

Saiyuki: Journey West FAQ/Walkthrough

by Goryus

Updated to v1.3 on Oct 27, 2001

```
t; ; ; ; ; fGWW:          t##t          :WEft      W#W
tf          tE:          ;Et          f#f      GG:
fW;          :          :f;;fEt ;fE;    tEG: :WWt;fE;   :Gt  f#f :fGt::;EG
G##WEGfft;:          GW:  f#f  f#f  :t;G#W: t##  f#f  f#f  f#GGG:   ##
:  :;fffEEW##WG: t#f  f#f  f#f      t#W: #;  f#f  f#f  f#GtWE:   ##
f          ;G#W  f#WffGE#f  f#f      ;#Wt:  f#E::E#f  :f#f  :#E   ##
f;          G#  :W#Wf::#E; t#G;      GW:   :W#Wt;#Wt:fW;   ;#Wf  W#;:
:WG:          GE          tG
:G#WGft; ; ; ; ; tGG          f#:
:;fffffft;          ##t  t
          :tft;;
```

Journey West WALKTHROUGH

100% Spoiler free walkthrough. Enjoy. If you have something to contribute to this walkthrough - be it an expansion to my job list, a new trick, or just a corrected typo - please feel free to email me at goryus@hotmail.com. Looking forward to hearing from you!

CONTENTS

- I. Disclaimer
- II. Version History
 - A. Version 1.3
 - B. Version 1.2
 - C. Version 1.1
 - D. Version 1.0
- III. About this Guide
 - A. Saiyuki?
 - B. How do I use this Guide?
 - C. Oops, I found an error...
- IV. The Basics
 - A. Controls
 - B. The World Map
 - C. Combat
- V. The Walkthrough
 - A. Chapter I
 - B. Chapter II
 - C. Chapter III
 - D. Chapter IV
- VI. Lists
 - A. Spell Scrolls
 - B. Equipment
 - C. Potions
 - D. Weapons
 - E. Jobs
- VII. Appendices
 - A. Guardians

- B. Wereforms
- C. Dojos
- D. Cards
- E. Star Ore
- F. Emperor
- G. Special Characters

VIII. Credits

```

;;;;;WE:
f      #f
f; ;  #f _____ Disclaimer
:;;   #f
      t#E:

```

This document was created by Goryus. It is protected by local and international copyright law, and may not be used in any manner beyond reference without his express, written permission. Failure to request permission before attempting such uses will result in immediate legal action taken against the transgressor to the fullest extent of the law.

Prohibited uses of this document include, but are not limited to, the following: hosting or linking to it; translating it; editing it; copying it, either in part or in whole; offering it (or access to it) as part of an agreement, be it private or public, in whole or in part; claiming credit for it, or a part of it, when no credit is due; using it as part of any illegal action. If there is any question as to whether or not this copyright is transgressed, the author should be contacted immediately. Failure to do so may result in legal recourse being sought against the party in question, as applicable.

```

;;;;;WE: ;;;;;WE:
f      #f f      #f
f; ;  #f f; ;  #f _____ Version History
:;;   #f   :;;   #f
      t#E:      t#E:

```

```

      :t
      :EE
      tt'#t _____ v1.3
:;tft;.EW:
:tft      :G#E:
ft          ;WW;
            ;f;

```

- Complete aesthetic overhaul
- More typos
- Fixed the double #22 battle
- Clarified the special characters requirements
- Added a few more notes

```

;;;;;G;tft
f      ;#  GW
G      f#  EG
;f:    f# ;;fG: _____ v1.2
      :: f#   GW
          fW   GG
      ;;ft;;;;;

```

- More typos
- Moved the "Jobs" heading to the "Lists" category
- Added a section on the card game
- Added info on all the character's Wereforms

```

      ;;;;
;t;   ;tG
tG
#f
#W
;#G   ;:
:tft;;;tt

```

v1.1

- Corrected a number of typos
- Updated special character section
- Corrected some formulas
- Re-wrote some sections for clarity

```

      ;;;;fG;;fGG:
f     Wf     f#t
G     #f     E#
:f;   #f     f#
      #f     GG
t #;   :;f
      t;t;;;t;

```

v1.0

- Completed the walkthrough
- Completed most of the spell-scroll section; missing one scroll
- Set up an equipment list
- Completed the Star Ore, Jobs, Dojo, Guardians, Emperor, and Special Character appendices
- Completed the "The Basics" and "About this Guide" section

```

;;;;;WE: ;;;;;WE: ;;;;;WE:
f     #f f     #f f     #f
f; ; #f f; ; #f f; ; #f
   ;; #f   ;; #f   ;; #f
      t#E:      t#E:      t#E:

      :t
      :EE
      tt'#t
      ;;tft;.EW:
:tft   :G#E:
ft     ;WW;
      ;f;

```

Saiyuki?

Saiyuki: Journey West is based on an ancient chinese legend chronicalled in a large book called Xi Yu Gi (notice the similarity in the names?). You'll notice a number of parallels with the infamous Dragon Ball series, which also drew some of its inspiration from that self same story.

Saiyuki is a tale about a young boy (or girl) named Sanzo. Sanzo is charged by the lady Kannon to bring her mystic staff to India, and along the way collect "Guardians" that have scattered around the earth. Along the way, he/she collects a number of friends to help out, six of which can be in battle at any given time. Each of Sanzo's friends has the power to turn into

a mighty creature of some sort, labeled as a "Were." Only one can do so at any given time, and it drains from a collective pool of "Werepoints." Sanzo cannot turn into such a beast, but makes up for the lack with phenomenal magic power and the ability to summon the guardians you find along the way.

