

Spiritual Warfare FAQ/Walkthrough

by AdamL

Updated to v2.5 on Feb 1, 2004

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A FAQ/Walkthrough for the NES game by Wisdom Tree, Inc

Version 2.5 completed 3/7/02
by Adam Lamontagne (alamont1@maine.rr.com)

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I. Revision History

3/7/02: v2.5
-Added my current email address.
-Added 5 more Answers to Biblical Questions.
-Added info on Pears.

- Added a link to the official Wisdom Tree website.
- Moved "Other Tidbits" section near the end of FAQ.
- Added info on the hidden treasure room in Lost at Sea section.
- Added info on finding the 4th Banana.
- Added tip about a secret Treasure Room.

8/4/00pm: v2.4

- Added tidbits of strategy throughout the walkthrough on beating bosses and locating hard to find items.
- Added a Controller Functions section.
- Added the Lost at Sea area to the walkthrough.
- Made ASCII art names for each area of the game to make them easier to find in the walkthrough.

8/4/00: v2.3

- Finally decided to play through the game again.
- Added more questions (#61-100) to the Answers to Biblical Questions section.
- Changed Feedback section to Credits section.

8/2/00: v2.2

- Added a Story section.

7/31/00: v2.1

- Changed the Table of Contents to a more organized style.
- Added another URL where this FAQ/Walkthrough can be kept.
- Added an URL to the game's manual.
- Changed the ASCII art title.
- Added Michael J. Hayes' Cracking the Password System.

2/25/00: v2.0

- Added the following sections: Table of Contents, Revision History and Disclaimer.
- Changed Epilogue section to Feedback section.
- Changed my e-mail address.
- Cleaned up errors.
- Added ASCII art title.

10/18/97: v1.0

- Completed version.

II. INTRODUCTION

Alright, you're probably asking why in the world is somebody writing a walkthrough for an unlicensed 8-bit Nintendo game that's rarely been heard of. Well, I had never heard of it until a little over a year ago. When I managed to get my hands on a copy I threw it in the NES, wandered around for a few minutes, saw that I was getting nowhere fast, and put the game away...for almost a year.

Anyway, someone mentioned the game on the NES mailing list and said that they were stuck, so I figured why not try to go through the game to see if I could help. Well, you're reading the end result. I not only got into the game, but was pleasantly surprised to see how similar to The Legend of Zelda the game is. It's definitely not as great a game as Legend of Zelda, but it should be appreciated by true fans of that game. I'd call the game "Link goes to church." You'll see what I mean.

III. STORY

This is basically a "Good vs Evil" story, which just happens to involve the teachings of Jesus and some bad guy who looks an awful lot like the devil. Here is the story straight from the manual:

Experience "Spiritual Warfare" as you discover firsthand the whole armor of God in preparation to meet the enemies of the Lord. You will also see just how the fruit of the Spirit can impact the lives of others and ultimately win an entire city to God. The shield of faith will be your most important weapon in helping you to remain steadfast. But remember that the battle is not yours alone, it is the Lord's. "Therefore put on the full armor of God, so that when the day of evil comes, you may be able to stand your ground, and after you have done everything, to stand. Stand firm then with the belt of truth buckled around your waist, with the breastplate of righteousness in place, and with your feet fitted with the readiness that comes from the gospel of peace. In addition to this, take up the shield of faith, with which you can extinguish the flaming arrows of the evil one. Take the helmet of salvation and the sword of the Spirit, which is the word of God. And pray in the Spirit on all occasions with all kinds of prayers and requests. With this in mind, be alert and always keep on praying for all the saints."

- Ephesians 6:13-18

IV. OBJECT OF THE GAME

You have to collect the six pieces of the Armor of God and defeat the ultimate source of evil, which remains nameless, but as you will see at the end is none other than the devil. The six pieces of the Armor of God, which you earn after defeating the bosses, are as follows:

BELT OF TRUTH

This allows you to push blocks and other obstacles, sort of like the power ring in Zelda.

BREASTPLATE OF RIGHTEOUSNESS

Cuts damage taken in half.

BOOTS OF THE GOSPEL

Allow you to walk across burning rubble and wet cement.

HELMET OF SALVATION

Protects you from certain explosions.

SWORD OF THE SPIRIT

The sword will shoot at your enemies and retrieve items like Samson's Jawbone does. The sword is the best weapon in the game.

SHIELD OF FAITH

Cuts damage taken by an additional half and makes you immune to some demon's flames.

V. WEAPONS

As I mentioned, the sword is the best weapon in the game, but you don't get it until late in the game. Until then, there are five different "Fruit of the Spirits" you can use as weapons to convert unsaved souls (this basically means to defeat your enemy, as enemies don't die in the game, but turn into people praying or demons). Certain converted souls leave behind Spirit Points (SP) which you collect and use to purchase things like fruits, so SP is basically the monetary unit in this game, since we all know money is bad ;) Each fruit (weapon) has its own unique method of attack and you can collect up to 4 of each fruit. If you have 2 of a certain fruit, you will be able to throw 2 at a time, and if you have 3, then you can throw 3 at a time. You get the picture. The different fruit are:

PEAR

Medium speed, very short distance, stops at solid items like rocks and walls. This is the first fruit you will find, but is the weakest.

Benjamin "Mr. Domino" Galway (mrdomino@planetdreamcast.com) submitted the following info about the Pears:

Pears aren't completely useless as your FAQ makes them to be. They're extremely handy in the slums level, since they have the ability to destroy small rocks, large weeds, and junk piles. You can use pears to help clear an area from such debris, which is particularly helpful when trying to dodge those invincible dogs. Otherwise, the pears ability to destroy objects can yeild additional spirit, vials, hearts, and keys to help out early on as needed.

