

Meimon! Tako Nishiouendan FAQ/Walkthrough

by LastBossKiller

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Meimon! Takonishi Ouendan (Famicom)
Guide by E. Phelps, ver. 1.0
(aka LastBossKiller)

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---Viewing This Document---

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- - - = = = ===== Intro ===== = = = - - -
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Meimon! Takonishi Ouendan is a strategy game, developed by Graphic Research and published by Asmik in 1989. It was released only in Japan. It's very easy to play, with very little instruction needed. For the most part, the challenge is pretty low, although it gets pretty difficult during the last few stages.

It is based on a manga series of which I can find almost no information about, but I've seen in a few places that you're a gang of "manly cheerleaders". In the game, you are called to a meeting with some other gang leaders (cheerleader gangs?) and are ambushed on the island where this meeting was to be held. The rest of the game is composed of a series of battles with the other gangs where you are trying to get back home to your own turf.

The battle system is kind of fun. When two units fight, you have to quickly choose an action before a timer runs out. It's not hard to do, but it gives a fast-paced feeling to the fights. Then a couple anime-esque images are shown to demonstrate the battle actions.

Although the game is in Japanese, there's not much reading needed to play through the game. I hope you enjoy!

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When you start the game, you will be asked to choose between the two options:

- はじめ - "Beginning"
- つづき - "Continue"

If you choose to continue, you will be asked to enter a password. The password entry screen is composed of all the characters needed to enter a password, plus the letter "E" in the lower-right corner, which you select when you want to "End" the password entry process. If you want to go backward to correct a mistake in your password, hold down the "B" button and push left or right to move around.

Before the battles begin, you will see a map of all the areas in the game. You are at the position where there is a small white circle, which is in the lower-right portion of the map when you begin the game.

In the lower-left window, you will see the name of the next area you are about to enter.

In the lower-right window are the following menu commands:

アイテムこうかん - "Item exchange". Takes you to a menu where you can trade items amongst your party members. If a member does not have an item, it will say なし ("without") next to them. You can also drop items using the すてる ("drop") option. Select おわり ("end") to return to the previous menu.

パスワード - "Password". Get your current password.

BGM - "Background music". Toggle between あり ("have") and なし ("without").

せんとうかいし - "Begin battle"

You can also press "Start" at this time to see the status menu of your characters.

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- - - = = = === Status Menu === = = = - - -  
- - - = = = ===== = = = - - - [sec3]
```

All of the names of your characters are listed on the left side of the screen, with their current health ("PW") listed next to them. If the character is in the hospital, it will say にゅういん ("Hospitalized"). Select a character to have their stats displayed on the right side of the screen.

The stats shown are:

Name

LV - "Level"

PW MAX - Maximum hit points.

いどうりょく - "Movement strength". Number of spaces the character can move per turn.

パンチ - "Punch". Punch strength.

キック - "Kick". Kick strength.

アイテム - "Item". Item held by this character. If he doesn't have one, it says なし ("without").

とくいわざ - "Special move". Lists the character's special move if he has learned one.

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- - - = = = = Commanding Units = = = - - -  
- - - = = = ===== = = = - - - [sec4a]
```

Throughout the game, you will control six characters. Their names are:

Tachibana (たちばな)

Katsura (かつら)

Sakyou (さきょう)

Murata (むらた)

Kouga (こうが)

Kome (こめ)

To win a battle, you must defeat the enemy leader. The leader is often hidden within a building, and other times he will be very obvious. However, I suggest you defeat all of the enemy units so that your characters will gain the most experience per battle.

If you lose a battle, you will not get a game over. Instead, you keep all of your items and experience, but you are returned to the first battle that you had with the current enemy gang. You battle most enemy gangs in a series of three wars, so you will begin from the first one again. This gives you more leveling up opportunities, so it's not necessarily a bad thing.

When you are giving your units actions during the game, you will see the

character's name and current health in the lower-left window. Press "A" or "Right" to give the unit an action. The actions are:

いどう - "Move". The character can move the number of spaces indicated next to this option.

ばす - "Pass". Character takes no action this turn.

