

Oni Rei: Fukkatsu (Import) Menu Translation (JIS)

by SATbeta

Updated to v0.96 on Oct 1, 2014

Oni Zero- Fukkatsu FAQ/Menu Translation

Version 0.96

By BetaSyndrome

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Date of this version: September 29, 2014

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Oni Zero - Fukkatsu is a Playstation game that came out in Japan in 2000 created by Pandora Box Creative Office. It is volume 6 of Pandora Box Max Series. It is only available in Japan and people can only imported it for Americans and Europeans.

This FAQ is used to help players translate the main menu options, battle menu options, and help players understand the character stats upgrade since it is different from other games. There is also a section that helps players through the introduction section of the game.

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Version History

0.91

This is the first version of this FAQ.

Future versions will be improved on this version.

0.92

Fixed formating in faq.

Added description of how to level up.

0.93

Added information on how to find God names throughout game in Leveling Up Stats.

Added information on introduction section of the game

0.94

Reformatted the FAQ so the text would not wrap around weirdly.

Updated the Controls section.

Revised the Main Menu section.

Revised Leveling Up Stats

Revised Battle Menu

Revised Regaining Health and Spirit

0.95

Revised Leveling Up Stats

Revised Jinzo Statue (地藏)

Revised Regaining Health and Spirit

0.96

Edited Battle Menu

Updated Leveling Up Stats

1. Introduction Section of the game

This section helps other players on playing this game for the first time. This is to help other players to start their games for this very unique JRPG.

(SPOILERS alert!)

- a. The game begins with an unskippable cut-scene.
 - b. Then the player is allow to name the main character and his friends.
 - c. The game begins with a tutorial battle on the mechanics of the game, especially the attacks and spells.
 - d. The second tutorial battle teaches the player on how to transform into an Oni and their attacks.
 - e. The main character is then talking about he cannot transform yet while his friends can already.
 - f. The player can choose to return to the main house which is at the upper left house.
 - g. Follow the world map until you get to the temple at the upper left of the map. There is an Oni recovery shrine that the player can use to replenish [Oni Hearts] (鬼心) at the mid left of the map.
 - h. At the temple at the upper left of the map, there the characters will gain stat boosting powers in the form of God (神) names. The guide will tell the player that they can find God names throughout the game within jars or trees on the map.
By gaining (?) points, the player can exchange points to boost their stats a certain number. (see leveling up stats section below)
 - i. The introduction section ends here and chapter 1 begins.
 - j. The point of chapter 1 is to reach the temple in the upper left section of the map and begin a dungeon with a boss at the end.
 - k. The player may want to boost the character's stats before entering the dungeon.
-

2. Controls

When the player is in map mode, the main menu can be accessed using the Triangle button.

The Square button has no effect.

The Circle button confirms a selection.

The X button allows the player to return to a previous screen or exiting back to the map mode.

Pressing the Start button allows the player to view the current map if available.

The main character can move up and down and diagonally and by holding down the X button and directional buttons can run.

Holding R1 down on area maps when it is indicated to reveal the locations the player can select and explore.

3. Main Menu

This section is about the main menu that can be accessed in the game when there is no battle occurring using the Triangle button. Here is the original text of the main menu in the game and the translation of it follows. Below this are the descriptions of what the menu options do individually. These options are listed from top to bottom the same way in the game in the main menu.

- a. 相談 - Talk
- b. 道具 - Items
- c. 装備 - Equipment
- d. 法術 - Spells
- e. 詳細 - Details
- f. 神 - Gods
- g. 設定 - Options

Here are the options and what each option does in the game. This is a basic overview.

a. 相談 - Talk

This option allows the player to review what is happening and see the interaction between the characters. It is basically a discussion between the characters and their comments and what they are thinking during the situation.

b. 道具 - Items

This option allows the player to review what items the currently has. All items including unequipped equipment will be shown here.

c. 装備 - Equipment

This option allows the characters to change their equipment such as weapons and armor and clothes gained by the characters.

d. 法術 - Spells

This option allows the player to view all the spells for each character available. Each character has a set of spells according to an element such as wind, fire, or earth spells.

e. 詳細 - Details

This option allows the player to see all the status of the characters. It shows the all the stats of the characters and information on weapons and clothes the characters are wearing.

f. 神 - Gods

This option allows the player to see all of the name of Gods that the player has collected so far and each status the name can boost and decrease. These names relate to upgrading your characters so try to find all of them. They can be used at the Japanese Buddhist Jizo Figure (地藏) where the player can save and upgrade your characters status (see section). For example, one God will increase the number of hit points and strength of the character and another God would lower the character's wind attribute.

g. 設定 - Options

This choice allows the player to change the graphic settings and volume settings for the game.

