

MahaRaja (Import) FAQ/Walkthrough

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MAHARAJA

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GUIDE

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About the Game 1

An adventure that is set in India. The hero goes out on a great adventure by exceeding time and space while fighting against the monsters of an Indian style. The battle scene is RPG.

About the Game 2

An adventure game that is set in India where the hero who time slips into Ancient India fights so that he may defeat the devil. The normal game is a command selection form but the role playing style is a feature in the battle scene with the enemy. Let's raise the hero's level quickly in battle against the enemy.

Inn

HP and MP fully recover when the hero stays one night for the first half is 10G and the latter half is 15G.

Mantra (Spell)

LV: Level

MP: MP Consumption

DM: Damage

LV|Name |MP|Explanation

03|Rudora |03|Recover HP25.
04|Karupa |01|Warp to the location that you have previously visited.
- It's not possible to use it in the jungle or room.
05|Aguni |03|Shoot a flame from the fingertip at the enemy (DM:25-30)
06|Ananta |04|Stop the enemy's time.
07|Halley |03|Suck up the enemy into the darkness.
(There's no gold nor exp)
08|Maya |03|Seal the enemy's mantra.
09|Ananga |06|Reduce half the damage from the enemy.
10|Vajura |05|Drop lightning over the enemy's head (DM:35-40)
11|Shakti |07|Absorb the enemy's HP. (DM:20)
12|Chakra |07|Shoot a light disk at the enemy (DM:45-50)
13|Bairava |07|Give two times the damage to the enemy.
14|Shani |06|Reflect the enemy's mantra.
15|Mahashakutei |10|Absorb the enemy's HP (DM:42)
17|Purataya |07|Freeze the enemy's blood (instant death)
18|Sairudoramu |12|Fully recover HP.
20|Chakram |09|Shoot innumerable light disks at the enemy (DM:70-75)

Weapon

Name |Price|Explanation

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Knife                |-----|A present from the Princess.
Club                 |0021G|
Steel sword          |0056G|
Parashu ax           |0180G|
Lama's bow and arrow |0550G|
Garuda claw          |1200G|
Shiva's spear        |2400G|
Bow and Arrow of Darkness |-----|A weapon that can defeat Ravana.
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Armor

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Name                Price
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Leather armor        0025G
Indra's armor        0350G
Surya's armor        1300G
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Shield

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Name                Price
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Steel shield         0120G
Raja's shield        0650G
Harihara's shield    2400G (2640G)
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Food - Medicine - Others

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Name                |Price|Explanation
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Banana              |0006G|Recover HP10-30.
Modoga              |0012G|Recover HP25-55.
Medicine            |0048G|Recover HP35-65.
Medical herb        |-----|Recover HP and MP10-30.
Ringa               |-----|Maximum HP15 increase, and souvenir to Kali.
Amrita              |-----|Maximum MP20 increase.
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Item

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Name                Explanation
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Jewel               The Princess' present.
Ravana's statue     An evil statue that upsets one's equilibrium.
Shiva's Cobra       It's needed to get the iron key.
Iron Key            It's needed in the Tower of Iron.
Vishnu's Arrow      Parts of the pantheon's bow and arrow.
Soma's Arrowhead    Parts of the pantheon's bow and arrow.
Savitori's Bowstring Parts of the pantheon's bow and arrow.
Aguni's Arrowhead   Parts of the pantheon's bow and arrow.
Veda's Bow          Parts of the pantheon's bow and arrow.
Yama's arrow feathers Parts of the pantheon's bow and arrow.
Kalki's Arrowhead   Parts of the pantheon's bow and arrow.
Krishna's whistle   It's needed in the Tower of Silver.
Vina                A musical instrument that shapes like a guitar,
                    and Shiva wants it.
Trumpet shell       It's needed to speak to the Sea God.
Moon Hair ornament  Shiva's hair ornament that was lost.
Pantheon's Bow and arrow Taraka's weak point. A material for the bow and
                    arrow of darkness.
Statue's Neck       The statue's neck in Asura's Altar.
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Altar

- Take. Ravana's statue.
- Open. The door.
- Movement. Go thru the door.

