

Lupin Sansei: Chateau de Cagliostro Saikai FAQ/Walkthrough

by psxdriverplayer

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Lupin Sansei: Chateau de Cagliostro Saikai Walkthrough FAQ

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Any questions: email me at dave.snooper(at)gmail(dot)com

If possible include something other than just "Help" so I know what game is the subject about.

Sites that are authorized to show this FAQ:

gamefaqs.com

neoseeker.com

Table of contents:

1. Introduction
2. Controls & stuff
3. Walkthrough
4. Coin locations
5. Thanks

1. Introduction

This point & click adventure happens 10 years after the happenings in the movie The Castle Of Cagliostro. You need to guide your character through 3 discs of stuff. You can save at any time, the game keeps count of how many times you have saved your game.

2. Controls & stuff

D-PAD: Move the cursor around

CIRCLE: Select stuff / Confirm

CROSS: Cancel

START: This option in the main menu starts a new game and asks you to insert DISC 1 if necessary (if you have another disc, that is).

CONTINUE: This option brings you to load screen where you can load your game.

ITEM: Brings an item list and a selector to choose an item to use.

SAVE: Allows you to save your game at any time. Choose any from 5 available slots.

SQUARE AT THE BOTTOM LEFT: Drag items here to inspect them yourself. This is useful with the map when in the castle, as the place confuses you at first.

3. Walkthrough

NOTE: This walkthrough is written with the player getting no coins, as you can get them at almost all times. Also they are optional to get. See COIN LOCATIONS after the walkthrough section if you want to see where they are.

NOTE: Confirm text means that when text appears, you press X to go through it X times to continue.

When you boot the game you'll see a scene and some CG, you can skip this if you want. During the CG you'll hear Lupin '80. At the main menu, select START.

Outdoor area:

You'll hear music sounding like "You are like breeze" and you are given a pamphlet. Confirm and after getting control, instruct "The Player" to go forward. You see a guard. Select the pamphlet from your items and give it to him. When he is finished, pick the coin (seems forged) which is hidden to the left side of the screen. Confirm. Turn around, and point forward. Turn left, and go forward towards a restaurant. When you are given choices, select the 1st choice. When finished click the woman and she goes away. Go in.

Restaurant:

Click forward. After you gain control, you can turn left and inspect a photo to see a clip from the movie. Click the woman and you go to a table. After gaining control click the menu and select the 3rd option. Eat the spaghetti and drink the wine. You can click the plate again to see information about the scene in the restaurant in the movie. Turn around and talk to the man you see two times. Turn right and talk to the man you see once. Confirm the option you see. After gaining control click forward in that screen to go away. Click forward to reach the door. Go out.

Outdoor area:

Go forward and again forward to reach the hotel door. After gaining control, click the woman and she goes away. Then go in.

Hotel:

You are greeted. You can turn right and inspect the map. Inspect the clerk and talk to him and you are given the key to room 203. Confirm, then go back and turn left and click forward to go up the stairs. Go forward twice. Turn right and select the key from your items and use it on the lock. When gaining control, go forward and inspect the shield. Confirm the text and inspect it again and it falls and the clerk comes in. After the scene you are taken to a screen with information, exit. Go back and touch the item in front of the lamp. Confirm the text and touch the item again. Confirm. You can turn left and click the table to inspect weaponry. Go out of the room. Turn left. Go forward three times to reach the lobby. Turn right and click the door. You are thanked and you go out.

Outdoor area:

Click forward two times. Go in the restaurant.

Restaurant:

Do everything you did last time to the point where you eat and drink. Turn left and select the wallet from your items and give it to the guy you see. You get a Virtual Invitation ticket. Go out of the restaurant.

Outdoor area:

Go forward, turn left and go forward. Go forward and turn left and a man appears. Talk to him and he goes away. Click the closest opening on the wall on the left to get a coin (seems forged). Confirm. Turn left and go forward. Turn left and go forward. Click the door to go in.

Virtual machine place:

You meet a man. After gaining control, select the Virtual Invitation ticket and give it to him. After gaining control, go forward. Click the door to go in. After gaining control click the machine. You see a scene.