POMEGRANATE

Medium speed, short distance, goes through solid items and travels in a zig-zag pattern.

APPLE

Slow speed, medium distance, goes through solid items as well as continuing to travel through villains and obstacles in its path.

GRAPES

Fast speed, medium distance, goes through solid items and travels in a spraying pattern.

BANANA

Very fast speed, long distance, goes through solid objects. This is the best fruit to have.

VI. ITEMS

You will find some helpful items throughout the game. Some are helpful and some are necessary. They are:

HEART CONTAINERS

These are scattered all over the various areas of the city. Collect them to increase your health meter.

VIALS OF THE WRATH OF GOD

These are basically bombs. You find them or buy them in groups of 3 or 7. Use the Vials to expose hidden items and doorways found under bushes and walls, or to inflict damage on some enemies. You can either place the Vial down and wait for it to explode or put it down and throw a fruit at it to detonate it quicker. You will need to use these in certain rooms to get some barrels out of your way.

SAMSON'S JAWBONE

Remember the boomerang in Zelda? Well, that's pretty much what the Jawbone is. It's nifty because you can throw it at items that you can't reach and the Jawbone will retrieve them for you. You need this to get the Raft. It won't damage enemies or freeze them though, like the boomerang did in Zelda.

ANointing OIL

You will find a few of these during the course of the game. You can hold two at a time and will use them to completely refill your health meter.

KEY

Certain locked doors will need a Key to open them. They can be found in certain rooms throughout the game. I suggest that when you find a room with a key in it, get the key, exit the room and clear about ten screens of enemies, then when you return to the room with the Key it should reappear.

Get about 5 or 6 of these at the beginning of the game and you shouldn't have to worry about them for the rest of the game.

TORCH

Use the Torch to see special blocks in puzzle rooms. You don't really need this item to finish the game, but it makes things a bit easier.

RAFT

Use the Jawbone to retrieve the Raft, which you can use to cross areas covered with water.

RAILROAD TICKET

This allows you to travel between any of the five train stations. The train stations are basically warp zones to other areas on the map. There are also several underground passageways from one area to another. I will talk about them in the walkthrough section of this FAQ.

VII. CONTROLLER FUNCTIONS

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START

This pauses the game. You can tell it is paused because the music changes.

SELECT

Pressing this brings up your status menu. Here you can choose an item or a fruit, or you can end the game and get your password.

A

Press A to throw whatever fruit you have selected.

B

Use to drop Vials or use the item that you select at the subscreen.

CONTROL PAD

Moves you in the appropriate direction. Also moves the cursor around in the password screen.

VIII. MAP

The game is divided into 11 different sectors:

PARK, DOWNTOWN, AIRPORT, WAREHOUSES, HOTELS, SHIPYARD, HOUSES, SLUMS, BEACH, WOODS and PRISON. There is no set order to go through the sectors, but you will need to go through some before others since you can't enter some of them without certain items. The walkthrough will lead you through the sectors in the order I went through them. There are also various underground areas, but they do not show up on the map and are fairly easy to navigate.

Below is a map which you can use throughout the game to figure out where things are. I will refer to each screen by their horizontal and vertical coordinates on the map, so I suggest printing out the map for reference. I will list the horizontal coordinate first, then the vertical one (horizontal, vertical). By pressing Select during play, you will bring up a subscreen which has the same map. I have placed various symbols and letters for the more important objects and places in the game:

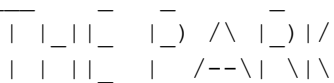
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- @-Starting point
 - *-Heart Container
 - J-Samson's Jawbone
 - P-Pear
 - A-Apple
 - M-Pomegranate
 - G-Grapes
 - B-Banana
 - R-Raft
 - K-Key
 - F-Torch
- 1-Boss Room 1 (Belt of Truth)
 - 2-Boss Room 2 (Breastplate)
 - 3-Boss Room 3 (Boots)
 - 4-Boss Room 4 (Helmet of Salvation)
 - 5-Boss Room 5 (Sword of the Spirit)
 - 6-Boss Room 6 (Shield of Faith)
 - D-Demon Stronghold (Final Boss Room)
 - T-Train Station (need RR Ticket)
 - #-Railroad Ticket
 - C-Church
 - \$-Pawn Shop

Note that Boss Room 6 and the Demon Stronghold are in the same spot (7,2). This is because 7,2 is the entrance to a huge underground area where the last two bosses in the game are hiding. I didn't map it out, but I have directions on how to get through that section in the walkthrough.

 IX. WALKTHROUGH

Alright, finally you're ready to delve into this game. The game does have a password feature which keeps track of all the items you collected and everything except for your score, which comes in quite handy. Write down passwords after each major accomplishment and you should have no problem making your way through this game.



This is where you begin your journey (1,2). Enter the door in the wall and receive the Pear from one of the Christian Helpers, who are found throughout the game. Some of these Helpers offer advice, while some of them sell items like Fruits, Vials and Anointing Oil. Now that you have a weapon, you are ready to go convert some souls.

Explore a bit to get used to the feel of the game. Convert unsaved souls to collect SP, which you use to purchase weapons and items. You can collect a maximum of 255 SP.

Move down one screen (1,3), picking up the Vials of God's Wrath. You will find these throughout the game and can also stock up to 255 of these. Proceed one screen to the right (2,3) and you'll see a Raft in the middle of some water. You will need Samson's Jawbone to get this, which you'll find later in the game.

At 0,2 you can use a Vial on one of the bushes which leads to a shortcut to

A,5 (DownTown). You'll get there eventually, so don't bother with this unless you feel like exploring.