4. Jinzo Statue (地藏)

Jinzo Statues appear throughout the nearly all of the maps in the game. There are three options for the Jinzo statues. All Jinzo statues in the game have the same options. These options follow in the same order in the game. These options are listed from top to bottom exactly the way they appear in the game.

#1 記? ?? - Save

This is the save option. This allows the player to save the game on the memory card in the first slot or the second slot.

#2 交 ? ?? - Level Up Status

This is where the player can use the god names they have found to upgrade their characters. Each god affects the character's stats in a different way.

#3 何???? - Return to Map

This allows the player to return to the main map.

5. Leveling up stats

Within the game during the end of the introduction sequence, the characters will gain the ability to find God names. The player can find God names by moving towards items on the map such as jars and mats, or trees and press X to find different God names that affect different sets of status. They can also be found on the map and in item chests as well. For example, a God name will increase only HP points and another God will increase MP points and decrease WIND attribute points.

If a character's WIND, FIRE, EARTH, and WATER attributes are increased to certain point, that character unlocks new attacks in that attribute. For example if the main character's WIND is boosted, he will learn Thunder attacks that his friends can use.

One way to help find God names is to use the rumble feature in a PS one controller. When a God name is nearby on a map, the controller will vibrate once per area. When you leave the map, you can return to the map and the controller will vibrate if you didn't collect the God name earlier.

Each God name will have a different stat that it will boost or decrease a stat or stats. The leveling system uses (?) points and the only way to gain these points is to have all on-screen characters use their single targeted special attack. When a character is in the transformed form use the colored and highlighted attack to contribute to gaining (?) points. Then go to the Japanese Buddhist Jizo Figure (地藏) and select the second option and use the God names to level up the various stats of the characters.

The names of the Gods cannot gain levels and boost other stats. One God has a different effect or a combination of effects on than another God.

6. Battle Menu

This is the battle menu when the characters trigger a battle on the world map. When the character triggers a battle, the screen turns a color then the characters are in battle with monsters. These options are in order of appearance from top to bottom as they appear in the game.

- a. 攻? - Attack
- b. 防禦 - Defense
- c. 法術 - Spells
- d. 神降 - "God Descent"??
- e. 轉身 - Transform
- f. 道具 - Items
- g. 逃走 - Run Away

These are the options and what option can do during a turn in a battle.

a. 攻? - Attack

The command allows the character to do either a special attack or normal attack. A special attack allows the character to perform a special elemental attack that uses up MP.

b. 防禦 - Defense

The command allows the character to guard during this turn.

c. 法術 - Spells

The command allows access to the special elemental spells each character has in their arsenal.

d. 神降 - God Descent ??

What this option does is unknown at this time. This section will be addressed in future versions of this FAQ. It seems to allow the summoning of gods to do something during the battle. It is inaccessible for the first section of the game.

e. 轉身 - Transform

The command allows the character to transform into their Oni forms. Not all characters are able to transform at the beginning. Transforming the character will use up a certain meter called [Oni Hearts](鬼心) that cannot be replenished unless there is an Oni recovery shrine on the world map. During the same turn, you can transform back and forth, but it depletes [Oni Hearts](鬼心) more during the turn.

When this meter is depleted, the character will go into berserk mode and this will make the character that transforms uncontrollable.

f. 道具 - Items

The command allows the use of items during a battle phase. There are magic points recovery items and hit points recovery items, but there are no [Oni Hearts](鬼心) recovery points items.

g. 逃走 - Run Away

The command allows all members to escape battle.

7. Regaining Health and Spirit

Chapter 1

This is the default main character house name.

(天地丸 ? 家)

The main character's house is the place to regain health and spirit, yet the player cannot recover [Oni Hearts] (鬼心) for transforming into an Oni. The main character's house is the upper left house in the village. These options are from Chapter 1.

Mom and Dad are asking the main character would the main character rest for the day or continue the play with his friends. Mom offers the main character two choices. These choices are exactly how the choices are laid out in the game.

#1 ?? - Continue without regaining health and spirit. This option will continue the game without replenishing health and magic.

#2 - Choose this option to rest and regain health and spirit. This option ends the day the characters are in and they continue their adventure the next day and begin again.

Chapter 2

In the Mirror World

These options are at the beginning of the dungeon that can be accessed by pressing x at the glowing orb that calls itself the Mirror God.

#1 回復 ?? - Recover health and spirit. This option will fully replenish health and magic.

#2 記? ?? - Save game. This option will save the game.

#3 交? ?? - Level-up using God names. The choice is worded differently from the Jinzo Statue menu.

#4 今 ????- Return to map. This option will return the characters to the current map.

Have a great time with this game.

The websites authorized to post this FAQ are as follows

Gamefaqs :: www.gamefaqs.com

Super Cheats :: <http://www.supercheats.com>

Neoseeker :: <https://www.neoseeker.com/>

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