In the window to the left of the "Pass" command, you will see the name of an item the character is holding if they can use it at this time. If the character is hospitalized, it will say にゅういんちゅう ("mid-hospitalization") instead. If the character has already taken an action, it will say しゅうりょう ("completed").

You can change which unit you are about to give an action to by pressing up or down. You can also see the status menu by pressing "Start".

To attack an enemy unit, you simply move your unit onto an enemy's. You cannot move your unit past another unit, not even your own team's. Sometimes, you can move your unit onto a building to search the building. You might find an item, encounter an enemy, or a few other things can happen. When you find an item, your options are: とる ("Take") and とらない ("Don't take"). Sometimes, you can also find items on the ground.

There is no special terrain. All terrain is either passable, and requires one movement point to cross, or it is not passable.

Enemy units can emerge from buildings unexpectedly during the battle, so beware that the enemies you see on the map are not all of them.

If one of your characters runs out of PW, he will collapse and an ambulance will come pick him up. He will be listed as hospitalized in the status menu, and he won't be able to fight in the next battle. He will automatically re-appear with full PW for the battle after that.

Your characters gain experience when they defeat an enemy. With enough experience, the character will level up, getting the usual stat increases this would suggest, and also getting their PW refilled to full!

Your health is not restored after each stage, so beware.

---Special Locations or Events on Some Maps-----[sec4b]---

As you progress in the game, you will come across a few new things on some maps. Here is a list of what they are and their effect:

Manhole - If you go down a manhole, you can move through the sewer to quickly emerge at a different location on the map (where the other manhole is). You have to control your character in a side-scrolling platformer type scene, where you jump over some rolling objects that can damage you. Also, the small blue balls that roll by are "power balls" and will restore some of your PW if you run into them. Climb up a ladder to emerge back on the map in the new location. However, you don't actually have to do the side-scrolling scene. Just go back up the ladder you start at and you will warp to the other manhole location. Programming oversight?

Hospital - You can enter a hospital to restore a character's health to full power. However, there is a chance you will get a mean nurse, who will cause you to lose 50 PW. But she won't kill you if your PW is already below 50, it will then just go down to 1. Just try to enter the hospital again next turn and try to get better luck. If one or more of your characters are already hospitalized, you can go to the hospital and get them out immediately for the current battle, even if they were just sent to the hospital during the

current battle. You can repeat this over and over, so if there's a hospital on the screen, you can't really lose. It can take several tries though to get the nice nurse that will release them.

Patrol Car - On some maps, a police car will randomly drive by as you or the enemy are moving. When this happens, the moving unit will stop where they are and you will see a message that's along the lines of, "There's a patrol car! Everyone sit still!" It will then be the next player's turn to act, so if the patrol car appeared while you were moving, it will then be the computer's turn to move its units.

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- - - = = = ===== Battles ===== = = = - - -  
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```

During battles between units, you will see your character and his stats listed in the window on the left side of the screen, and the opponent's stats are shown on the right side.

The opponent's stats will simply show his name (which is usually てき - "Enemy"), his current PW, and the strength of his attacks.

On the left side of the screen, you see your character's name, his current level, his current PW, and a list of battle commands. The full list of battle commands are:

パンチ - "Punch". This will be replaced with the name of a weapon if you are holding one.

キック - "Kick"

(Special move) - It might say the name of your special move here if you can use it now.

アイテムDF - "Item defense". Block the enemy's weapon attack.

パンチDF - "Punch defense". Block the enemy's punch.

キックDF - "Kick defense". Block the enemy's kick.

とくいわざDF - "Special move defense". Block the enemy's special move.

にげる - "Run". Escape from battle, losing the amount of PW indicated to the right.

Next to each command option, you will see an estimated amount of damage that each option will inflict on the enemy if you are successful. Your odds of success are largely dependent on how high your level is. If you are severely under-leveled compared to your opponent, then you may need to resort to the defensive moves, even though they inflict less damage and have a low rate of success.

Not all command options will be available on each turn. For example, your special move is rarely an option you can use. When it's available, you should always take it, because it does big damage and almost always hits. Even the run command is often not available. Punch and Kick are always available though.