Go up one screen (2,2) and you'll see stairs leading down into a dungeon. Notice that there are six barrels sitting next to each other. Blow up the barrels with your Vials and behind the last one is a door leading to a Christian Helper, who is selling an Apple which you can buy for 40 SP. Now you have two different weapons to choose from. Now go down the ladder then enter the door, where you'll battle your first boss in order to gain the Belt of Truth, which gives you the strength to move some obstacles. To beat the boss, toss the Apple at him 3 times when he pops up from behind the rock. The Apple is best to use because you can hide behind the objects in the room and throw the Apple at the boss because the Apple travels through most objects. Collect the Belt of Truth in the next room.

Also in the Park sector, more Anointing Oil can be uncovered at 4,1. To find it, blow out all the shrubs on the left, middle side of the screen with vials, then move the middle grey block (you need the Belt of Truth to move blocks) into the newly-emptied space to its left, then stand where that block was and push the block above you up to uncover the Oil.

The basketball player you come across (3,0) isn't of any consequence. You can get to him by using a Vial on the lower left corner of the court, but he just gives you a little useless advice.

Exit the Park at 5,3, where you can use your newly acquired Belt of Truth (it works automatically) to move a block out of the way and open the entrance to DownTown.

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At 6,4 you can purchase 7 Vials for 20 SP, Anointing Oil for 75 SP and a second Pear for 25 SP.

There's a manhole cover at 9,4 that you can push away that leads to a shortcut to the Shipyard at 3,C. Actually, this is a one-way shortcut. You cannot go through the passage from DownTown, but you will be able to get to DownTown later in the game from the Shipyard.

DO NOT go into the bar at 8,5. You will lose your Belt of Truth and have to search the Slums for it.

Get the Heart Container in the building at 8,6.

Buy an Apple for 40 SP at A,7.

Grab the Key in the building at 7,7. It can be collected repeatedly as the enemies eventually return to the room. Now you're ready to go get the second boss.

Enter the building at 8,3. Collect the Vials and head up the ladder to the roof. Cross the rooftops and go down the ladder, working your way to a locked door. If you have a Key you can enter and battle the second boss of the game. He's fairly easy to beat, as it takes only 3 Vials to defeat him. Just set down a vial and when he gets near it, shoot the vial with a

fruit to detonate it. Enter the door and collect the Breastplate of Righteousness. This will reduce damage by 1/2.

There are 3 exits leading out of Downtown. You can enter the Slums at A,3, the Houses Area at A,6 or the Airport at 6,6. You can tackle them in any sequence you prefer, but I suggest going through the Slums, then back to the Houses area, then lastly the Airport. Also, be sure to stop by 7,7 again for another Key before you leave this area.

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Enter the Slums through Downtown screen A,3.

The door at B,3 leads to a passageway to another section of the Slums at D,0.

The building at C,3 is a shop which has a Pomegranate for 60 SP and 7 Vials for 30 SP.

At D,2 you'll find a Key in the building.

The Pawn Shop is at E,3. This is where you can find any items that may have been taken from you during the game. If you follow this walkthrough, you shouldn't have to visit this place.

A Train Station is at C,0.

Go in the locked door at E,0. Inside you will be able to buy the Torch for 150 SP.

You've pretty much gotten everything you need in this sector. The exit to the Prison sector is at B,1, but you shouldn't go there yet, as the enemies are very difficult and fast. Instead return to Downtown (B,3) and enter the Houses sector at A,6.

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There is a Heart Container in the house at C,6.

At D,6 is an entrance to the Woods. Stay away from the Woods for now, as you need both the Helmet and the Boots to proceed.

On screen E,7 enter the lower right garage (out of the 4) where you can buy the Grapes for 75 SP.

At F,8 is a passageway which takes you to the Prison at 9,0. Avoid it for now.

The Church is at F,7. At the altar you will get advice on what to do next and will get your energy filled up. You can visit the Church whenever you want and they will always have a clue for you in case you are at a

standstill in the game.

There is a Train Station at F,5.

At F,4 you will be able to purchase the Pomegranate for 60 SP.

Now return to DownTown again (B,6) and enter the Airport at 6,6.

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Enter the Airport building itself at 4,6. Inside, go one screen left and you'll see the luggage conveyor belt. Enter the black square where the luggage is coming out. From this room work your way to the door which leads to a room with a Heart Container.

Go back to the first room inside the Airport building and go right. The lower door in this room is where you can buy another Pear for 25 SP. The upper door leads you outside to 4,5. Go this way.

You can get a Key in the airplane at 5,4.

Work your way to the Warehouse entrance at 2,6.

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Proceed to 1,4 to get another Heart Container.

Go back down to 0,7 where you can buy a Pomegranate for 60 SP and some Anointing Oil for 75 SP.

There's a Train Station at 0,8.

At 1,B there's an opening to the train tracks. Follow them all the way to the left, then up a bunch of screens to 0,1, where you can get that Heart Container you couldn't get earlier in the game. You can follow the tracks all the way to the Train Station in the Houses area at F,5, but don't waste your time.

Follow the tracks down to 0,C where you'll see a building with 2 doors. Enter the one on the right and follow the path to the brown door where you can buy another Apple for 40 SP. Exit the way you came in.

Follow the tracks to 2,B and go down the stairs. Work your way through this room to emerge at 2,A. From here move on to 2,9 and you'll see a locked door. Enter it to do battle with the third boss.