On the Shore

- Take. The water.
- Get on.

Hermit

- Speak. The Hermit.
- Movement. The town.
- Movement. The town.

Town

Town's Entrance

- Other commands. Save. Save 1.
- Sell. Jewel. Sell.
- Movement. Weapon and armor shop.

Weapon and armor shop

- Buy armor. Leather armor. Buy it.
- Other command. Armor equipment. Leather armor.
- Movement. General Shop.

General Shop

- Buy goods. Banana. Buy it.
- Buy goods. Banana. Buy it.
- Buy goods. Banana. Buy it.
- Movement. Town's Entrance.

Town's Entrance

- Movement. South Jungle.

South Jungle

- Look. Around. (Do not move just choose "look" + "around" often to make the enemy appear. In battle, choose "attack" to defeat the enemy. Choose "other command" + "medicine and food" + "banana" to recover the hero's HP. Raise the hero's LV to 4).
- Movement. Town's Entrance.

Town's Entrance

- Movement. Weapon and armor shop.

Weapon and armor shop

- Buy weapon. Steel sword. Buy.
- Other command. Weapon equipment. Steel sword.
- Movement. Town's Entrance.

Town's Entrance

- Sell. Knife. Sell.
- Movement. General Shop.

General Shop

- Buy goods. The modoga. Buy it.
- Movement. Inn.

Inn

- Stay.
- Movement. Town's Entrance.

Town's Entrance

- Movement. Shiva's Pavilion.

Shiva's Pavilion

- Look at. The Gatekeeper. (Shiva's son Ganesa)
- Give. The modoga.
- Movement. Go inside.

Shiva

- Speak to. Shiva.
- Speak to. Shiva. (The hero gets Shiva's cobra)
- Speak to. Shiva.
- Speak to. Shiva.
- Learn mantra. (When the hero is LV3, he gets Rudora)
- Learn mantra. (When the hero is LV4, he gets Karupa)
- Movement. Gate.

Shiva's Pavilion

- Movement. Town's Entrance.

Town's Entrance

- Movement. South Jungle.

South Jungle

- Movement. Go toward the east.
- Movement. Go toward the north.
- Movement. Go toward the east.
- Movement. Go toward the east.
- Movement. Go toward the east.
- Movement. Go toward the east.
- Movement. Go toward the east.

Asura's Altar

- Use. Shiva's cobra. (The hero gets the iron key)
- Other command. Use mantra. Karupa. The Hermit.

Hermit

-Movement. On the Shore.

On the Shore

-Movement. Go to the upstream.

-Movement. Go to the upstream.

-Movement. Go to the upstream.

-Movement. Go to the upstream.

-Movement. Go to the upstream.

-Take. The flowers. (The hero gets the medical herb)

-Take. The flowers. (The hero gets the medical herb)

-Take. The flowers. (The hero gets the medical herb)

-Take. The flowers. (The hero gets the medical herb)

-Take. The flowers. (The hero gets the medical herb)
(5 medical herbs are the maximum)

-Movement. Go to the downstream.

-Movement. Go to the downstream.

-Movement. Go to the downstream.

-Movement. Go to the downstream.

-Movement. Go to the downstream.

-Movement. The hermit.

Hermit

-Movement. The town.

Town's Entrance

-Movement. South Jungle.

South Jungle

-Look. Around. (Do not move just choose "look" + "around" often to make the
enemy appear. Raise the hero's LV to 6).

-Movement. Town's Entrance.

Town's Entrance

-Movement. Weapon and armor shop.

Weapon and armor shop

-Buy weapon. Parashu ax. Buy it.

-Buy armor. Steel shield. Buy it.

-Other command. Weapon equipment. Parashu ax.

-Other command. Shield equipment. Steel shield.