The game is a strategy RPG in the vein of Vandal Hearts, Rhapsody, and the like. Not quite on par with FFT or VB, it still distinguishes itself as one of the better games of its genre in the industry. If you're an sRPG fan, Saiyuki: Journey West is a must. I enjoyed it a great deal; I hope you do, too.

```
;;;;;G;tft
f   ;#   GW
G   f#   EG
;f: f# ;;fG: _____ How Do I Use This Guide?
  :: f#   GW
    fW   GG
    ;;ft;;;:
```

This guide should be 100% spoiler free; I took great pains not to ruin any of the surprises or plot for you. The only possible exceptions are the special characters, but if I didn't include them, you would never know if you could get them or not.

Anywhere you see an ascii letter or number followed by a line going right across the entire page (like at the top of this section), it indicates a major section break. An indented one (like the one directly above this paragraph) indicates a sub-heading; and a further indentation indicates a sub-heading under that. Helpful notes are sprinkled liberally throughout the walkthrough part of this guide, which is organized by battle. They'll alert you to any potential secret you might miss.

If you're new to Saiyuki, consider reading my section on "The Basics." If you're an experienced player just looking to further your mastery of the game, feel free to skip it.

```
;;;;;
;t;   ;tG
tG
#f
#W
;#G   ;:
:tft;;;tt
_____ Oops, I Found an Error!
```

Hey, we all make mistakes, and me often more so than others. If you spot some incorrect information, a typo, if you have some information to add, or if you just have some critique - good or bad - please feel free to send it to goryus@hotmail.com. Looking forward to hearing from you!

```
;;;;;;WE:   ;;;;;;E; :ft
f   #f f   EG tfWE
f; ; #f G   t#   :#f _____ The Basics
  ;; #f :tt f#   #;
    t#E:   ;#t   Gt
          f#t   ;;:
          ;;;

          :t
          :EE
          tt'#t _____ Controls
        :;tft;.EW:
        :tft   :G#E:
        ft     ;WW;
```

;f;

The first part of any thing detailing how a game works has got to be what buttons do what. This guide is no exception.

Directional Pad: Move the cursor around on the world map
Change your selection

Triangle: Cancel button
◊: N/A
X: Accept button
O: Displays information

Select:
Start: Confirm Selection
Open Menu

L1/R1: Rotate the battle map
Cycle throw characters in the menu screen
L1: Change camera zoom
L2: Change camera angle

```
;;;;G;tft
f   ;#   GW
G   f#   EG
;f: f# ;;fG: _____ The World Map
:: f#   GW
   fW   GG
   ;;ft;;;:
```

If this is your first Strategy Role Playing Game (sRPG), the world map is probably giving you a headache. Rather than moving around under an overhead camera, walking everywhere, most sRPGs have you select your destination from a map like this. To do so, move the cursor over the desired location and press X. Sanzo will attempt to move there, stopping only in the case of some unusual event (like a battle).

Pressing start on the world map opens up the menu screen. Here, you can save or load a game, set the game options, or change around your party. The Character Information section gives you information on each specific character one at a time, as well as allowing you to equip/de-equip them. The Party Information screen allows you to view your party's stats as a whole, your inventory, and most importantly, to use potions (which permanently up your stats).

Each person can equip up a helmet, and armor, and up to six accessories. You have to equip people with "Spell Scrolls" for them to gain access to that spell, which takes up one accessory slot. Though they do have weapons, the only way to improve those is to stop by a smith and have your weapon reforged which costs a good deal of money.

```
;;;;
;t; ;tG
tG
#f _____ Combat
#W
;#G ;:
:tft;;;tt
```

The heart and soul of Saiyuki: Journey West is its combat system. This section is a rather detailed explanation of it, and probably helpful for both experienced player and beginner alike.

```
:Et
#f                                     Game Flow
#f _____
#f
Et
```

Game Flow is basically how the battles progress. Each character is assigned a number based on their speed, with your characters winning any ties. They start with 1 and go all the way up to however many total units are on the screen (which can go all the way up to 16, only 6 of which can ever be yours). When the first 'round' starts, character number 1 moves first, followed by character number 2, etc. Once the last character has moved, a new round begins, starting back at 1.

If a character dies, all these numbers are reassigned. You can find them easily enough by placing your cursor over the unit in question and looking at the blue bar above their stats, which should contain their number. In this way, you can see who's going to be moving next and base your decisions off of that information.

The game counts the number of rounds that elapse before the battle ends. The more quickly you finish the battle, the more Werepoints you get at its end. More on this later.

```
;;tt:
t:  GW                                     Acting
` EG _____
;t:
Wt;tf
```

When one of your character's turns comes up, you will be prompted to act. Pressing triangle will allow you to exit the menu and use your cursor to get information about other units, and pressing it again will reselect your character.

There are generally five actions you can take: Move, Attack, Spell, Potion, and Werechange (Summon for Sanzo). Selecting the first allows you to move your character around on the battlemap, something like the game of Chess. Selecting attack will generate a field around your character in the 'range' of their attack - that is, how far the attack goes. You can select any enemy within that range to strike at.

The damage your attack does is given by $(Off * 2) - EDef$, where Off represents your Offense stat, and EDef represents your enemies' Defense stat. Attacking from behind will give your a 20% bonus to your damage after the blow has landed; attacking from either side will get you a 10% bonus instead. Attacking head on doesn't get you anything, so be careful to use the terrain to your advantage. Speaking of which, height differences also factor into the damage you're doing. You get an extra 10% damage added to your attack if you are least 2 height above them, and an extra 10% knocked off if you're at least 2 below.