There is a wall of bricks between you and the boss. Certain bricks will turn purple at random. When the boss throws bombs at you they seek you out

like heat-seeking missiles. Lead them to the purple bricks to blow them up, making a path to the top where the boss is. After doing this a bunch of times they'll be enough stairs to work your way up there. There will still be a few bricks that will be in your way, but you can use Vials to take them out. The boss will have fled out the door. Exit through this door to collect the Boots. These will let you cross certain obstacles that you previously couldn't get by.

Now you can cross the burning rubble at 2,8 to proceed to the Hotels sector.

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In this sector, do not enter the Casino at 5,7 or you will get the Breastplate taken from you (and have to return to the Slums to get it).

Buy the Grapes for 75 SP in the shop at 5,A.

Enter the building at 4,A and work your way to the roof for another Heart Container.

Go to 3,9 and talk to the guy in brown robes. Now just sit still for awhile and a car will magically move out of the way revealing a staircase. Go down the stairs where you can buy the best weapon, the Banana, for 90 SP.

Leave this area at 5,9 to enter the Shipyard.

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From the start, go up on the dock, then right to 7,8. Make sure you have a Key and at least 195 SP. Inside you will be able to purchase Samson's Jawbone, which you can use to get the Raft in 2,3. You should head back there right away for it, as you will need it soon in the next sector. There's that one-way passage in the upper house at 3,C which will lead you right to the DownTown manhole cover, bringing you a bit closer to the Raft.

Return to the Shipyard and head back south from the entrance.

There's a Train Station at 4,C.

At 3,C the lower right house contains a Key.

There is a locked door at 7,C. Use the Key to enter and inside you'll see a Heart Container that you can't get to. Throw the Jawbone at it to retrieve it.

Anthony d jantzi <ayjantzi@juno.com> sent in the following note about finding another Banana:

The Fourth Banana can be found by going to the ship yard by train. When you go out go down the ladder. In the room go to the far left corner and use a vial. It will reveal a door and Inside you can buy a banana.

The entrance to the next sector, the Beach, is at 8,B.

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Buy more Grapes for 75 SP in the beach house at B,B. There's also some guy in front of the house looking for his surfboard. I don't think he is significant, but I may have missed his purpose in the game, if there is one at all.

Use a Key to enter the locked room at D,C. Inside you will be able to buy a Banana for 90 SP.

Make use of the Raft to get to another Heart Container at A,C.

Now, still using the Raft, travel over to the dock at F,C. A staircase is hidden under one of the shrubs. Use a Vial to discover it. Down these stairs is Boss Room 5. I know, you haven't reached Boss Room 4 yet, but you will soon enough.

To beat the boss of this room, you have to hit the guy with the white robe 3 times with Vials. To get to him you have to get by his 3 helpers. They will only go away when pushed by a barrel. Use Vials to find the hidden ladders. When you nail the white robed guy with a Vial, he will disappear and turn up somewhere else in the room. Just seek him out and after the 3 Vial shots he will be no more. Enter the door at the top of the screen to get the Sword of the Spirit, which is the best weapon in the game and the only one that can easily defeat the demons in the stronghold later in the game.

Also in the Beach section is a warp back to the Park. Take the Raft to F,B and ride into the dark area near the bottom left. You'll get to travel down and underground river which comes out in the Park at 2,0.

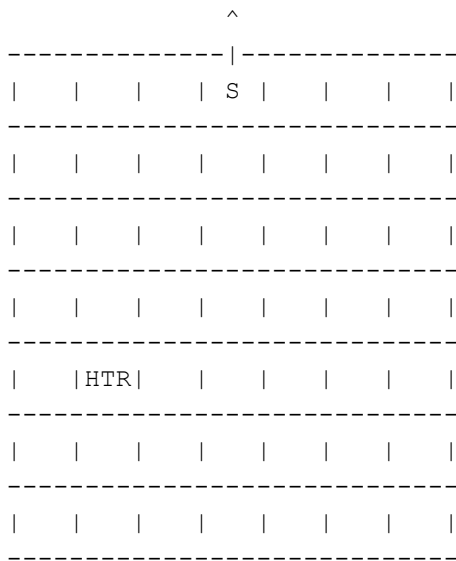
Before you leave the Beach section and go on to the Woods, there is a secret hidden area you should explore. To find it, use your Raft and swim out to screen A,C (where you found the Heart Container earlier). You will see 4 sharks circling an island. From the southern tip of the island, you can ride the Raft straight down into the next screen south, which does not appear anywhere on the map. This area is called "Lost at Sea."

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You will be on the screen with an arrow pointing up. That will be your only

way back to the Beach area. Every screen in this area is basically just shark-infested water, with the exception of one screen, where you will find the Hidden Treasure Room. Please note that the Treasure Room is locked, so make sure to grab a key before you head down there on your slow raft (thanks to Benjamin "Mr. Domino" Galway for the tip).

Below is a map to the Treasure Room:



S-Where you start in this area (the screen below A,C)

HTR-Hidden Treasure Room

Just go down 4 screens and left 2 screens and you will find it. Enter it and you will be able to max out your number of Vials and Spirit Points.

Now you can enter the Woods at screen C,B.



Work your way all the way up to B,7, defeating enemies with your Sword along the way. This is the location of Boss Room 4. This boss is kind of tricky. Stay one space from the top of the screen, against the grey wall, and fire your Jawbone or Sword (I used the Sword, though the manual says to use the Jawbone) at the boss right when he launches his bomb at you. This should knock his bomb backwards, where it will destroy the next bomb being added to his supply. Timing is everything. The key is to destroy all of the bombs being added to his supply so he ends up running through the bombs he started with and has none left to throw. Once he runs out of bombs, he'll run off and a door will appear. Enter to get the Helmet of Salvation, which protects you from harmful explosions.