-Movement. Town's Entrance.

Town's Entrance

-Sell. Steel sword. Sell it.

-Movement. Inn.

Inn

-Stay.

-Movement. Town's Entrance.

Town's Entrance

-Movement. Shiva's Pavilion.

Shiva's Pavilion

-Movement. Go inside.

Shiva

-Learn mantra. (When the hero is LV5, he gets Aguni)

-Learn mantra. (When the hero is LV6, he gets Ananta)

-Movement. Gate.

Shiva's Pavilion

-Movement. Town's Entrance.

Town's Entrance

-Movement. South Jungle.

South Jungle

-Movement. Go toward the west. (Defeat the enemy that appears)

-Movement. Go toward the south. (Defeat the enemy that appears)

-Movement. Go toward the south. (Defeat the enemy that appears)

-Movement. Go toward the south. (Defeat the enemy that appears)

-Movement. Go toward the south. (Defeat the enemy that appears)

-Movement. Go toward the south. (Defeat the enemy that appears)

Asura's Tower

-Movement. Tower of Iron.

-(Raise the hero's LV to 8 by going in and out of the Tower of Iron because the enemies who are inside are very tough. Also, I would suggest that you use the mantra of Karupa to warp back and forth from Asura's Tower to the Town's Entrance and from the Town's Entrance to Asura's Tower, stay at the inn to recover the hero's HP & MP, buy Indra's armor at the armor shop for 350G, learn the mantra of Halley (LV7) and Maya (LV8) at Shiva's Pavilion)

Tower of Iron

1F

-Movement. Go forward.

-Movement. Go forward.

-Movement. Go forward.

-Movement. Go forward.

-Movement. Go forward.

-Movement. Go forward.

-Movement. Go into the entrance.

Room

-Open. The treasure chest. (Defeat Naga [HP28] who appears)

-Open. The treasure chest.

-Take. The treasure chest. (The hero gets Vishnu's arrow (1-7))

-Movement. Leave the room.

1F

-Movement. Go forward.
-Movement. Go up the stairs.

2F

-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go into the entrance.

Room

-Open. The treasure chest. (Defeat Naga [HP28] who appears)
-Open. The treasure chest.
-Take. The treasure chest. (The hero gets Soma's arrowhead (2-7))
-Movement. Leave the room.

2F

-Movement. Go forward.
-Movement. Go up the stairs.

3F

-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.

Final Room

-Use. The iron key.
-Open. The door.
-Movement. Go thru the door.
-Open. The treasure chest. (Defeat Vidouyunmari [HP52] who appears)
-Open. The treasure chest.
-Take. The treasure chest. (The hero gets Krishna's whistle)
-Use. Krishna's whistle.
-Open. The door.
-Movement. Go thru the door.

Tower of Silver

1F

-(Raise the hero's LV to 11 by choosing "look" + "passage or wall" in the Tower of Silver because the enemies are very tough. Since the mantra of Karupa cannot be used to warp out of the towers, I would suggest that you retrace the hero's footsteps by choosing "Movement" + "Go to the back" all the way to Asura's Tower, and then use the mantra of Karupa to warp back to the Town's Entrance. Make sure to buy Lama's bow and arrow for 550G at the weapon and armor shop, stay at the inn to recover the hero's HP & MP, and get the mantra of Ananga (LV9), Vajura (LV10) and Shakti (LV11) at Shiva's Pavilion)
-Movement. Go forward.

-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go into the entrance.

Room

-Open. The treasure chest. (Defeat Karya [HP64] who appears)
-Open. The treasure chest.
-Take. The treasure chest. (The hero gets Savidori's bowstring (3-7))
-Movement. Leave the room.

1F

-Movement. Go forward.
-Movement. Go up the stairs.

2F

-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go into the entrance.

Room

-Open. The treasure chest. (Defeat Karya [HP64] who appears)
-Open. The treasure chest.
-Take. The treasure chest. (The hero gets Aguni's arrowhead (4-7))
-Movement. Leave the room.