On top of that, Luck factors into the damage you do by adding random amounts of damage to your attack - or subtracting from it. Though your predicted damage is always $(Off * 2) - Def$, there's no way to quite pin down what your actual damage will wind up being.

The third type of command allows you to cast a spell. Selecting it will bring you to a list of all the spells available; selecting one of those will generate a field much like selecting the attack command does. The spell does damage based on your elemental affinity, your Magic (Mgc) stat, and its Magic Offense stat (MO). This generally takes the form of $\text{Damage} = \text{Mgc} + (\text{XLvl} * 2) + \text{MO} - \text{EMgc}$, where XLvl represents your level of affinity with that element, and EMgc is the Magic stat of whomever it is being cast on.

```
/ _____ \
() NOTE ()   Not all magicks follow this formula. The only way to be sure
\ _____ /   exactly how the damage is calculated is to check out the section
                on each individual spell.
```

Potion is relatively simple: it allows your character to use a healing potion on anyone standing next to them, or on themselves. Werechange will be explained in the next section; which brings us to the Use command. This command is not always available, but it appears when you're standing next to an object that can be manipulated in some way - a piece of artillery, a treasure chest, even a log bridge you can dislodge. Selecting Use and targeting that object will "trigger" it, and cause whatever effect it has to occur.

```
                ;fff:
                `  ft
                ;ff;                               Wereforms
                :#t
;t;tG:
```

One of the biggest parts of combat is your characters' ability to Werechange. This will take one of your party members - excluding Sanzo - and turn them into a powerful were-creature for as long as you have the "Werepoints" to sustain them. In this form, you have access to extremely powerful, wide range attacks that can not only mangle enemies, but even destroy much of the scenery.

When a character Werechanges, all enemies next to them take damage, and all destroyable terrain next to them is destroyed. This takes one Werepoint. Everytime they attack after that, points are used based on how powerful the chosen attack was. The weakest takes 1 point; the most powerful take 6. Once you run out of Were points, you're reverted back to your human form. While you remain Were, you have double the HP and improved stats; but beware, enemies will tend to concentrate their fire on you. If you die as a Were, you're still just as dead.

Under some of the scenery you can destroy will be treasure chests. The Walkthrough contains a description and point location of the hidden treasures so that you don't have to go around destroying everything in sight (although you still can, if you want to =P).

```
                ;
                E#
                ff#                               Summoning
                f f#
                ;;G#;
                ;;
```

Sanzo has the ability to Summon a guardian he has collected. Doing so will cause it to float over his head for the next three rounds, and improve your party members in ways specific to that guardian. In addition, Sanzo

will gain a new attack for as long as that guardian remains active, which is generally much more powerful than any attacks he/she has access to. These summons make Sanzo a true force to be reckoned with, as his Mgc stat is generally absurdly high.

For more information on the guardians, check out the appendix on them.

```

;;;;E; :ft
f EG tfWE
G t# :#f
:tt f# #;
;#t Gt
f#t ;;
;:

```

The Walkthrough

```

:t
:EE
tt'#t
:;tft;.EW:
:tft :G#E:
ft ;WW;
;f;

```

Chapter I: Journey's Companions

```

:Et
#f
#f
#f
Et

```

Battle 1

LOCATION: Monkey Rock

MAP: ##

OBJECTIVE: Remove charm from rock

Being the first battle in the game, this isn't terribly difficult. Run across the bridge and drop it, forcing the monsters to take the long way around. Work your way up the mountain, after grabbing the Healing Potion at (6,7). At the top you'll find an imp, weakest of all the monster types. Beat it into the dirt, but don't remove the charm yet. Instead, stay where you are one space away from it and turn around. Your enemies will be reaching you shortly, and from here only one can come at you at a time, AND you've got the advantage of height. This is a great opportunity to gain a level or two. Once your heal spells have worn themselves out, go get the charm to end the battle.

ENEMIES: Imp

2x Wolfman

2x Centipede

TREASURES: (6,7) Healing Potion

```

:;tt:
t: GW
` EG
;t:
Wt;tf

```

Battle 2

LOCATION: Mt. Darkwind

MAP: ##

OBJECTIVE: Defeat all enemies

A lot of enemies for just the two of you. Fortunately, you have an ace up your sleeve: a magic monkey named Goku. When his turn comes around, move him right into the middle of that group of enemies and select "Werechange." It should only take a couple of turns for him to reduce the entire gang to

rubble. Make sure to use Sanzo's Heal spell to keep his/her HP up; not only will it prevent you from dying, but its also great EXP.

ENEMIES: 4x Thief

2x Bandit

TREASURES: (1,4) Turban

(5,0) Cure Potion

```
      ;fff:
      `  ft
      ;ff;
      :#t
; t; tG:

```

Battle 3

LOCATION: Ko Lodge

MAP: ##

OBJECTIVE: Defeat all enemies

Welcome to the first fight that contains a guest. As you'll see, there are extremely few of these; I'm not even sure why they implemented it at all. Regardless, your new friend Cho Hakkai will be glad to help out; he's on level 5, which makes him quite a bit stronger than all these monsters. You can win the battle just as easily never touching a Wereform, but just keep in mind that you can't get the Magic Potion if you do.