At C,9 you can buy the Pomegranate for 60 SP.

At A,8 you can find a Key by moving the rock above the second tree from the left.

In the locked cabin at D,8 you will find the Railroad Ticket. Now you can finally ride the trains if you feel like it.

At D,7 is the exit to the Houses sector. Also on this screen you can move the lower right rock to uncover a stairway leading to another Apple, which you can get in exchange for 40 SP.

Now you can go to the last above ground sector, the Prison.

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Enter the Prison through the Slums at B,1 or the underground passage in the Houses sector at F,8.

The underground passage will come out at 9,0.

Buy the Grapes for 75 SP at A,0.

Enter the door at 8,1 and go through the Cell Block to emerge up on 8,0. Use a Vial to blow open the door at 7,0. Inside you will have to use Vials to make your way across to the ladder. Climb up the ladder right next to the entrance and place a vial. Work your way over to the right side and use a vial to get to the ladder exiting off the lower right of the screen. Now go down the ladder to the next screen and use a vial where you are stopped from going straight down. Use the Jawbone to grab the Heart Container. Next, go up to the barrel at the upper left. Place a vial to make a door appear. Get the Banana inside for 90 SP. Exit the way you came in.

Now you are ready to enter the Demon Stronghold, which is located in this sector. Make sure you write down a password at this point in case you die fighting the demons.

The entrance to the Demon Stronghold is at 7,2. Make sure you have a Key in your possession, as you will need one to open up a locked door somewhere in the Stronghold. Use a Vial on any of the 3 buildings in the bottom row and enter the hole. Once inside, go up the stairs on the upper right to enter a room full of dynamite and movable blocks. Since you have the Helmet, dynamite explosions won't hurt you, so toss fruit at the dynamite to detonate it and get it out of your way. To make it out of this room, first stand under the block on the right center of the screen and push it all the way up. Now move the block to your left over 1 space. Go up once space and push the block all the way to the left (where some dynamite was).

Now move 2 spaces to the right, 1 space down, and push the block 1 space to the left. Push the block beneath you 1 space down, then the block to your left 1 space left. Now work your way down and end up to the left of the block which is to the left of the stairs. Push it on top of the stairs. Now move the block above you up 1 space and then push the block on the stairs out of the way to go down them. In this room, simply detonate the dynamite and take the staircase down. You are now in the Demon Stronghold.

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From the entrance, move to the right then down the path to the next screen. Defeat the powerful demons with your sword while avoiding their flaming projectiles. Go right 1 screen, then follow the path down 1 screen. Now you can choose to go left or down. Go down. Follow the path down and right to the next screen. Go right and up a screen. Go straight up to the next screen and follow the path around so you go down to the next screen. Work your way left 1 screen, then down 1, then right until you reach the stairs. You will now be in a blue room.

Move 2 screens to the right. Now move up 5 screens until you reach a door. Enter it. Now you're in a section with blue floors and orange walls. Follow the only path you can take until you reach another door. Go in, defeat the demons, then enter the door to Boss Room 6.

To defeat this boss, keep firing your sword at him. Hit him once to stun him, then keep pelting him when he is stunned. Repeat this several times to do him in. A door will open after you defeat him where you are given the Shield of Faith. The Shield will make you immune to the demons flaming projectiles.

After beating the boss, go down that stairway that's in the same room as his doorway. You should be in a room full of lava. Go right 1 screen, down 1, left 1, down 1, left 2 and up 2 screens and through the door. You should be in a room with blue walls.

Go up one screen, then right and enter the door. From here go up 1 screen and down the stairs. You'll be in a room with blue floors. Follow the path clockwise until you come to a wall. Shoot your sword at the left side of the wall to make a path. Now move one screen to the right and go down the stairs.

You should now be outside of a small building. Go down 3 screens, then all the way to the right past 3 screens. Take the stairs and you'll be in a dungeon with blue floors and grey walls. Go up 2 screens then left one. You'll see a locked door (aren't you glad you brought that key!). Go through it and follow the path around until you get to some stairs. They'll bring you out to the other side. Keep following the path along the green slime lake until you notice a weird opening in the wall. This is the entrance to the Final Demon's lair!

The Final Boss is tough, but can be beaten with persistence. Use your Sword to stop his rock shield from moving, then throw your fruit (preferably the Banana) at him to register damage. You'll know you hit him because he changes color and stuff flies from him. Do this about 7 times and you will have thwarted the final foe. Notice how the boss looks like the Devil, yet there is no mention of that name in the game...hmm.

Two angels fly around to congratulate you and you see the words, "Hallelujah, Soldier of God! You have defeated the final foe and freed the city from his evil influence. May God bless you in all that you do!" Not a great ending, but you can at least be comfortable with the satisfaction of knowing that you beat one of the best unlicensed games for the NES.

X. PASSWORDS

Just as I was about to write this section of the FAQ I went through to double check the passwords I wrote down. It turns out that all the ones I took from the Demon Stronghold do not work for some reason. The following password is the closest one to the end I could get to work.

Towards the end of the game at the Prison entrance:

g98Mdfhj67twK1.B
tTNzVogC00RRIDDh

XI. CRACKING THE PASSWORD SYSTEM

As mentioned above, the game's password system is a bit shaky. Michael J. Hayes (mjhayes@cs.buffalo.edu) somehow figured out how to partially crack the system. The following information is the unaltered document, showing all of his hard work on figuring out the intricacies of the password system:

Spiritual Warfare
Password partially cracked by mjhayes@cs.buffalo.edu
February 12, 1998

While I give Wisdom Tree credit for writing Christian Nintendo games, the games themselves leave much to be desired. This game is little more than a Legend of Zelda ripoff, and it uses a password system instead of battery-backup savedata.