2F

-Movement. Go forward.
-Movement. Go up the stairs.

3F

-Movement. Go forward.
-Movement. Go forward. (Defeat Vibishana [HP200] who appears)
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.

Final Room

-Use. Krishna's whistle.
-Open. The door.
-Movement. Go thru the door.
-Open. The treasure chest. (Defeat Kamarakusha [HP84] who appears)
-Open. The treasure chest.
-Take. The treasure chest. (The hero gets Vina)
-(Since the mantra of Karupa cannot be used to warp out of the towers, I
would suggest that you retrace the hero's footsteps by choosing "Movement"

+ "Go to the back" all the way to Asura's Tower)

Asura's Tower

-Other command. Use Mantra. Karupa. The Hermit.

Hermit

-Repair. The Vina. (The hero gets the statue's neck)

-Other command. Use Mantra. Karupa. Asura's Altar.

Asura's Altar

-Use. The statue's neck.

-Search. The hole.

-Take. The light object. (The hero gets the moon necklace)

-Other command. Use mantra. Karupa. Shiva's Pavilion.

Shiva's Pavilion

-Movement. Go inside.

Shiva

-Learn mantra. (When the hero is LV12, he gets Chakra)

-Give. The Vina. Yes.

-Give. The moon necklace. Yes. (The hero gets Ringa)

-Movement. The gate.

Shiva's Pavilion

-Movement. Town's Entrance.

Town's Entrance

-Movement. Inn.

Inn

-Stay.

-Movement. Town's Entrance.

Town's Entrance

-Other command. Use Mantra. Karupa. Asura's Altar.

Asura's Altar

-Search. The statue. (This will open the secret passage)

-Move. The statue. (This will unlock the door to the final room on 3F)

-Movement. Go into the secret passage.

Tower of Gold

1F

-(Raise the hero's LV to 14 in the Tower of Gold because the enemies are very tough. Also, I would suggest that you use the mantra of Karupa to warp back and forth from Asura's Altar to the Town's Entrance and from the Town's Entrance to Asura's Altar, stay at the inn to recover the hero's HP & MP,

buy Garuda claw (1200G) and Surya's armor (1300G) at the weapon and armor shop, learn the mantra of Bairava (LV13) and Shani (LV14) at Shiva's Pavilion)

- Movement. Go forward.
- Movement. Go forward.
- Movement. Go forward.
- Movement. Go forward.
- Movement. Go forward.
- Movement. Go forward.
- Movement. Go into the entrance.

Room

-
- Open. The treasure chest. (Defeat Vasuki [HP100] who appears)
 - Open. The treasure chest.
 - Take. The treasure chest. (The hero gets Veda's bow (5-7))
 - Movement. Leave the room.

1F

-
- Movement. Go forward.
 - Movement. Go up the stairs.

2F

-
- Movement. Go forward.
 - Movement. Go forward.
 - Movement. Go forward.
 - Movement. Go forward.
 - Movement. Go forward.
 - Movement. Go forward.
 - Movement. Go into the entrance.

Room

-
- Open. The treasure chest. (Defeat Vasuki [HP100] who appears)
 - Open. The treasure chest.
 - Take. The treasure chest. (The hero gets Yama's arrow feathers (6-7))
 - Movement. Leave the room.

2F

-
- Movement. Go forward.
 - Movement. Go up the stairs.

3F

-
- Movement. Go forward.
 - Movement. Go forward.
 - Movement. Go forward.
 - Movement. Go forward.
 - Movement. Go forward.
 - Movement. Go forward.

Final Room

-
- Open. The door.
 - Movement. Go thru the door.
 - Open. The treasure chest. (Defeat Tarakakusha [HP120] who appears)
 - Open. The treasure chest.