You have to make your decisions quickly. There is a fist that moves toward your character's face, and if it reaches his face, the enemy will get a free attack. You have to choose your action before this happens. The ever-changing list of moves for you to choose from makes this interesting since you have to quickly scan what is available to you, then choose the best option. Usually, you will just be choosing "Kick" or something over and over, but you will want to at least keep an eye out for your special move to appear as an option.

If you choose to use an attack move, the possible outcomes will be:

- (1) You hit the enemy, sometimes doing heavy damage.
- (2) You miss and receive a small amount of damage due to a counter attack.
- (3) The enemy hits you first and you don't attack.
- (4) Both you and the enemy hit each other.

If you choose a defensive move, the possible outcomes are:

- (1) You successfully avoid the enemy's attack and deal him damage via a counter-attack.
- (2) The enemy misses.
- (3) The enemy hits you.

All battles go until you or your opponent lose all of your PW. The only exception is if you run away.

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- - - = = = ===== Items ===== = = = - - -
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```

[sec6]

- Shovel (スコップ) - Dig a hole anywhere on the map. An enemy walking over that location will receive damage.
- Net (あみ) - Hang from the telephone poles you can find scattered around the maps. Enemies that walk into a net trap won't be able to take any actions for one turn.
- Bamboo Sword (しない) - Weapon. Replaces a character's "Punch" attack.
- Wood Sword (ぼくとう) - Weapon. Replaces a character's "Punch" attack. Stronger than the Bamboo Sword.
- Bike (バイク) - Allows you to move three extra steps per turn. Only lasts for three turns, then you lose it.
- Card (カード) - If Sakyou is holding one, he can use the special move Card Throw (カード投げ). He loses the Card after one use.

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- - - = = = === Walkthrough === = = = - - -
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```

[sec7]

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=====
-----= Battle 1: Takojima =-----[sec7a]----
=====

```

Takojima (たこじま) Map:

```

Booo oooooo
oooo ooooooo
  oooooooo3o  o - Passable square.
  oooooooooo  X - Impassable square.
  oooooooooo  E - Enemy emerges from here.
  ooooo1Xooo  1 - Enemy inside. Win to get Wood Sword.
  ooooXXXoo   2 - Find Shovel.
  4XXXXo2ooo  3 - One-time full health restore.
  XXXXooooooo 4 - Find Net.
    Xooooo   B - Boss.
  oooooooo
ooEoooooooo
  ooo oooo1
oo  oo  o

```

During the first turn, a guy named Shimazaki (しまざき) shows up on a motorcycle and attacks one of your characters. He can't do any damage, so

this is really just a practice fight for you to learn the battle style.

This map is pretty easy. Just go around beating up all the non-boss characters to get your units some experience. It's best if you can manage to spread the experience around to all of your units.

You can get a couple Wood Swords by winning battles in some of the houses. The Wood Sword will replace the "Punch" attack and will do more damage. You can also find a Net and a Shovel, which I didn't find all that useful during my playthrough. But remember, each character can only hold one item, so you'll probably just want to load everyone up with Wood Swords as fast as possible.

Reach the boss in the upper right corner, Date (だて), and defeat him to win this map.

Upon victory, all of your team members level up! Also, Tachibana will gain the Lariat (ラリアット) special move either now or after he reaches level 3.

=====
-----= Battle 2: South Ikura - 1 -----[sec7b]---
=====

South Ikura - 1 (いくらみなみ-1) Map:

```

XoooXXXXXoo
2oooooolXooo
XoooEEoooooM    o - Passable square.
ooooooXoooEooooo X - Impassable square.
oXXoooXooXEooooo E - Enemy emerges from here.
oXXXooooXXoooo  M - Manhole.
ooooooXooXooooo 1 - Find Card.
ooXXXoo3oooXoo  2 - One-time full health restore.
ooXXXooooXXXoo  3 - Game Center.
ooXoooooXXooooo  B - Boss.
oooooooXXooooo
BoooXoooooooooXoo
ooooXXXXooooooo
  oMoooo  oo
```

This is the first map that features a manhole. You can use it to quickly emerge at the location of the other manhole on the map.

First, you want to reach the building at the center of the map that says ゲーム ("Game") on its sign outside. There, you will fight some enemies. The owner of the game center thanks you when you win and gives you a Wood Sword. You are then told to go to Eden Cafe, which is the building in the lower-left corner of the map, to face their boss. Go there to face the boss and finish this map.

=====
-----= Battle 3: South Ikura - 2 -----[sec7c]---
=====

South Ikura - 2 (いくらみなみ-2) Map:

```

XXXXXXXXXXXXXXXXX
XooBXXXXo3EEoXX
XoooooooooooooX    o - Passable square.
XoooXooooooooo2X  X - Impassable square.
```

```

XooooXXXoooEXXooX   E - Enemy emerges from here.
XoooooXXoooEXXooX   M - Manhole.
XoEoooooooooooooXX  1 - Find Bamboo Sword.
XoXXXooooEXXXMo    2 - Enemy inside. Win to get Wood Sword.
1ooXXXooE4XXXoooo  3 - One-time full health restore.
XMooooooooooooooX   4 - Find Net.
  Xoooooo    ooooo
  ooooo

```

Make your way to the upper-left corner of the map and enter the right-most tile of the train station to find the boss.

```

=====
-----= Battle 4: South Ikura - 3 -----[sec7d]----
=====

```

South Ikura - 3 (いくらみなみ-3) Map:

```

XXXXXXXXooXX
Xooooooooo5B   o - Passable square.
XoooXooX3oo5o  X - Impassable square.
XoooXXXooXXXX  E - Enemy emerges from here.
XooooooooooooMX M - Manhole.
X4XXoXXXoooooX H - Hospital.
XoXXooo2oooooX 1 - Find Wood Sword.
XXX+XooooooooX 2 - Enemy inside. Win to get Bamboo Sword.
  XXooXooXoXX   3 - Find Net.
  XXooXoXoXoX   4 - Find Shovel.
XoooHXoXoXoX   5 - Enemy inside.
XooooooooooX   + - Kouga gains special move.
XoXXoXooXooX   B - Boss.
XoXXooXoXooX
XooooooooooMX
XoooooXXEEX
ooolXX

```

During this stage, Kouga is able to learn a special move. During the first turn, some guy on a motorcycle appears and attacks Kouga over a girl it seems. Kouga doesn't have to win this fight to get the special move. If he loses, you have to get him from the hospital on this screen.

This is the first map with a hospital. Step on the hospital tile to restore your PW to full. There is a chance you will get a mean nurse and you'll lose PW instead, but this will never kill you. You can restore your PW at the hospital as many times as you like. When your characters are defeated, they're listed as "hospitalized". If there is a hospital on the map, you can just go to the hospital and get them so they don't have to miss any battles. You can even get a character that was defeated on the current map. You can get them as many times as you want.

Have Kouga enter the blue house that takes up two squares on the left side of the screen, just above the hospital. A girl there gives him a judo gi, which causes him to level up and learn the special move Backward Punch (せおいパンチ).

Enter the upper-right corner of the big white building in the upper-right corner of the map to fight the boss Joe (ジョー). But it would be wise to make sure all of your team is released from the hospital first because when you win the battle, your entire team levels up.


```

=====
-----= Battle 5: North Ikura - 1 -----[sec7e]---
=====

```

North Ikura - 1 (いくらきた-1) Map:

```

  XXXX6XXX
XBXooooooooXo
ooooooooXXoo5  o - Passable square.
ooooooooXXoMo  X - Impassable square.
XXXXXooXXXoo  E - Enemy emerges from here.
X3oooooooooooo M - Manhole.
  Xooooooooooo  1 - Find Bamboo Sword.
  XooXXXoXXE    2 - One-time full health restore.
  XXoooooXX4    3 - Find Card.
  Xooooooooooo  4 - Find Wood Sword.
  Xo1XXooooooo  5 - Find Net.
  XoXXEooooooo  6 - Enter house to receive experience.
  XMooooXXooo   B - Boss.
  XXXoooX2ooo
  XXXoXooooo
  XoooXXooo
  XoooXXoo
  XXooooo
  Xoooo
  oo

```

This is the first map where you will see enemies on motorcycles. There's nothing special about them except they can move farther per turn and they will always drop a Bike (バイク) when defeated that you can ride to travel extra distance per turn. However, you lose the Bike after three turns.

Enter the skyscraper in the upper-left corner of the map to be taken to another screen where more enemies await, including the boss.