ENEMIES: 5x Imp

2x Wolfman

TREASURES: (7,4) Magic Potion

(10,4) Leather Jerkin

```
      ;
      E#
      ff#
      f f#
      ;;G#;
      :;

```

Ko Lodge

Town SCD

=Shop=

Clothes

Leather Jerkin

Fiber Robe

Turban

Priest's Cap

=Chemist=

Healing Potion

Magic Potion

Cure Potion

=Dojo=

Beginner: Level 4

Advanced: Level 5

Master: Level 6

```
      :EEEt
      f
      ;;tGt
      f#
      ;f;;f:

```

Battle 4

LOCATION: Hawk Isle

MAP: ##

OBJECTIVE: Defeat the Dragon

BOSS: 380 HP

This map can be somewhat irritating, particularly because the dragon

moves much quicker over water than you do. I don't move your party members at all, or only to bring them together, and make sure Cho Hakkai occupies the middle slot. The Dragon will rush over to attack you. If Sanzo is on a decent level, he may not need to heal; otherwise, make sure you keep his HP up. Sock her with Cho Hakkai and turn Goku were. Next turn she'll attack again and run away; stay put, and have Goku Boulderbash her if he can. Sanzo will probably need to heal Cho Hakkai. Next round, she'll fly back in and attack again. Sock her with Cho Hakkai again, heal with Sanzo, and hit her with Claw. Rinse, repeat.

No matter how tempting, don't attack it with Sanzo unless he's at full health. It can do well over half of his life with one attack, so the odds are good it will kill you if you do.

ENEMIES: 1x B. Dragon

TREASURES: (12,8) Leather Helmet

```
      :f:
      ;W
      #G;;f;
      #f :#t
      WG;tG:

```

Battle 5

LOCATION: Grace Spring

MAP: ##

OBJECTIVE: Help Gojo escape

Your objective for this fight is to help your Guest, Gojo, escape (just in case the above didn't give it away). Specifically, you've got to get him to the road you entered from. As soon as the enemies near him are slain and he is freed to run, a pursuit group will appear behind him... just so it doesn't catch you by surprise. You can use any one of your three party members' wereform with roughly equal effect. Best to use whomever happens to be your highest level, so the others can gain EXP while he racks up the Were EXP.

ENEMIES: 3x Imp

2x Wolfman

2x Lizardman

TREASURES: (5,6) Heal Scroll

(8,8) Healing Potion

(3,2) Monk's Cap

```
      tfffff;
      ;;;;tE;
      :t:
      ;#
      ;#G
      ::

```

Battle 6

LOCATION: Chin Lodge

MAP: ##

OBJECTIVE: Defeat old man Nyoi

BOSS: 270 HP

You can end this fight really, really quickly with just a little bit of luck. If you actually want to kill all his hencmen first, fall back and tackle those behind you before you go after Nyoi and the ones in front. Note that none of those tempting water things holds treasure, so don't waste your time. Also, beware of Nyoi's special attack; it can paralyze you. Still, if you just rush him from the beginning, you ought to finish him off by the third turn.

ENEMIES: 1x Nyoi

3x Wolfman

2x Flyman

1x Lizardman

TREASURES: N/A

;;;
f GW
ffE;
;# ;#;
t#t #;
;;

Battle 7

MAP: Mire River

OBJECTIVE: Defeat Rhinon

BOSS: 320 HP

Rhinon's Iron Ring is an extremely annoying attack which will power down everyone near him. Other than that, he's not too difficult; your main problem will be keeping Sanzo alive, as he starts almost surrounded by the enemy. I suggest running Goku straight forward and clouding him onto the rock, and turning Ryorin into her Wereform (Gojo, as you're about to discover, is nearly invincible in water). Once Sanzo's turn comes up, run him away and summon Mother.

ENEMIES: 1x Rhinon
3x Imp
2x Flyman
1x Centipede

TREASURES: N/A

;;;Gf
tE :#f
Gft #t
ff
;t:

Mire River

Town SCSDP

=Shop=

Chain Mail
Leather Helmet
Monk's Cap
Fire Dart
Rockdrop
Waterblade

=Chemist=

Healing Potion
Magic Potion
Cure Potion

=Smith=

Weapon Level 2

=Dojo=

Beginner: Level 7
Advanced: Level 8
Master: Level 9

=Post=

N/A

:Et :fft
#f f; ;EE
#f # Wt
#f #t ff
Et ;#t: G:
:fft

Battle 8

LOCATION: Cherry Plains

MAP: ##

OBJECTIVE: Defeat P. Ivy

BOSS: 300 HP

P. Ivy can't poison you, and her strongest attack does 40-50. If you have been doing the jobs, you probably have the third level attack on most of your wereforms...Darkblade, in particular, is extremely useful. Since killing Ivy ends the fight, and her defense isn't terribly good, and most of the enemies are imps, just rushing straight forward and slamming her with all you've got tends to work well for a quick, clean victory. Don't be surprised if she falls on the second round, third at the most.

ENEMIES: 1x P. Ivy
4x Imp
2x Lizardman
2x Birdman

TREASURES: N/A

/ _____ \ A piece of the Emperor's equipment is in this upcoming fight.
() NOTE () You need it for one of the game's secrets (see the appendix on
\ _____ / "Emperor").

:Et :Et
#f #f
#f #f
#f #f
Et Et

Battle 9

LOCATION: Dream World

MAP: ##

OBJECTIVE: Defeat Mahoraga

BOSS: 350 HP

This fight seems designed to make up for the pitiful ease of the last one. Mahoraga is tough, and so is his world. He's big on poisoning you, carries a bow, and of course starts way up at the top where he's difficult to reach and can use his attacks to their maximum destructive potential. Worse, the stage you're fighting on changes depending on where people stand; more people on any one platform will lower the platform farther and farther.

To start, take Ryorin and move her down to get the Emperor's Helm. Cloud Goku right behind the Flyman, and move Gojo onto the platform if able. If the Wolfman is faster than you, just take Gojo and Cho Hakkai to attack him, and have Sanzo summon Mother; otherwise, run Gojo onto the platform and Waterblade him, following up with Cho Hakkai. Next round, take out the wolfman, have Goku attack the Flyman, and kill the Flyman if anyone still can (again, depends on your level, and how fast you are). If you can't kill him then, kill him next round.

