies movies people!

Thanks to all of the NES faq completion project regulars for providing a fun environment for exploring these old, obscure games!

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