1. The first eight characters are an encrypted form of your name.
Value of character 1= (the first character of your name+ 32) MOD 64
Value of character 2= (the second character of your name+ 34) MOD 64
Value of character 3= (the third character of your name+ 36) MOD 64
Value of character 4= (the fourth character of your name+ 38) MOD 64
Value of character 5= (the fifth character of your name+ 40) MOD 64
Value of character 6= (the sixth character of your name+ 42) MOD 64
Value of character 7= (the seventh character of your name+ 44) MOD 64
Value of character 8= (the eighth character of your name+ 46) MOD 64

2. The ninth character represents your location. Enter the appropriate character using the lookup table below.

'0'= Park	'1'= Downtown	'2'= Slums	'4'= Airport
'6'= Prison	'7'= Warehouse	'8'= Hotels	'A'= Houses
'B'= Beach	'C'= Shipyard	'D'= Woods	'L'= Demon's Lair
'W'= Boss 1	'X'= Boss 2	'Y'= Boss 3	'Z'= Boss 4
'a'= Boss 5	'b'= Boss 6	'c'= Final Boss	

The password is 32 characters long, and the character set contains 2^6 or 64 characters, which means that a character in your password can represent a 6-bit binary number. At the bottom of the file is the character set, which you will use to lookup the value of each character. One other bit of trivia; if you do not enter a value for a character, the interpreter reads it as a period by

default.

3. The value of the tenth character is a 6-bit binary value. Each bit represents a piece of the Armor of God; whether you have it or not. A 1 bit means that you have the piece of Armor, a 0 bit means that you do not. The six bits represent, from MSB to LSB (Most Significant Bit to Least Significant Bit), the Sword of the Spirit, the Helmet of Salvation, the Shield of Faith, the Boots of the Gospel, the Breastplate of Righteousness, and the Belt of Truth.

4. The two MSBs of the value of the eleventh character represent the 2 MSBs of the number of Vials of the Wrath of God in your inventory. You can have up to 255 vials, which can be represented by an 8-bit binary number. These are the 2 MSBs, and the 6 LSBs are represented in another character. The 4 LSBs of the value of the eleventh character represent, from MSB to LSB, the Railroad Ticket, the Raft, Samson's Jawbone, and the Torch.

5. The two MSBs of the value of the twelfth character represent a 2-bit binary value. Each of the two bits represent one of the two slots reserved in your inventory for Anointing Oil. The four LSBs represent the number of heart containers you have, from a range of 3..12. I don't remember if entering a value out-of-range results in an invalid password or not. I think it results in background corruption.

6. The value of the thirteenth character represents your health, in half-heart increments. Again, I don't exactly remember what happens if you enter a value out-of-range, but I think it will result in background corruption.

The value of the fourteenth character represents the number of keys you have, the value of the fifteenth character represents the 6 LSBs of the number of Vials of the Wrath of God in your inventory, and the value of the sixteenth character represents the 6 LSBs of the number of Faith Points you have. The 2 MSBs appear elsewhere.

7. The value of characters 17..26 are all 6-bit binary values. Each of the bits represent a boolean value for everything you have obtained. In other words, when you collect a heart container, Fruit of the Spirit, a piece of the Armor of God, an item, etc. then a bit becomes a 1 which tells the game that you have received that item, so the room containing the item should be empty if you visit that room again.

8. The 3 LSBs of the value of the twenty-seventh character represent the number of pears (meekness) you have. The 3 MSBs represent the number of pomegranates (love) you have. The normal range for Fruits of the Spirit is 0..4. You can enter a number above the range, but nothing happens past 4.

The 3 LSBs of the value of the twentieth-eighth character represent the number of apples (patience) you have. The MSBs represent the number of grapes (joy) you have. The 3 LSBs of the value of the twenty-ninth character represent the number of bananas (faith) you have. The 2 MSBs represent the 2 MSBs of the number of Faith Points you have. I don't know what the fourth LSB is for; it probably is nothing.

9. Characters 30 and 31 are checksums. Add the values of the first 29 characters, then divide by 64. Character 31 is the divisor, character 30 is the carry.

10. The last character is another checksum of some sort. For every password, it must be exactly one value, but I can't figure it out! I think it has something to do with the player name and the checksum, but I will give recognition to the person who figures it out.

Here is the character set:

'0'= 0, '1'= 1, '2'= 2, '3'= 3, '4'= 4, '5'= 5, '6'= 6, '7'= 7,
'8'= 8, '9'= 9, 'A'= 10, 'B'= 11, 'C'= 12, 'D'= 13, 'E'= 14, 'F'= 15
'G'= 16, 'H'= 17, 'I'= 18, 'J'= 19, 'K'= 20, 'L'= 21, 'M'= 22, 'N'= 23
'O'= 24, 'P'= 25, 'Q'= 26, 'R'= 27, 'S'= 28, 'T'= 29, 'U'= 30, 'V'= 31
'W'= 32, 'X'= 33, 'Y'= 34, 'Z'= 35, 'a'= 36, 'b'= 37, 'c'= 38, 'd'= 39
'e'= 40, 'f'= 41, 'g'= 42, 'h'= 43, 'i'= 44, 'j'= 45, 'k'= 46, 'l'= 47
'm'= 48, 'n'= 49, 'o'= 50, 'p'= 51, 'q'= 52, 'r'= 53, 's'= 54, 't'= 55

If anyone can figure out what the last character in the password stands for,
please email mjhayes@cs.buffalo.edu

XII. ANSWERS TO BIBLICAL QUESTIONS

I went through and managed to come up with the answers to 100 of the questions
the Guardian Angel asks you during the game. I don't know if there are more
than 100 questions, but I have not been able to get a Guardian Angel to appear
since answering #100. These aren't essential to finishing the game, but
they'll give you extra SP which you can use to buy items. The answers to the
questions are CAPITALIZED.