```

=====
-----= Battle 6: North Ikura - 2 -----[sec7f]---
=====

```

North Ikura - 2 (いくらきた-2) Map:

```

  XX  XXXX1
  XooXXMooooXX
Xoooooooooooo  o - Passable square.
XooooooooXXooo X - Impassable square.
  Xoo+XoooooXX  E - Enemy emerges from here.
  XooooooooXXoX  M - Manhole.
  XooooooooXXooX H - Hospital.
X2oXXoXXooooX  1 - Find Net.
  XooooXEoooX   2 - Find Wood Sword.
  XoooooooooX   3 - Find Card.
  XXoooElooX   + - Murata gains special move.
  XXoooooooooX  B - Boss.
  XooooXooooX
  XooMXXEXooX
  XoooXoooooX
  XBooX3oooX
  XoXXoooX
  XoooXXoHoX
  o

```

Murata will level up and learn the special move Slap Attack (つっぱり) if he enters the long blue building in the upper-left part of the map. Use the hospital in the lower-right corner of the map to bring him back if he's hospitalized so you can get this upgrade.

This is the first map where you will encounter patrol cars. If one appears while you are moving a unit, it will instantly become the computer's turn. The same rule applies to the computer's team.

Go to the green shrine looking building in the lower-left corner to battle the boss Imagawa (いながわ).

```
=====
-----= Battle 7: North Ikura - 3 -----[sec7g]----
=====
```

North Ikura - 3 (いくらきた-3) Map:

```
o
ooooXlX
ooooooooX X o - Passable square.
oooXXooooXX2X X - Impassable square.
oooXXXooooooooX 1 - One-time full health restore.
ooooooooXXoXoX 2 - Trap: -50 PW.
43XooooXXoXoX 3 - Enemy inside. Win to get Wood Sword.
XooXXooooXoX 4 - Lose experience.
Xooo7oXXooooX 5 - Find Wood Sword.
ooooXooooooooX 6 - One-time full health restore and lose 1 turn.
5ooooooooXXX 7 - Tachibana runs after Beautiful woman.
XXX6oooBX B - Boss.
```

On this screen, there is a location Tachibana can step that causes him to notice a beautiful woman and go running off the battle field. He will then be gone for the rest of the battle, so avoid this spot! There are a few more times this can happen later in the game.

The biker at the bottom of the screen is the boss Bousouzoku (ぼうそうぞく). When you defeat him, your entire team levels up!

```
=====
-----= Battle 8: East Takota - 1 -----[sec7h]----
=====
```

East Takota - 1 (たこたひがし-1) Map:

```
XXHX X4XXooooXX o - Passable square.
oooo ooooooooooMX X - Impassable square.
oooooooooooooooooX M - Manhole.
oo ooXXoooXoXX H - Hospital.
Xo oXooXooXooX 1 - Find Bamboo Sword.
XXooooXoB3oooooooo1 2 - Find Net.
XXooXMoXoooooooooX 3 - Find Wood Sword.
oooXooooXoXXooooX 4 - Find Card.
XooooXXoXXXXXooo2 B - Boss.
oooXXXXXXXXXXXXooo
```

Note, there is a hospital in the upper-left corner of the map.

In the grassy area at the middle of the map is the boss Katsuage Man

(かつあげマン). You have to defeat him and the rest of the enemies on the map to win the battle.

```
=====
-----= Battle 9: East Takota - 2 -----[sec7i]---
=====
```

East Takota - 2 (たこたひがし-2) Map:

```
oooXXXXXX      Xooo  o - Passable square.
XooooooooM3XXXXXoooo  X - Impassable square.
 XoXXEooooooooXXoo4  E - Enemy emerges from here.
 XooEXXooooXooXooX  M - Manhole.
 Xooo1ooooXXooXooX  1 - Find Net.
 XXooooooooooooXXXoX  2 - Find Card.
 ooooXXoXoooooooooX  3 - Find Shovel.
 oooXooooXoooXoooX  4 - One-time full health restore.
  oooo3ooooooooXooX  B - Boss.
   XXXXXXXXooXoo2X
    XoooooMooX
     XXXooooooooX
      XBooooooooX
       XXoXoooXX
```

Patrol cars appear on this map. The boss is at the bottom of the screen, next to the long blue building (the church).