Outdoor area:

After gaining control, confirm the text, turn right and go forward. Enter the restaurant.

Restaurant:

Go forward. Touch the woman and you are taken to a table. This time you receive food automatically. Eat and drink. Turn around and touch the guy you see on the right. Confirm the text. Touch him again. Turn right and talk to the man you see. Confirm the text two times. Talk to him again. Go out of the restaurant.

Outdoor area:

Go forward two times. Go in the hotel.

Hotel:

After gaining control, inspect the clerk and talk to him. Confirm the text. After gaining control, go back, turn around and go out.

Outdoor area:

Go forward, turn left and go forward. You see the guard. Talk to him. You see a scene. During the scene you need to confirm text twice.

Virtual machine place:

Before you get out of the virtual machine, you need to confirm text. You come out and you need to confirm text four times. You automatically go out.

Outdoor area:

You see it is night. Go forward, turn left and go forward. Touch the ruins of the fountain. After gaining control turn right and go forward. Go in the restaurant.

Restaurant:

Go forward. After gaining control, click the door to get out.

Outdoor area:

Go forward two times. Click the door to go in.

Hotel:

You are greeted. Inspect the clerk and talk to him. You are given a key to room 202. Confirm. After gaining control, go back, turn left and go forward to go up the stairs. Go forward and turn right. Select the key from your items and use it on the lock. You go in automatically. You are given a goat ring. Confirm. Confirm text. You are given a key to room 201. Confirm. You go automatically in front of the door of room 201. (This is the last chance to give any coins to the lady in the lobby at this point.) Select the key from your items and use it on the lock. You go in automatically. Go forward, turn around and pick up the item. Confirm. Click the bed and confirm text to go in it. Inspect the window. Click the window. Assassin jumps in.

Fight:

This fight appears to be random, When the cursor changes into a fist, you can punch him. Watch his eyes, they tell you which arm he uses to attack you so you can block. Punch him 4 times. You take 4 hits before you die. After he's down, confirm text. Select the item you picked up from your items and use it. You appear outside.

Outside area:

Confirm text and turn right. Go forward. Click the door to enter to the restaurant.

Restaurant:

Go forward. Select the goat ring and show it to the waitress. Then click her and you are taken to a table. Confirm text. Then confirm. Then confirm text. You are given some food on the table. Eat and drink. Turn around and talk to man you see. Confirm text six times. You get a Ships Ticket. Confirm. The man

leaves. Turn right and talk to the man you see. Confirm text two times. Go forward. Click forward and confirm text. Click the door to go outside.

Outdoor area:

Go forward, turn left and go forward twice. Turn left and a man appears. Select the Ship Ticket and give it to him. You'll go to a boat and leave on it.

At this point you are asked to insert DISC 2.

DISC 2/3

Outdoor area:

You start this disc by confirming some text. When done, move forward, turn right and go forward three times. You can now turn right and inspect the water. Move forward and Lupin appears. Confirm text four times and you'll move to a wall. Confirm text five times. You are asked a question. Choose first choice. You are given a rocket. Confirm. You are given a lighter. Confirm. You are given a map. Confirm. You'll move back to the previous area you were in. Touch Lupin to talk to him. Confirm text. You are given a letter to give to Clarice. Confirm. You'll jump into the water. Turn around. Click the area in front of you. Lupin talks to you.

At this point you see a CG animation sequence.

Castle area:

Confirm text to times and move forward. Confirm text two times. Wait for Zenigata to do his antics. You'll hear a code. Confirm text. You'll get a hint. Confirm. Confirm text and you'll get out of the water automatically. Move forward and inspect the button mechanism. Press the buttons in the following order: Green, Red x3, Green, Red x3, Orange x2, Green x2 and Yellow. Click the door to open it. Click forward to advance, then click the door to move outside. Go forward two times. Confirm text and turn around. Go forward and click the door. Go forward and click the ladder. Confirm text. Select the rocket from your items and place it on the bottom middle of the screen. Then select the lighter from your items and use it on the rocket.

At this point you see a CG animation sequence.