-Take. The treasure chest. (The hero gets Kalki's arrowhead (7-7))
-(Taraka who appears will defeat the hero)

Hermit

-(The Hermit revives the hero)
-Repair. Vishnu's Arrow.
-Repair. Soma's Arrowhead.
-Repair. Savitri's Bowstring.
-Repair. Aguni's Arrowhead.
-Repair. Veda's Bow.
-Repair. Yama's arrow feathers.
-Repair. Kalki's Arrowhead. (The hero gets the pantheon's bow and arrow
which is the strongest weapon)
-Other command. Use Mantra. Karupa. Asura's Altar.

Asura's Altar

-Movement. Go into the secret passage.

Tower of Gold

-(Go all the way back to 3F to the Final Room)

Final Room

-Movement. Go thru the door.
-(Taraka appears. In the first turn of the battle, use the the tools
of the pantheon's bow and arrow to find Taraka's weak point, and then
use fight to defeat Taraka [HP140]. The hero gets the trumpet shell)

Shiva

-(There is a long scene)

East Jungle

-(Raise the hero's LV to 17)
-Movement. Town's Entrance.

Town's Entrance

-Movement. General Shop.

General Shop

-Buy goods. Banana. Buy.
-Buy goods. Banana. Buy.
-Movement. Weapon and armor shop.

Weapon and armor shop

-Buy weapon. Shiva's spear. Buy.
-Other command. Weapon equipment. Shiva's spear.
-Movement. Town's Entrance.

Town's Entrance

-Movement. Shiva's Pavilion.

Shiva's Pavilion

-Movement. Go inside.

Shiva

-Learn mantra. (When the hero is LV15, he gets Mahashakutei)
-Learn mantra. (When the hero is LV17, he gets Purataya)
-Movement. The gate.

Shiva's Pavilion

-Movement. Town's Entrance.

Town's Entrance

-Movement. East Jungle.

East Jungle

-Movement. Go toward the south.
-Movement. Go toward the west. (Shiva's wife Kali appears)
-Give. The ringa. (The hero gets the Amrita)
-Movement. Go toward the east.
-Movement. Go toward the north.
-Movement. Go toward the north.
-Movement. Go toward the east. (Defeat Kabanda [HP148] who appears)
-(Kabanda gives the hero information about Suguriva)
-Movement. Go toward the west.
-Movement. Go toward the west.
-Movement. Go toward the south.
-Movement. Go toward the west.

Monkey's Kingdom

-Ask about. Suguriva.
-Movement. Go toward the east.

East Jungle

-Movement. Go toward the north.
-Movement. Go toward the east.
-Movement. Go toward the south.
-Movement. Go toward the east.
-Movement. Go toward the south.
-Movement. Go toward the east.

Rocky Area

-Give. The banana. (The hero gets the sleep banana)
-Movement. Go toward the west.

East Jungle

-Movement. Go toward the north.
-Movement. Go toward the west.
-Movement. Go toward the north.
-Movement. Go toward the west.
-Movement. Go toward the south.
-Movement. Go toward the west.

Monkey's Kingdom

-Give. The sleep banana.
-Movement. Enter the castle.

Monkey's King

-Speak to. Varin. (Defeat Varin [HP340] by using the mantra of Mahashakutei to absorb his HP. If you are having problems defeating Varin, choose "escape" during the fight, use the mantra of Karupa to warp back to the Town's Entrance, raise the hero's LV, buy new equipment, and use the mantra of Karupa to warp back to Monkey's Kingdom)

Suguriva

-Speak to. Suguriva.

Ranker Tower

-Use. The trumpet shell.
-Movement. Monkey's Kingdom.

Monkey's Kingdom

-Movement. Enter the castle.

Suguriva

-Speak about. The bridge thing.
-Movement. Go outside.

Monkey's Kingdom

-Other command. Use mantra. Karupa. The Hermit.

The Hermit

-Make. A blueprint. (The hero gets the box)
-Movement. Town.

Town's Entrance

-Movement. Weapon and armor shop.