Have Goku cloud into the middle of the Lizardmen, and Ryorin fly up out of the pit. Avoid Mahoraga's platform; it'll take an extra round to get somewhere useful, but it'll keep them all from bashing her severely. Gojo ought to be able to smack one of them, and can take up the position Goku just left. Move Cho Hakkai up to where Gojo was, and follow up with Sanzo. Next round, have Ryorin pound those two Lizardmen, and Goku kill one. From there, its easy; kill the weakened Lizardman, go after the other, and once you're done head for Mahoraga. The Wolfman will block your path, but he shouldn't last very long. Remember to keep summoning Mother, and to use Sanzo to keep his own HP nice and high. Those archers really seem to like him.

ENEMIES: 1x Mahoraga
1x Imp

2x Flyman
2x Wolfman
3x Lizardman

TREASURES: (2,2) Emperor's Helmet

;;;;G;tft
f ;# GW
G f# EG
;f: f# ;fG:
:: f# GW
fW GG
;;ft;;;:

Chapter II: Western Overlord

/ \ One of the recipes is located in the shop in this town. You need
() NOTE () it to obtain the "Chef's Paradise" scroll. For more information,
\ / read the appendix on "Recipes."

:Et
#f Yuimen
#f
#f
Et

Town SCSD

=Shop=

Chain Mail
Scale Mail
Woven Robe
Leather Helmet
Steel Cap
Beads of Luck
Heal
Cure
Water Heal
Needles

=Chemist=

Healing Potion
Magic Potion
Cure Potion
Healing+ Potion

=Smith=

Weapon Level 2

=Dojo=

Beginner: Level 10
Advanced: Level 11
Master: Level 12

/ \ At this point, the path splits in two. Which path you take is
() NOTE () irrelevant, as you can go back to the other one whenever you feel
\ / like it. This guide assumes you went south first.

;;tt:
t: GW Battle 10
` EG
;t:
Wt;tf

LOCATION: Mist Mountain

MAP: ##

OBJECTIVE: Defeat all Enemies

Look out! It's you! It's really not that hard to figure out which is which; those with numbers above their heads when you select an attack. Also, their names are conveniently "Fake <name>". Lastly, their face pictures are slightly more...malevolent. If they didn't outnumber you two to one, this map would be a walk in the park...as it is, its not terribly difficult. One thing of interest: if one of your characters starts their turn next to their own fake, you'll see a funny dialogue between the two.

ENEMIES: 2x Fake Sanzo
2x Fake Goku
2x Fake Ryorin
2x Fake Hakkai
2x Fake Kikka
2x Fake Gojo

TREASURES: (9,6) Needles
(9,0) Magic Potion
(4,8) Healing+ Potion

/ _____ \ A piece of the Emperor's equipment is in this upcoming fight.
() NOTE () You need it for one of the game's secrets (see the appendix on
\ _____ / "Emperor").

;fff:
` ft
;ff;
:#t
;t;tG:

Battle 11

LOCATION: Biku Castle

MAP: ##

OBJECTIVE: Defeat Master Tigra

This map is loaded with treasure, and the real challenge isn't killing Tigra - its getting it all! First off, the map wants you to run around the side and flip a switch to open the gate. Don't do that. Instead, have Goku cloud over and open it on the second round. Turn someone with good distance attacks (like Gojo, who has an infinite range attack) Were, and use them to blast over the walls/destroy the trees that contain treasure. Same thing goes for the two treasure boxes in the back, and the one under the throne - don't follow the passages provided, have Goku cloud over to them. Lastly, beware Tigra's Thuder attack. He can't do it much, but it's dangerous and hits a large area.

ENEMIES: 1x Tigra
2x Lizardman
3x Operator
1x Conjuror

TREASURES: (9,3) Chain Mail
(11,10) Magic Potion
(12,10) Emperor Armor
(1,2) Strength
(1,12) Noble Hat

/ _____ \ One of the recipes is located in the dojo in this town. You need
() NOTE () it to obtain the "Chef's Paradise" scroll. For more information,
\ _____ / read the appendix on "Recipes."

```
      ;
      E#
      ff#
      f f#
      ;;G#;
      ;;
```

Town CD

=Chemist=

Healing Potion
Magic Potion
Cure Potion
Healing+ Potion
Destone Potion

=Dojo=

Beginner: Level 12
Advanced: Level 13
Master: Level 14

```
      :EEEt
      f
      ;;tGt
      f#
      ;f;;f:
```

LOCATION: Helmet Peak

MAP: ##

OBJECTIVE: Defeat Vala and Aspara

BOSS: 450 HP

BOSS: 450 HP

See those rocks? If one hits you, it'll do about 70 damage. Your enemies will push them off the cliff, but fortunately they only hit the square directly in front of them. Be careful how you're placing your characters as you slowly climb up to get to Vala and Aspara. Once again Gojo is the Were of choice, mainly for his incredible distance capability. Plus, you can destroy the rocks with him, which will make the climbing easier. Neither Vala nor Aspara are particularly dangerous, although both are worse than a normal enemy. Goku can cloud up to the top to distract the archers if you like: the operators won't act unless their rock disappears, so its relatively safe. Just take it slow, and pound the archers above all else, and you should be fine.