Castle area, continued:

Turn around and go forward two times. Turn right and go forward. Turn right and click the door. Confirm text. Turn right and go forward two times. Turn left and go forward. Click the door. Confirm the text. Turn around, go forward and turn around. Click the bush on the left. Goemon appears. Confirm text and Jigen appears. Confirm text two times. You receive Infrared Goggles. Confirm. Confirm text. Goemon breaks the locked door. Once you gain control, go forward. Confirm text and go forward. Turn right and go forward. Click the door to go in.

Inside the castle:

Find Clarice:

Turn right and go forward. Turn right and go forward. Turn left and go forward to climb the stairs. Turn left and go forward two times. Now, you'll see a hallway which has 4 doors on the left. The last one holds a place where you can get rid of any coins you find. The third door is the one where you need to go. So go forward two times and turn left. Click the door to go in. Go forward. Inspect the bookshelf. Click the book which does not fit in. Confirm. Confirm text. Go back and turn left. Inspect the other bookshelf on the right and select the book from your items and place it in the empty space. Secret door opens. Tune plays. Confirm text to go in. You come out of a fireplace. Go forward, turn right and go forward. Click to door to exit the room. Turn right and go forward two times. Turn right and go forward. Turn right and go forward.

Confirm text and turn right. Confirm text and click the door. Select the second option. (You can select the first option and then second option, but this is slower method. Picking the first option second time gives you GAME OVER.) Confirm text and you go in. Click forward and turn right. You see a short scene. Select the letter from your items and give it to her. Confirm text three times. Select the goat ring from your items and give it to her. Confirm text two times. Click her to continue talking. Confirm text ten times and someone knocks on the door. Confirm text to find out there is a guard. When gaining control, click the doorway in front of you to hide. Clarice and guard talk a while. When done, click forward to come out. Confirm text and you leave the room. Confirm text.

Find Fujiko:

Turn right and go forward two times. Turn right and go forward two times. Turn right and click the door to go in. Go forward four times and turn left. Go forward three times. Turn left and confirm text. Click the curtain and Fujiko appears. Confirm text. Select the second option. (You could choose the first option but it is slower method.) Confirm text ten times. Click the eyes and you see a scene. Confirm text five times. You appear inside a room. Go forward and click the photo to take it. Confirm. Confirm the text and turn right. Click the outfit on the right. Confirm text and you get the outfit. Confirm. Turn around. You can click the painting to inspect it. Click the open drawer to inspect it. Click the pencil to take it. Confirm. Select the pencil from your items and use it on the paper. Confirm text and click the paper to take it. Confirm. Confirm text and go back. Click the table to inspect it. Take the money plate. Confirm. Confirm text and use the phone. Click #1. Confirm text three times. Click #2. You could click #3. Go back, turn left and click forward. Click the door and confirm text two times to exit. Select the money plate from your items and show it to Fujiko. Select the note from your items and give it to Fujiko. Confirm text. Select the photo from your items and show it to Fujiko. Select the outfit from your items and show it to Fujiko. Click the eyes to see a scene. Confirm text three times and Fujiko goes away.

Finding outfits:

Confirm text, turn left and go forward three times. Turn left and go forward. Click the door to go out. Turn left and go forward. Turn left and go forward three times. Turn right and go forward. Turn right and go forward. Turn right and go forward three times. Turn right and go forward three times. Turn right and go forward. Turn right, select the outfit from your items and put it to the square in the bottom left. Click the door to knock it. You go in. Confirm text. You receive a key. Confirm. Confirm text once and you leave the room. Confirm text and turn right. Go forward and turn right. Click the door. Confirm the text and you go in. Confirm text, move forward and turn left. Click the outfit. You get it. Confirm. Confirm text, turn left and go forward. Click the door to exit the room. Turn left and go forward two times. Turn left and go forward three times. Turn left and go forward two times. Turn right and go forward. Turn left and go forward. Turn left and go forward. Turn right and go forward four times. Turn right and go forward. Turn left and go forward. Turn left and go forward four times. Turn left and click the door to go in. Confirm text. Select either of the outfits from your items and put it to the square in the bottom left. Zenigata appears. Confirm text to find out that it is actually Lupin in disguise. Confirm text six times. Lupin asks you a question. Select second option. Confirm text two times and you'll receive Zenigata outfit. Confirm. Lupin goes away. Turn around go click the door to go out.