Weapon and armor shop

-Buy armor. Harihara's shield. Buy.
-Other command. Shield equipment. Harihara's shield.
-Movement. Town's Entrance.

Town's Entrance

-Movement. Pavilion.

Shiva's Pavilion

-Movement. Go inside.

Shiva

-Learn mantra. (When the hero is LV18, he gets Sairudoramu)
-Movement. The gate.

Shiva's Pavilion

-Movement. Town's Entrance.

Town's Entrance

-Movement. General Shop.

General Shop

-Buy goods. Banana. Buy. x5
-Buy goods. Modoga. Buy. x5
-Buy goods. Medicine. Buy. x5
-Movement. Town's Entrance.

Town's Entrance

-Other command. Use mantra. Karupa. Monkey's Kingdom.

Monkey's Kingdom

-Movement. Enter the castle.

Suguriva

-Give. The box.

Ranker Tower

-(The bridge is build)
-Movement. Ravana's Castle.

Ravana's Castle

-Movement. Into the castle.

Corridor 1F

-(Raise the hero's LV to 21 in Ravana's Castle because the enemies are very tough. Also, I would suggest that you use the mantra of Karupa to warp back and forth from Ravana's Castle to the Town's Entrance and from the Town's Entrance to Ravana's Castle, stay at the inn to recover the hero's HP & MP, learn the mantra of Chakram (LV20) at Shiva's Pavilion)
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go thru the door.

North Room 1F

-Movement. Go toward the west.
-Movement. Go toward the west.

Room 1F

-Movement. Go toward the west.

Stairs 1F

-Movement. Go up the stairs.

Stairs 2F

-Movement. Go toward the east.

Room 2F

-Movement. Go toward the south.

West Room 2F

-Movement. Go toward the south.

-Choose "no" to the woman. (Defeat Surpanakha [HP160] who appears)

-Movement. Go toward the south.

-Movement. Go toward the east.

Corridor 2F

-Movement. Go to the back.

-Movement. Go to the back.

-Movement. Go thru the door.

North Room 2F

-Movement. Go toward the north.

Stairs 2F

-Movement. Go up the stairs.

Stairs 3F

-Movement. Go toward the south.

North Room 3F

-Movement. Go toward the east.

-Movement. Go toward the east.

Room 3F

-Movement. Go toward the south.

East Room 3F

-Movement. Go toward the south.

-Movement. Go toward the south.

-Vibhisana appears. (The hero gets the pantheon's bow and arrow)

-Movement. Go toward the north.

-Movement. Go toward the north.

-Movement. Go toward the north.

Room 3F

-Movement. Go toward the west.

North Room 3F

-Movement. Go toward the west.

-Movement. Go toward the north.

Stairs 3F

-Movement. Go down the stairs.

Stairs 2F

-Movement. Go toward the south.

North Room 2F

-Movement. Go toward the south.

Corridor 2F

-Movement. Go forward.

-Movement. Go forward.

-Movement. Go thru the door.

West Room 2F

-Movement. Go toward the north.

-Movement. Go toward the north.

Room 2F

-Movement. Go toward the west.

Stairs 2F

-Movement. Go down the stairs.

Stairs 1F

-Movement. Go toward the east.

Room 1F

-Movement. Go toward the east.

North Room 1F

-Movement. Go toward the east.

-Movement. Go toward the south.

Corridor 1F

-Movement. Go to the back.

-Movement. Go to the back.

-Movement. Go to the back.

-Movement. Go to the back.

-Movement. Go thru the door.

Ravana's Castle

-Other command. Use Mantra. Karupa. Town's Entrance.

Town's Entrance

-Movement. Inn.

Inn

-Stay. (The hero's HP and MP must be fully recovered)
-Movement. Town's Entrance.

Town's Entrance

-Movement. The Hermit.

Hermit

-Speak to. The Hermit.
-Movement. On the Shore.

On the Shore

-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.

Rocky Area

-Speak to. The Hermit. (1-3)
-Choose "yes." (The hermit will slowly absorb all of the hero's HP and MP)
-Movement. Go to the back.