- #1 Jesus said that God's word is TRUTH.
- #2 "And you shall know the truth, and the truth shall SET YOU FREE."
- #3 Who said, "I am the Way, the Truth and the Life. No man comes to the
Father but through Me?" JESUS
- #4 "If we say we have no sin, we deceive ourselves..." TRUE
- #5 God desires that ALL MEN be saved and come to the knowledge of the truth.

- #6 Jesus told his disciples to preach the gospel to EVERY CREATURE.
- #7 The Bible says the gospel is the power of SALVATION.
- #8 The Apostle Paul was NOT ASHAMED of the gospel.
- #9 John the Baptist preached for men to repent and BELIEVE the gospel.
- #10 Evil men went to the churches in Galatia to pervert the gospel. TRUE

- #11 The faith of an olive seed can move a mountain. FALSE
- #12 The CENTURION amazed Jesus with his great faith.
- #13 It is impossible to please God without FAITH.
- #14 "The RIGHTEOUS man shall live by faith."
- #15 Paul preached repentance toward God and FAITH IN Jesus.

- #16 The Sword of the Spirit is the WORD OF GOD.
- #17 The Word of God is quick and powerful, and sharper than any two edged
sword..." TRUE
- #18 The Scripture is the Word of God, but what person's name is also "the
Word?" JESUS
- #19 Jesus quoted, "Man shall not live by bread alone but by every word
that comes from the mouth of God.:" TRUE
- #20 We are to be doers of the word and not merely HEARERS.

- #21 The Helmet of Salvation is first mentioned in Job. FALSE
- #22 Jesus said, "He who BELIEVES has eternal life."
- #23 There is salvation in no other name but Jesus. TRUE
- #24 The GOSPEL is the power of God for salvation.

#25 How shall we escape if we neglect so great a SALVATION?

#26 Paul desired the righteousness which comes from God by faith. TRUE

#27 "Abraham BELIEVED God, and it was credited to him as righteousness.

#28 "Blessed are those who hunger and thirst for RIGHTEOUSNESS"

#29 Jesus said, "Seek first the Kingdom of God and His righteousness." TRUE

#30 GOD'S CREATION renders man "without excuse" if he rejects God.

#31 Jesus never quoted Scripture. FALSE

#32 Jesus appealed to Scripture as authoritative over 20 times. TRUE

#33 When tempted by Satan, Jesus quoted Scripture from DEUTERONOMY.

#34 Jesus could heal disease but could not cast out demons FALSE

#35 Jesus said some demons could be cast out only by fasting and PRAYER.

#36 "The message of the cross is to those who are PERISHING foolishness."

#37 But to those being saved, the message of the cross is the power of God
TRUE

#38 Paul feared the CORINTHIANS might be led astray from the simplicity of devotion to Christ.

#39 "The God of this age has blinded the minds of UNBELIEVERS"

#40 "For by grace you have been saved through FAITH."

#41 Jesus was condemned by the Sanhedrin, spit upon, struck with fists and slapped. TRUE

#42 Pontius Pilate found Jesus to be INNOCENT.

#43 Though Jesus was found innocent, the Jews still demanded his death. TRUE

#44 Jesus was FLOGGED, then handed over to the soldiers for crucifixion.

#45 Jesus was delivered up to be crucified for OUR SINS.

#46 Elymas the SORCEROR opposed Paul and Barnabas at Paphos.

#47 Elymas was an attendant of the PROCONSUL at Paphos.

#48 Elymas wanted the proconsul to believe the Gospel. FALSE

#49 Paul, filled with the Holy Spirit, struck Elymas with BLINDNESS.

#50 When the proconsul saw Elymas struck blind, he was amazed and believed. TRUE

#51 Paul cast a demon of divination out of a SLAVE GIRL.

#52 The girl's owners were enraged because they made money from her
FORTUNE TELLING.

#53 The angry owners had Paul and Silas stoned. FALSE

#54 Paul and Silas led their JAILOR to faith in Jesus while imprisoned.

#55 Paul and Silas were in jail for 4 years. FALSE

#56 John was exiled to the isle of PATMOS.

#57 Jesus appeared to John, who had been exiled for his testimony about JESUS.

#58 Jesus ordered John to write down what he saw. TRUE

#59 What John wrote is the Book of REVELATION.

#60 The Book of Revelation is about love. FALSE

#61 Jesus' Sermon ON THE MOUNT is recorded in Matthew 5, 6 and 7.

#62 Jesus, in the Sermon on the Mount, gave us the BOTH THE ABOVE.

#63 Who said, "Therefore you are to be perfect, even as your heavenly Father is perfect"? JESUS

#64 Jesus said it was okay to commit adultery. FALSE

#65 Jesus said if you lust for a woman, you commit adultery in your heart.
TRUE

#66 We are to do good deeds so others will know how holy we are. FALSE

#67 Jesus said we are to BEWARE OF doing good deeds to get honor from others.

#68 According to Jesus, divorce is acceptable. FALSE

#69 Jesus taught that we are to love our enemies and pray for those who persecute us. TRUE

#70 We are not to pursue material things on earth because they are TEMPORARY.

#71 For I consider the SUFFERINGS of this world not worthy to be compared to the glory to be revealed.

#72 "Blessed are the MERCIFUL for they shall receive mercy."

#73 Jesus said if someone strikes you, you should turn THE OTHER CHEEK.