```
=====
-----= Battle 10: East Takota - 3 -----[sec7j]---
=====
```

East Takota - 3 (たこたひがし-3) Map:

```
 XoooooooooX      o - Passable square.
  XoXoooXXXX      X - Impassable square.
   XXXooooooooMX  E - Enemy emerges from here.
  XXXX2oXooXoX    M - Manhole.
 X4oXXooooXXooX  H - Hospital.
 BoooXXoooooooooX  1 - Trap: PW -50.
 oooooooooXXooXooH  2 - Find Bamboo Sword.
 oooEXXooXXoX1XoX  3 - Find Net.
  oEooooXoooooooo  4 - One-time full health restore.
  ooooXXooo5ooo    5 - Tachibana runs after Beautiful woman.
  oM o3oo ooo      B - Boss.
```

Sakyu will learn the special move Middle Kick (ミドルキック) on this stage if he defeats the boss himself. The boss is inside the skyscraper in the lower-left part of the map, which takes you to another map with more enemies and the boss. If Sakyu isn't strong enough to defeat the boss, you can wear down the boss's health using a different character first, then allow that character to be defeated so Sakyu can finish off the boss. It's probably not the best idea to sacrifice one of your good characters though since the next stage is hard and doesn't have a hospital.

The boss is Kakizaki (かぎざき). When you win, your entire team levels up.

```
=====
-----= Battle 11: Hamazaki - 1 -----[sec7k]---
=====
```

Hamazaki - 1 (はまざき-1) Map:

```

XXXX5ooo
X2oooooooo
  XXXXooXo   o - Passable square.
  XoooooXo   X - Impassable square.
  Xoo4oooooo  E - Enemy emerges from here.
XXoXooooXXooo 1 - One-time full health restore.
XXoEooooXXoo1 2 - Experience increase.
Booooooo3oooo 3 - Find Card.
XoEoXXooooooo 4 - Find Wood Sword.
XXXoXXooXXoXo 5 - Find Bamboo Sword.
oXooooXoXXoo  6 - Fall into water. Lose 4 turns.
  oooooXoooo  B - Boss.
    ooooXXoo X
      ooXXoooo
        oooooooo
          oooooo o
            o  oXX o
              6o  oXX o

```

On the first turn, a guy named Inui (いぬい) comes out of the nearby house and attacks Kome. On the next turn, a guy named Sanders (サンダース) will then come and attack him.

From now on, the fights will start becoming harder, especially against the boss characters. If you find that a character is doing poorly against an opponent when you use a Punch, Kick, or Sword attack, then you might need to resort to the defensive moves during battle. These are more effective when you are not strong compared to your opponent. The special moves are always the most effective attack you can do, so use them whenever possible, but this will be at most one time per battle as you probably know by now.

The boss is the obvious guy on the left side of the screen. His name is Callahan (キャラハン) and he's very hard.

```

=====
-----= Battle 12: Hamazaki - 2 =-----[sec71]---
=====

```

Hamazaki - 2 (はまざき-2) Map:

```

X5ooooXoo
X6oo4oooo
XXXoXXXoXXXX  o - Passable square.
oXXooo3ooooX  X - Impassable square.
oXXooooXXoXX  E - Enemy emerges from here.
oXoooXXXXXooX M - Manhole.
oooMoXXXXXooX 1 - Find Net.
oooooXXoXoooX 2 - One-time full health restore.
ooo2XoXoooooXX 3 - Enemy inside. Win to get Wood Sword.
  oooXoooooooo 4 - One-time full health restore, and lose 1 turn.
  ooo  ooXEooXo 5 - Trap: PW -50.
    oo  ooXXMoXX 6 - Find Wood Sword.
    oo  ooooooooo1 B - Boss.
      o          o
    oo
  B

```

Go to the lighthouse in the lower-left corner of the map to fight the boss Simpson (シンプソン). Again, these bosses are getting tougher, so see the advice in "Battle 13" for some pointers.

=====
-----= Battle 13: Hamazaki - 3 -----[sec7m]---
=====

Hamazaki - 3 (はまざき-3) Map:

XXXXXXoooXooX
XH?oooooooooX
XoooXXoooEooX o - Passable square.
XXooooXoooX X - Impassable square.
oo XBX E - Enemy emerges from here.
XooooX8X M - Manhole.
XXXXooBoooXX H - Hospital.
XMooooXooo9X 1 - Enemy inside. Win to get Wood Sword.
XoXXXoXoXoXX 2 - Find Net.
XooXXoooXoX 3 - Fall into water. Lose 4 turns.
XXoooooXXoXXX 4 - Trap: PW -50.
X6oXoooXooXXo 5 - Find Shovel.
XXooXooXooooo 6 - Find Bamboo Sword.
XooXXo7Xooooo1 7 - Pit: Lose 1 turn.
XoooXXXXXooooo 8 - Experience increase.
X5ooXXXoo2 oo 9 - Find Card.
XXooXoooo3 oo B - Boss.
XooooooM o
XXooo o
4oo o
Xo

There is a hospital on this map which is probably much needed to get some of your team back and to restore your health. But it's quite a distance to get there from your starting point.

Unfortunately, there are two bosses on this screen. The first is an obvious guy right in the middle named Friedman (フリードマン), and the second is in a red house in the upper-right portion of the screen named Anger (アンガー).

When you win this map, your entire team levels up.

=====
-----= Battle 14: West Takota - 1 -----[sec7n]---
=====

West Takota - 1 (たこたにし-1) Map:

XXXXXXXX4XXXEXXXXXEXooBXX o - Passable square.
XooooooooooooooooooooMoXoX X - Impassable square.
X3Xo2XXEoXEXoXXoooooooooX E - Enemy emerges from here.
XXooooXXoXXXoXXXoXeoXoXX M - Manhole.
XooXXoooooooooooooXXooooX 1 - Find Net.
XooXXoooooMoooooooooXoXoX 2 - Pit: Lose 1 turn.
XXooooXXoXXXoXXXoXoooooX 3 - Teacher forces you to study. Lose 1 turn.
X1XooXX5o6XXoXXXooooXo7X 4 - Experience increase.
XoooooooooooooooooXooooXX 5 - One-time full health restore.
oooXooXXXXXXXXXXXXXXXXXXXX 6 - Find Card.
7 - Tachibana runs after Beautiful woman.

Patrol cars appear on this map.

You have to enter the red house in the upper-right corner of the map to find the boss. The first time you enter the house, a nice looking woman will appear and say there's no one here you're interested in. Go back into the house a second time and you will fight the boss.

```
=====
-----= Battle 15: West Takota - 2 -----[sec7o]---
=====
```

West Takota - 2 (たこたにし-2) Map:

```
XXXXXBXX   o - Passable square.
XX2oXXooX  X - Impassable square.
XooooXooXXX E - Enemy emerges from here.
XoooooXoEooX H - Hospital.
XHoXoXoooooX 1 - Find Bamboo Sword.
XoXooXoXXoXX 2 - Find Shovel.
Xooo1ooXooX 3 - Find Net.
XoXooooooX   B - Boss.
XXXoooXooE
XXX3XooX
```

This map has a much needed hospital. Take your time to make sure that your party finishes this battle with all members out of the hospital and near full health since the next battle is going to be crazy hard.

This map was the first map I noticed that I would defeat an enemy and then immediately be in a battle with another one, like there were two enemies on top of each other. I don't know why this happens, but just be ready in case it happens to you.

The boss is at the top of the screen. When you defeat him, your entire team levels up.