On the Shore

-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. The hermit.

Hermit

-Movement. The town.

Town's Entrance

-Movement. Inn.

Inn

-Stay. (The hero's HP and MP must be fully recovered)
-Movement. Town's Entrance.

Town's Entrance

-Movement. The Hermit.

Hermit

-Movement. On the Shore.

On the Shore

-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.

Rocky Area

-Speak to. The Hermit. (2-3)
-Choose "yes." (The hermit will slowly absorb all of the hero's HP and MP)
-Movement. Go to the back.

On the Shore

-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. Go to the downstream.
-Movement. The hermit.

Hermit

-Movement. The town.

Town's Entrance

-Movement. Inn.

Inn

-Stay. (The hero's HP and MP must be fully recovered)
-Movement. Town's Entrance.

Town's Entrance

-Movement. The Hermit.

Hermit

-Movement. On the Shore.

On the Shore

-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.

-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.
-Movement. Go to the upstream.

Rocky Area

-Speak to. The Hermit. (3-3)
-Choose "yes." (The hermit will slowly absorb all of the hero's HP and MP)
-(The hero gets the bow and arrow of darkness)
-Other command. Weapon equipment. The bow and arrow of darkness.
-(Move the hero all the way back to the Town's Entrance)

Town's Entrance

-Movement. Inn.

Inn

-Stay.
-Movement. Town's Entrance.

Town's Entrance

-Other command. Use Mantra. Karupa. Ravana's Castle.

Ravana's Castle

-Movement. Into the castle.

Corridor 1F

-(Raise the hero's LV to 24 in Ravana's Castle. Also, I would suggest that you use the mantra of Karupa to warp back and forth from Ravana's Castle to the Town's Entrance and from the Town's Entrance to Ravana's Castle, stay at the inn to recover the hero's HP & MP)
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go forward.
-Movement. Go thru the door.

North Room 1F

-Movement. Go toward the west.
-Movement. Go toward the west.

Room 1F

-Movement. Go toward the west.

Stairs 1F

-Movement. Go up the stairs.

Stairs 2F

-Movement. Go toward the east.

Room 2F

-Movement. Go toward the south.

West Room 2F

-Movement. Go toward the south.
-Movement. Go toward the south.
-Movement. Go toward the east.

Corridor 2F

-Movement. Go forward.
-Movement. Go forward.
-Movement. Go thru the door.

South Room 2F

-Movement. Go toward the south.

Stairs 2F

-Movement. Go up the stairs.

Stairs 3F

-Movement. Go toward the north.

South Room 3F

-Movement. Go toward the north.

Corridor 3F

-Movement. Go to the back.
-Movement. Go to the back.
-Movement. Go thru the door.

West Room 3F

-Movement. Go toward the north.
-Movement. Go toward the north.

Room 3F

-Movement. Go toward the west.

Stairs 3F

-Movement. Go up the stairs.

Stairs 4F

-Movement. Go toward the east.

Room 4F

-Movement. Go toward the east.

North Room 4F

-Movement. Go toward the east. (Defeat Indrajit [HP328] who appears. Beware of Indrajit's mantra of Purataya which can cause instant death)

-Movement. Go toward the south.

Corridor 4F

-Movement. Go to the back.

-Movement. Go to the back.

-Movement. Go to the back.

-Movement. Go to the back.

-Movement. Go thru the door.

-(Raise the hero's LV to 27)

South Room 4F

-Movement. Go toward the west.

-Movement. Go toward the west.

Ravana's Room

-Ravana appears. Choose "no." (Use the mantra of Ananga on Ravana to reduce half the damage from Ravana. Use the mantra of Sairudoramu to fully recover the hero's HP. Defeat the final boss Ravana [HP468])

Maharaja Castle

Altar

-(There is a scene)

Room

-(There is a scene with the Princess)

-Choose "yes."

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THE END

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Version 1.0

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