#74 We are not to worry about food, drink or clothes, for God will care for us. TRUE

#75 Jesus condemned HYPOCRITES in Matt 7:3-5.

#76 Jesus taught that He was not teaching of himself, but that He was sent from God. TRUE

#77 The Pharisees were jealous of Jesus because so many were BELIEVING IN Him.

#78 Officers sent by the Pharisees to take Jesus returned with him in chains. FALSE

#79 The officers said they returned without Jesus because no one EVER SPOKE like He did.

#80 The people became divided over Jesus' teachings. TRUE

#81 Jesus was tempted in every way just as we are, yet He did not SIN.

#82 We have in JESUS our great High Priest.

#83 The theme of the 11th chapter of Hebrews is FAITH.

#84 "Let us run with endurance the race set before us, fixing our eyes upon Jesus, the Author and FINISHER of our faith.

#85 God, like a father, disciplines all those He loves. TRUE

#86 Jesus' story of a son who rebelled, only to return to a forgiving father, is called the PRODIGAL SON.

#87 The son demanded his inheritance and wasted it on riotous living. TRUE

#88 When his money was gone, winter came, and he remembered his father's warm house. FALSE

#89 The Father saw the son returning, and he HAD COMPASSION on him.

#90 This story teaches us that God will take us back if we repent and return to Him. TRUE

#91 Jesus said, "Come to Me all you who are weary and burdened, and I will give you rest." TRUE

#92 "For the Son of Man came to seek and save that which is LOST."

#93 One reason Jesus said He came was to proclaim freedom for the CAPTIVE.

#94 JESUS said, "Everyone who drinks of the water that I give him shall never thirst."

#95 Jesus is the Good Shepherd that lives for the sheep. FALSE

#96 We are "without excuse" for our sin because we ourselves have committed what we condemn in others. TRUE

#97 Though we have sinned, we can reconcile ourselves to God by keeping his Law. FALSE

#98 Trying to obey God's Law won't save us because the Law shows we are SINNERS.

#99 But now, apart from the Law, the righteousness of God through faith in Jesus has been revealed. TRUE

#100 God gave us Jesus "who knew no sin," to be sin on our behalf, that we might become the righteousness of God in Him. TRUE

Questions #101-105 sent in by Susan O'Connor (susan_the_frog@hotmail.com):

#101 Some exorcists at EPHESUS wre trying to cast demons out in Jesus name.

#102 These men commanded demons "in the name of Jesus whom Paul had spoken of".

TRUE

#103 The seven sons of SCEVA were doing this to an evil spirit.

#104 The evil spirit answered, "I know about Jesus and I have heard of PAUL but who are you?"

#105 The demon possessed man then severely beat the sons of Sceva. TRUE

XIII. OTHER TIDBITS

Here are a few other interesting things in the game that should be noted:

Every once in awhile you will see a GUARDIAN ANGEL float across the screen. If you come in contact with it, it will ask you 5 Bible related questions. The first 4 questions you answer correctly are worth 5 SP, and the fifth question he asks is worth 10 SP plus two hearts to fill your energy meter. I've gone through and put the answers for a bunch of the questions at the end of the FAQ to aid those who want to get them all correct.

PRAYING

If you are low on energy and have at least 10 SP, you can pray. To pray, press Select to get to the status menu and select the Praying Hands icon and press A or B. This will refill your health at the rate of one-half heart per 10 SP.

GAME MANUAL

If you don't have the manual to this game and would like to view it, find it here: <http://atarihq.com/tsr/manuals/spwarfare.txt>

GAME VARIATIONS

There are actually 2 known versions of Spiritual Warfare for the NES. They are Version 6.0 and Version 6.1. I'm not sure of the difference between the versions, but it must be something minor.

OFFICIAL WISDOM TREE WEBSITE

You can purchase this game and other Wisdom Tree titles at the following website: <http://www.christianlink.com/media/wisdom/>

Thanks to Benjamin "Mr. Domino" Galway <mrdomino@planetdreamcast.com> for the link.

A HIDDEN TREASURE ROOM?

Thanks to Anthony d jantzi <ayjantzi@juno.com> for the following tip:

Another treasure room can be found after you beat the fifth boss. Go to the park where you beat the first boss. use an anointing oil or pray

until you are fully healed. go down like you are going to beat the boss but when you are almost to the boss room there will be a passage that wasn't there before on the right. go in it a at the end is a door that leads to the treasure room.

I have yet to confirm this tip.

XIV. CREDITS

Michael J. Hayes - Not only for his partial password crack of the game but for telling me the location of the hidden "Lost at Sea" section of the game and for generally getting me interested in the game again after almost 3 years.

Susan O'Connor - For sending in Biblical Questions 101-105.

Benjamin "Mr. Domino" Galway - For his info on Pears, the link to the official Wisdom Tree website where you can purchase the game and his tip on the Hidden Treasure Room being locked.

Anthony D Jantzi - For his info on finding the 4th Banana and info on finding another Treasure Room.

Wisdom Tree - Most of the games they made were subpar, but Spiritual Warfare stands apart as perhaps their best game.

God and Jesus - Without them this game would not be possible, in more ways than one.

If you want your name in the credits, I'm sure there are a few things I didn't come across in the game. I know there are a couple of Fruits I didn't locate and I am not sure if there are more than 100 Biblical questions. If anybody finds these or anything else that I have left out, please let me know and I will add it to the FAQ, giving you credit.

XV. DISCLAIMER

This walkthrough is not endorsed by Wisdom Tree or Nintendo of America. The information contained within this document is provided without guarantee. All copyrights and trademarks are recognized.

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