Finding equipment:

Turn right and go forward three times. Turn left and go forward. Turn left and go forward. Click the elevator doors to ride up. Go forward two times and turn left. Click forward and you are laughed at. Confirm text and move forward. Turn right and click the door. You are laughed at. Confirm the text and click the door to go in. Go forward. If you turn left you can inspect a message.

At this point you have two choices. Either turn left or turn right.

Turn left:

Go forward and turn left. Go forward four times and turn right.

Turn right:

Go forward and turn right. Go forward four times and turn left.

After selecting either:

Click the door and confirm the text box. Click to go away from the door. Fujiko appears. Confirm text box and select the key from your items and use it on the door. You go inside automatically. Confirm text box six times and go forward. Move left and right and click everything you possibly can. The items needed to touch vary depending on the room you pick. After clicking all objects Fujiko talks to you. Confirm text box three times. You are asked a question.

At this point you have two choices. If you choose first option you won't confront Jodoh at all. If you choose second option you'll confront Jodoh.

Option 1:

Confirm text two times and you appear in front of Clarice's door. Click the door and confirm text to go in. Go forward and turn right. Select the money plate from your items and show it to her. Confirm text twelve times and you receive a key. Confirm. Confirm text and someone knocks on the door. You find out there is a guard. When gaining control, click the doorway in front of you to hide. Clarice and guard talk a while and she comes to talk to you. Confirm text and she leaves. Go forward two times, turn left and go forward. Click the door to leave the room. Confirm text three times and you appear in the room you met Fujiko. Turn around and Fujiko appears. Confirm text eleven times and you go in front of an elevator door.

Option 2:

Confirm text two times and you appear in front of the door leading to Jodoh.

At this point you have three choices. Either put on Zenigata outfit, Guard outfit or Butler outfit before clicking the door.

Zenigata outfit:

Select Zenigata outfit from your items and put it in the square in the bottom left and click the door. You go in automatically. Jodoh talks to you and you go out. Confirm text and try with another outfit.

Butler outfit:

Select Butler outfit from your items and put it in the square in the bottom left and click the door. You go in automatically. Confirm text two times and you fight Jodoh. See fight below.

Guard outfit:

Select Guard outfit from your items and put it in the square in the bottom left and click the door. You go in automatically. Confirm text three times and you are asked a question.

At this point you have three choices.

Option 1:

Confirm text three times and Jodoh makes a call. Confirm text once and you appear outside. Confirm text two times to appear in the room you met Fujiko.

Option 2:

Confirm text and you fight Jodoh. See fight below.

Option 3:

Confirm text.

At this point you have two choices.

Photo:

Select the photo from your items and show it to him. Confirm text four times. This leaves you with previous choices without option 3. Select other option.

Money plate:

Select the money plate from your items and show it to him. You fight Jodoh. See fight below.

Fight:

This fight appears to be random, When the cursor changes into a fist, you can punch him. Watch his eyes, they tell you which arm he uses to attack you so you can block. Punch him 4 times. You take three hits before you die. After he's down, go forward and turn right. Inspect him. Confirm text three times and you appear in the room you met Fujiko.

After confronting Jodoh:

Turn around and Fujiko appears. Confirm text six times and you receive a key. Confirm. Confirm text six times and you go in front of an elevator door.

After getting the key:

Lupin appears. Confirm text four times and Lupin goes away. Confirm text and Fujiko goes away. Click the elevator door to ride up. Click forward two times and turn left. Go forward and turn right. Go forward and turn left or right. Go forward.

If you turned left, turn right and go forward. Turn left and go forward. Turn left.

If you turned right, turn left and go forward. Turn right and go forward. Turn right.