ENEMIES: 1x Aspara

1x Vala

3x Lizardman

3x Operator

TREASURES: N/A

/ \ This is the section on the North route, from Yuimen. It does not
() NOTE () continue on directly from where the South route left off.
/ \

```
      :f:
      ;W
      #G;;f;
      #f :#t
      WG;tG:
```

LOCATION: Lucky Temple

MAP: ##

OBJECTIVE: Clean up the blood

There are five blood spots on the floor. The only way to get rid of them is to move Sanzo next to them - no one else - and use Use on them. The Bugs are little more than a nuisance, but more will appear occasionally. Have some fun with this one...its a little different, and a decent place to do some leveling.

ENEMIES: 5x Bug

TREASURES: (9,3) Steel Cap
(12,6) Luck Stone

```
tfffff;
;;;tE;
:t: Turfan
;#
;#G
::
```

Town CD

=Chemist=

Healing Potion
Magic Potion
Cure Potion
Healing+ Potion
Destone Potion

=Dojo=

Beginner: Level 11
Advanced: Level 12
Master: Level 13

```
:::
f GW
ffE; Battle 14
;# ;#;
t#t #;
::;
```

LOCATION: Firetop Mountain

MAP: ##

OBJECTIVE: Defeat Yaska

BOSS: 400 HP

As an odd quirk to this level, the extreme heat will cause each of your characters to lose 10 HP a round. No big deal; at its weakest, Mother heals twice that. You start with your party all spread out; send Sanzo up to get the Fireball scroll, and turn Ryrorin into a dragon. Next round, fly her over to the other side, Werechange her, and prepare to do the same thing with Kikka. By the time she's on the other side, the platform should have swung around to pick up Cho Hakkai. He can charge straight over it, to once again reunite your party.

ENEMIES: 1x Yaska

2x Lizardman
2x Birdman
2x Wolfman
2x Conjuror

TREASURES: (5,2) Fireball
(9,8) Speed Potion
(2,11) Charm of Defense

```
:::Gf
tE :#f Battle 15
```


LOCATION: Mt. Cloud

MAP: ##

OBJECTIVE: Defeat Lady Tessen

BOSS: 380 HP

Recognize those rocks? They're baaack! Again, be careful where you step, or those Operators will squish you flat. Unlike their kin on the mountain, however, they're happy to rain fire down on those below with their long range attack. Where'd that come from, anyways? Lady Tessen has a decent area attack called Fire Fan, so try not to group everyone together too closely. Also, one of those conjurers back there has poison, which is always a nuisance. Like the Helmet Peak map, just take it slow and cautious and you should be fine.

ENEMIES: 1x Lady Tessen

3x Birdman

2x Operator

2x Conjurer

TREASURES: N/A

/ _____ \ There's an optional party member you might miss at this point.
| NOTE | Check out the appendix on "Reikan" for further details.
\ _____ /

/ _____ \ One of the recipes is located in the smith in this town. You need
| NOTE | it to obtain the "Chef's Paradise" scroll. For more information,
\ _____ / read the appendix on "Recipes."

:Et :;tt:
#f t: GW Kucha
#f ` EG
#f ;t:
Et Wt;tf

Town SCSDP

=Shop=

Noble Clothes

Purity Robe

Noble Hat

Lotus Cap

Charm of Defense

Beads of Speed

Bramble, Fireball

Rock Guard

Spear Thrust

Poison

=Chemist=

Healing Potion

Magic Potion

Cure Potion

Healing+ Potion

Destone Potion

=Smith=

Weapon Level 3

=Dojo=

Beginner: Level 17

Advanced: Level 18

Master: Level 19

=Post=

Stamina Helm

Chaos Cap
Cursed Robe
Book of Life
Soul of Dragon

```
:Et ;fff:
#f ` ft
#f ;ff;
#f :#t
Et ;t;tG:
```

Battle 17

LOCATION: Plateau Mountain
MAP: Plateau Mountain
OBJECTIVE: Defeat Kinkaku
BOSS: 550 HP

Kinkaku has a number of annoying attacks with a very long range. Be careful, and make sure Sanzo is standing by to heal people who get soaked with them too much. Non of the items on this level are really worth wasting time on, so if you get a clear shot, just aim to take Kinkaku out. The longer it drags out, the worse it'll be for you. If you must, go for the conjurers first, then the archers, then the ghoul.

ENEMIES: 1x Kinkaku
2x Lizardman
2x Conjurer
1x Ghoul

TREASURES: (7,3) Silver Necklace
(9,7) Golden Comb
(3,7) Healing+ Potion

```
:Et ;
#f E#
#f ff#
#f f f#
Et ;;G#;
    ;;
```

Battle 18

LOCATION: Lotus Cave
MAP: ##
OBJECTIVE: Defeat Ginkaku
BOSS: 550 HP

Though not terribly difficult, this is one of the more interesting battles in the game. You're on a time limit; after a bit, that operator by the gourd will start sucking your party members into it, unless you disable her. I suggest running Goku forwards and clouding your way to her, while Ryorin bypasses that mess in the middle and flies there. The others can deal with the monsters in the pass. Ginkaku herself is fairly tough, so watch out; like Kinkaku, she has a very long range, wide area attack that does decent damage.

ENEMIES: 1x Ginkaku
2x Birdman
3x Operator
1x Conjurer

TREASURES: N/A

/ _____ \ The map branches once again at this point. As the last time, this
() NOTE () guide assumes you go south first, but the order doesn't matter.
\ _____ /

/ \ A piece of the Emperor's equipment is in this upcoming fight.
() NOTE () You need it for one of the game's secrets (see the appendix on
_____/ "Emperor").

```
:Et :EEEt
#f f
#f ;;;tGt
#f f#
Et :f;;f;
```

Battle 19

LOCATION: Cherchen

MAP: ##

OBJECTIVE: Defeat Master Ko

BOSS: 460 HP

Master Ko is surprisingly tough, particularly for a human, which makes getting the Emepror Band somewhat difficult (unless you play it smart and have Goku cloud straight to it ^_^). He also has access to a number of excellent Gold scrolls, among them Needlemist and Spearthrust. First round, he'll get Steel Skinned, which will keep you from doing more than 25 damage to him per hit for the next three rounds. Plus, he carries around a bow.