```
=====
-----= Battle 16: West Takota - 3 -----[sec7p]---
=====
```

West Takota - 3 (たこたにし-3) Map:

```
XXX
XXXXXXXXoXX  XXXXXXXX
XoXXoooooXXXooXXoX o - Passable square.
XXXoooooooooooooooooX X - Impassable square.
XoXoooooooooooooooooBX E - Enemy emerges from here.
XXoooooooooooooooooX 1 - Find Bamboo Sword.
Xo2oEoooooXooXoooooXX 2 - Pit: Lose 1 turn.
oooooooooXXXXXXooXoX B - Boss.
ooooooooXoXX   XXXXXX
ooooo2oXooX
ooooooooXoX
ooXoooXoXoX
oXoooooXoXX
oXoooooooooX
oooooooooX
XoooooooooXX
Xooooooooo2oXX
```

```
XXooooooooooooX
XXXXXXoXXXXXX
XooX
```

This stage is ridiculously hard. There is no hospital. The enemies have pretty low PW, but they are hard to hit and do a lot of damage when they hit you. The enemies with 200 PW are like normal enemies you should be able to handle, but the enemies with 300 PW are way tougher. I found that the Kick and Sword attacks miss way too much against them, but the Punch attack hits more often, at least for your stronger characters.

The goal is to get to the upper-right portion of the map. As you approach the boss there, a bunch of other thugs will ambush the area to help you and the result is that you agree to have a one-on-one battle between their leader and one of your fighters. You will have the opportunity to choose whichever fighter you want.

Since you are going to have a one-on-one battle, your goal is just to get to the upper-right part of the map as fast as possible with one of your fighters at as high PW as possible. One thing that helps is to get a Bike from one of the enemies so you can move farther and reach the upper-right faster. At the same time, you want to avoid as many battles as possible.

On this map, sometimes a character from earlier in the game will appear and help you if one of your characters gets to low PW.

If you lose this battle, you will be taken back to the West Takota - 1 map, so you can replay a couple of the previous battles and gain more levels before trying this one again. When I finally won this battle, I used Tachibana to fight the enemy leader. Tachibana had the maximum level possible, giving him 999 PW. But I still barely won the battle and it took me several tries, so good luck to you! If you lose the one-on-one battle, you don't get a chance to use one of your other team members. It's an immediate loss.

A big drawback for having Tachibana at the maximum level was that I wasn't able to level him up to restore his PW to full during this map. So I had to use my other team members to surround him and keep him from getting into too many battles. When Tachibana gets to a high enough level (26 I think?), he will learn a new special move: Back Drop (バックドロップ), which is more powerful than his other one.

The enemy leader is Gamou (かもう).

```
=====
-----= Battle 17: Maruyama Warehouse -----[sec7q]-----
=====
```

Maruyama Warehouse (まるやまそうこ) Map 1:

```
XXXXXX
XXXXXXXXXooooX
XooXXXXooooX  o - Passable square.
XooXX1XooooX  X - Impassable square.
XooXXoooooooX 1 - Warehouse entrance.
XooooooooXooX
XXoooooooooooX
XXoooooooooX
XoooooooooXX
XXXXXoXXX
```

This level would be pretty easy except now your team is probably pretty decimated from the previous battle. Luckily, Gamou is now on your team, which is a huge help! On this first screen, your goal is to get into the warehouse that has the open door. You have to go in through the tile on the left side.

Maruyama Warehouse (まるやまそうこ) Map 2:

```
XXooBooooo
XoooooooooX
oooooooooX
ooXooooXoo
ooooooooooo
ooooooooooo
ooXooooXoX
oooooooooX
ooooooooo?
XoXooooXoo
Xoooooooooo
?oooooooooo
ooXooooXoo
ooooooooooo
ooooooooooo
```

Inside the warehouse, your goal is just to reach the boss at the top of the screen. You can probably win just by moving Gamou as high up the screen as he can go on the first turn, fighting the enemies that reach him (use the "Punch" attack for greatest chance of hitting), then moving Gamou to the boss during the second turn.

When any of your characters reach the boss, Tachibana will roll a giant tractor into the warehouse and all of your team mates will appear on the screen. Tachibana will then engage in a one-on-one battle with the boss that you can't lose. After winning, you beat the game!

```
- - - = = = ===== = = = - - -
- - - = = = === Conclusion === = = = - - -
- - - = = = ===== = = = - - -
```

I hope you found this guide useful. If you have information that you'd like to contribute or other suggestions for how the guide can be made better or if you find any mistakes, please send it to lastbosskiller@gmail.com. I will give you the proper credit for your help.

Thanks to the NES FAQ Completion Project regulars for providing a fun environment for exploring old, obscure games!