Select the key from your items and use it on the door. Click the door. Ghost flashes in front of you and Fujiko talks to you. You go in. Confirm text two times. Go forward. You could turn left and inspect the bed. Inspect the wooden thing in front of you. Click the book to take it. Confirm. Go back and Fujiko appears. Select the book from your items and give it to her. You listen a voice which changes to a man's voice and back to Fujiko's. Then she goes away. Turn right and go forward. Click forward and Fujiko talks to you. Confirm text and a ghost appears talking. Confirm text four times and go forward two times. Turn right and inspect the table. Click the item to take it. Confirm. Go back, turn around and go forward. Inspect the gramophone. Select the item you picked up from your items and put it in the gramophone. Ghost flashes in front of you and sound plays. Click the gramophone to take it. Confirm. Confirm text, turn around and Fujiko talks to you. Confirm text three times and you appear in the room where you were using the key. Either turn left, go forward two times and turn left or turn right, go forward two times and turn right. You see a pillar in front of you. Select the gramophone from your items and place it on it. Then select the other item from your items and put it on the gramophone. A ghost flashes in front of you and sound plays. Then elevator descends and Fujiko talks to you. Click the door to open them and you go inside. Confirm text and go forward. Confirm text two times. (You can inspect the left chest, click the jewel in it, confirm the text, touch it again and go back. Touching the jewel third time makes you take it, which is game over.) Inspect the right chest. Click the book to get it. Confirm. Confirm text and go back. Select the book from your items and show it to her. Confirm text. Fujiko reads it. Confirm text and Lupin appears. Confirm text two times and you appear in front of a button mechanism. Click either Lupin or the mechanism and confirm the text. Scene showing Lupin pushing buttons appear. Confirm text two times and go forward. You move to the other side.

At this point you are asked to insert DISC 3.

DISC 3/3

At this point you see a sequence with a bunch of stuff happening.

Sealed room:

Priest and Jodoh appear talking to you. Confirm text and you are asked a question. Choose second option. Confirm text and you are sealed in. Confirm text and start searching a way out. Turn right and go forward. Ghost talks. Inspect the button and click it. Confirm text three times. Go back and turn right. Go forward two times and turn around. Inspect the table and click the letter to take it. Confirm. You'll hear its contents. You'll receive a gem. Confirm. Confirm text and go back. Go forward two times, turn left and go forward. Confirm text two times.

At this point you see a CG animation sequence.

Sealed room, continued:

Confirm text and you'll see a scene. Music cue plays and you see another scene.

At this point you see a CG animation sequence.

Castle wall:

Lupin talks to you. Confirm text and you'll move in.

At this point you see a sequence with a bunch of stuff happening.

Between sequences:

Select the first option and confirm text.

At this point you see a sequence with a bunch of stuff happening.

Between sequences:

Select the gem from your items and give it to Jodoh.

At this point you see a sequence with a bunch of stuff happening.

At this point you are asked to insert DISC 1.

DISC 1/3

Outdoor area:

You wake up from a virtual machine and you walk out. You'll hear music sounding like "You are like breeze" and you are being talked to. When gaining control, go forward and turn left. Go forward and you reach the place you started the game. (If you go to the restaurant and/or to the hotel you'll hear different things. Also if you have coins, this is the time to turn them into pieces.) Go forward and you'll face the guard and a familiar woman. You are asked a question. Select the first option. Gate opens and you go in.

Castle area, outside:

Go forward three times. You are being talked to. Turn left and go forward. Turn left and go forward. Door opens and you go in. (Try to go anywhere else and Zenigata appears.)

Castle area, museum:

You are talked to. When gaining control, you can inspect the place. Now, going at least visiting all the floors and places is necessary to fill in the

pamphlet to reach DISC 2.

Floor two includes: More items, storyboards for the movie and art books.

Floor one includes: Cars (click on them so see CG), items, characters, paper clips and trailer for the movie.

Chapel includes: More items.

If you just want to advance, go forward, turn left or right and click the stairs to go up. Turn left or right, depending which side you picked earlier. You are talked to. Turn around, turn left or right and click the stairs to go down. Turn left or right depending which side you picked earlier. Go forward, turn left or right and turn left or right depending which side you picked. Go forward twice, turn left or right and go forward. Turn left or right depending which side you picked earlier and go forward. Turn right and go forward. Turn right and go forward. Turn left and go forward. You are being talked to. Turn left and go forward. Turn right and go forward up the stairs. Turn around and go forward. Turn left and go forward. Turn left and go forward. Click the door and you go outside. Turn left and you are talked to. Go forward and click the door to go in. Go forward and click the door to go in. You are talked to. Turn around, click the door to go out. Go forward and click the door to go outside. Go forward and you are congratulated for getting all pamphlet slots filled. Go forward to ascend multiple staircases. Guard appears. Select the pamphlet from your items and give it to him.