As if all that weren't enough, you don't have Sanzo for this fight. But beware, if his replacement falls, you still lose, so do NOT kill it. To start off, move someone up to block off that bridge. This is the easy part; wait for your enemies to line up for you, and let loose with Were attacks. Watch out for Kikka; the Tiger will keep attacking her, and she can die unexpectedly rather quickly if Ko and a Bandit team up on her. By the time the common enemies are dead, Ko's steelskin should have worn off (although your Were is likely out of points). He's still fairly tough, but you should be able to drop him in only a couple of rounds.

ENEMIES: 1x Master Ko

2x Bandit

4x Thief

1x Tiger

TREASURES: (7,10) Emperor Band

(1,8) Noble Hat

```
:Et :f:f:
#f ;W
#f #G;;f;
#f # :#t
Et WG;tG:
```

Cherchen

Town CD

=Chemist=

Healing Potion

Magic Potion

Cure Potion

Healing+ Potion

Destone Potion

=Dojo=

Beginner: Level 21

Advanced: Level 22

Master: Level 23

```
:Et tfffff;
#f ;;;tE;
#f :t:
#f ;#
Et ;#G
```

Battle 20


```
#f tE :#f
#f Gft #t
#f ff
Et ;t:
```

LOCATION: Inns Town

MAP: ##

OBJECTIVE: Defeat Chin Genshi

BOSS: 450 HP

BOSS: 450 HP

Old Man Genshi may look physically weak, but don't let that fool you - he really is. Still, don't kill him off immediately; take the time to finish off his friends first. Trust me on this; you'll be thankful you did once the Tree Lord puts in its appearance.

The Tree Lord can paralyze you, which is why it can be a problem. Worse, it can usually do it to a handful of party members at once. Better safe than sorry, I always say, so play it safe here.

ENEMIES: 1x Chin Genshi

1x Tree Lord*

3x Birdman

2x Conjuror

2x Lizardman

TREASURES: (0,4) Golden Comb

```
;;tt: :fft
t: GW f; ;EE
` EG # Wt
;t: #t ff
Wt;tf ;#t: G:
:fft;
```

Inns Town

Town CD

=Chemist=

Healing Potion

Magic Potion

Cure Potion

Healing+ Potion

Destone Potion

=Dojo=

Beginner: Level 22

Advanced: Level 23

Master: Level 24

/ \ This is where the two paths become one again.

() NOTE ()

/ \

/ \ If you have all the recipes, visit the Post here to obtain the
() NOTE () the "Chef's Paradise" scroll. For more information, read the

/ \ appendix on "Recipes."

/ \ There's an optional party member you might miss at this point.
() NOTE () Check out the appendix on "Taurus" and "Tessen" for further

/ \ details.

```
;;tt: :Et
t: GW #f
` EG #f
```

Inns Town

;t: #f
Wt;tf Et

Town SCSDP

=Shop=

Iron Armor
Noble Hat
Band of Magic
Charm of Health
Beads of Bravery
Blazedart
Needlemist
Silence

=Chemist=

Healing Potion
Magic Potion
Cure Potion
Healing+ Potion
Magic+ Potion
Destone Potion

=Smith=

Weapon Level 4

=Dojo=

Beginner: Level 23
Advanced: Level 24
Master: Level 25

=Post=

Ailing Cap
Vampire Plate
Book of Earth
Book of Gold
Soul of Mulan

;;tt: ;;tt:
t: GW t: Gw
` EG ` EG
;t: ;t:
Wt;tf Wt;tf

Battle 23

LOCATION: Pteron Castle

MAP: ##

OBJECTIVE: Defeat Master Baa

BOSS: 490 HP

The real danger in this fight is Baa's "trap." While not immediately obvious, that flooring is going to start falling away at the end of each round, taking anyone on it with it. Summon cavalier and run around the side for all you're worth, and maybe you'll even get lucky and get some of the enemies caught in it. There's no problem for Goku, of course, since he can just cloud out of the middle of it. What you do from there is up to you, but its probably best to have him help your friends get out by leveling the fighters blocking your path.

ENEMIES: 1x Master Baa

1x Spearman
3x Fighter
2x Archer

TREASURES: (2,10) Strength Potion

(7,12) Magic+ Potion

(12,10) Iron Helmet

;;tt: ;fff:

```
t: GW ` ft Pteron
` EG ;ff;
;t: :#t
Wt;tf ;t;tG:
```

Town CD

=Chemist=

- Healing Potion
- Magic Potion
- Cure Potion
- Healing+ Potion
- Destone Potion

=Dojo=

- Beginner: Level 25
- Advanced: Level 26
- Master: Level 27

```
;;tt: ;
t: GW E# Battle 24
` EG ff#
;t: f f#
Wt;tf ;;G#;
;;
```

MAP: Deadman Gorge

OBJECTIVE: Defeat Kid Pyric

BOSS: 510 HP

Dropping that bridge probably looks awfully tempting, but I don't recommend it. The reason is how the enemies behave; if you leave it up, they'll fire at you for a bit and then cross. If you drop it, however, you'll be forced into a mad rush against Lizardmen and Pyric's Firebomb attack, uphill, which isn't much fun.