At this point you see a CG animation sequence.

At this point you are asked to insert DISC 2.

DISC 2/3

You are talked to. When gaining control, click the door to go inside. Inspect everything in the room while doing a circle except the bed which requires you breaking the circular pattern and then return to the door. You are allowed to go outside. Clarice appears and talks to you. Confirm text two times.

At this point you see the credit sequence.

You are returned to main menu.

(If you want to continue where you left off or want to start a new game, you need to insert appropriate disc.)

4. COIN LOCATIONS

During the game you can get coins to give to the lady in the hotel and in the castle. Their locations vary in DISC 1, depending where you get them. These are listed with the walkthrough order with DISC 2. Possible locations:

DISC 1:

NOTE: 8 of these locations take 2 locations away, as 8 coins are in 2 locations so check all locations if not sure which you have. If you won't have 11 until night, you have missed some.

Outdoor areas, day:

- In the right side of the fountain at the start
- Pink car in the start location
- Opposite the guard in front of big doors, left side bottom walkway
- The thing on the right side of the restaurant door
- The thing on the left pillar on the screen with the hotel door

- The top right with a hanging sign on a screen after the pink car screen
- To the left screen after the previous screen, on top of the center barrel
- Screen opposite the port entrance, on the window
- Screen where the port entrance is on the left, the lamp on the right
- Screen where Virtual Machine place is on the left, on the closest lamp

Restaurant:

- After going in the restaurant, on the thing on the closest pillar
- On the tray on the screen with a chance to inspect the photo
- Tray being on the right, on the top left, left side of Japanese flag
- After getting in and going forward and turning right, on the top of the lamp
- On the thing on the right next to the restaurant menu

Hotel:

- The top part of the drawer on the right in room 203
- The lamp next to the room 203 door, when the door is on the left
- The top part of the drawer on the right in room 201

Virtual Machine place:

- Screen before virtual machine, the sign which seems to say "VIRTURL MACHINE"

Outdoor areas, night:

- Right side of the screen in the ruins of the fountain, you facing hotel
- Left side of the screen in the ruins of the fountain, hotel behind you

DISC 2:

Outdoor area:

- After going one screen ahead, on the distance before going right
- Before going to the sewer system, above the bars

Castle:

Floor 4:

- Second door on the left contains two coins
 - On the chair ahead when entered
 - Turn right and click the hat rack
- Third door with the puzzle contains two coins
 - Right side of the room, click the book holder left of the curtain
 - Left side of the room, on the bottom of the doorway

Floor 3:

- Room area with the fireplace contains 3 coins, get 1 at this point
 - Turn around after secret door, click the top of the icon in the top middle
- Room you can enter before Clarice's room contains 2 coins
 - On the left side of the table visible when you enter
 - Click the stand on the left side of the door
- Room area with the fireplace contains 3 coins, get 2 at this point
 - Go to the side area from the table, turn left and click the middle painting
 - Opposite side of Fujiko's location in that room, click the right chair

Floor 4:

- Go to the door before the guards' room, turn right and click the right table
- In the room where you get the guard outfit, outfit behind, on the middle bed

Floor 5:

- The room in the middle of the standard corners contains 2 coins in the back
 - On the left side on the table
 - On the right side under the right chair

Floor 6:

- One room has two staircases going to two places. Each has a coin
 - After the staircase, go forward, go right, go forward, click the middle lamp
 - After the staircase, go forward, go left, go forward, click the middle lamp

5. Thanks

PSXDRIVERPLAYER would like to thank:

-Himself for writing this thing

-You, the reader if you got something out of it

-The people who made this interesting game - Asmik Ace Entertainment, Inc
(Developer & Publisher)

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THE END

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