So, ignore the log completely. Run your forces off to the right and crush the small group over there. When they're done, cloud Goku over to meet up with Pyric. His cronies will wander across the bridge, but Pyric won't. Go back to where you started, and crush the other group of enemies, and have Goku either gather the treasure or beat up on pyric (who isn't much of a threat to a lone person).

ENEMIES: 1x Kid Pyric

- 3x Lizardman
- 2x Operator
- 2x Ghoul

TREASURES: (3,2) Charm of Health
 (7,5) Charm of Defense
 (9,10) Kings Helmet

/ _____ \ The chemist in this town triggers a sequence necessary for one of
() NOTE () the game's secrets. Read the appendix on "Emperor" for more
\ _____ / details.

```
;;tt: :EEEt
t: GW f Pine City
` EG ;;;tGt
;t: f#
Wt;tf ;f;;f:
```

Town SCD

=Store=

- Iron Armor
- Iron Helmet

Robe of Bravery
Cap of Intent
Charm of Magic
Beads of Wisdom
Major Heal
Rose Whip
Fire Guard
Meteor
Iceblades
Ironskin

=Chemist=

Healing Potion
Magic Potion
Cure Potion
Healing+ Potion
Destone Potion

=Dojo=

Beginner: Level 28
Advanced: Level 29
Master: Level 30

```
      ;;tt:  :f:f:
t:  GW ;W
`  EG  #G;;f;
;t:  #    :#t
Wt;tf  WG;tG:
```

Battle 25

LOCATION: Deadman Gorge

MAP: ##

OBJECTIVE: Defeat Mad Turtle

BOSS: 800 HP

The trick I suggested the last time you were on this map won't work this time, because of Ryorin (who enemies will randomly attack if they can't reach elsewhere). So, position someone(s) in front of the bridge. After a bit, Mad Turtle himself will step onto it. Drop it at that point, and you should do 440 damage to him! It will also put you out of the range of all of his dangerous attacks. This will likely make the fight quite short. No need to bother with his cronies much; after you drop him, a couple of quick shots and he's gone.

ENEMIES: 1x Mad Turtle

4x Bug

2x Lizardman

1x Conjurer

TREASURES: (4,6) Beads of Bravery

(7,0) Magic Armor

```
      ;;tt:  tfffff;
t:  GW ;;;;tE;
`  EG    :t:
;t:    ;#
Wt;tf  ;#G
```

Battle 26

/ _____ \ If you progress any farther, you won't be able to go back. Make
() NOTE () sure you've completed everything in Chapter 2, and remember to
\ _____ / finish all the Aikanki jobs, which are needed for the Clone scroll.

LOCATION: Storm Mountain

MAP: ##

OBJECTIVE: Defeat Scorpia

BOSS: 800 HP

The Lizardmen up on the first hill are annoying. Thankfully, Goku completely ignores terrain. Cloud him up there to give them a swift kick in the pants. Meanwhile, Scorpio will be nice enough to come down from her high perch and tango with you one on one. This gives you an excellent opportunity to end this fight early; just focus all your fire on her, and she'll drop like one of the bugs her namesake supposedly eats.

Surviving until she does is the key, as a great deal of fire will be focused on you from the moment the battle starts. A good tactic for this sort of thing is to arrange your characters into a cross pattern, which Sanzo, Kikka, or Genshi can then Group Heal every turn to keep them all up well. This will also, incidentally, gain them massive amounts of EXP, and surprisingly won't cause Scorpio's attacks to be any more effective than they already are. If you're close to running out of MP, just use a magic potion. You can stay like that pretty much indefinitely, if you just want to gain some levels (or get the Treasures).

ENEMIES: 1x Scorpio
4x Lizardman
3x Operator
1x Conjuror

TREASURES: (6,2) Magic+ Potion
(9,9) Charm of Defense+

```
;;tt:   :;;:  
t:  GW  d GW  
` EG   ffE;  
;t:   ;# ;#;  
Wt;tf T#t #;  
      :;;
```

Battle 27

LOCATION: Storm Mountain

MAP: ##

OBJECTIVE: Defeat All Enemies

Prepare to be annoyed!

That giant rolling ball will take the first path that offers itself, on either side. Remember that, and make sure you're not in its way at the end of the round. It does about 100-150 damage to whomever it hits, good or otherwise.

If you have the Ultra Tusk attack, place Cho Hakkai on the far right, out in front, and have him go Were. Charge him straight forward as far as you can as fast as you can, dodging the ball if you can. Once he comes in contact with Windy, Ultra Tusk him for a solid 350 damage. After Windy dies, go after Baa with that same attack. It'll make your life a lot easier, particularly because of the Raging Boar's great HP. Windy is the second biggest threat in the entire fight, as his stun wind does just that: stuns you. The biggest threat is Nyoi himself, who is both hard to get to and also into paralyzing you. Rhinon is irritating, mainly because of his Iron Ring, and Jiko-turned-Sanzo makes it hard to kill him and after him, Nyoi).

If you don't have Ultra Tusk, turn Gojo Were and use his absurdly long range attacks to hammer at the bigger threats from the relatively safety of the back. Make sure you have a healthy supply of Cure potions, and watch out for the ball.

ENEMIES: 1x Nyoi
1x Rhinon
1x Baa
1x Tigra
1x Windy
1x Sanzo

TREASURES: N/A

/ _____ \
() NOTE () A piece of the Emperor's equipment is in this upcoming fight.
\ _____ / You need it for one of the game's secrets (see the appendix on
"Emperor").

```
      ;:tt:   ;;Gf  
t:  GW tE   :#f  
`  EG   Gft #t  
      ;t:     ff  
Wt;tf   ;t:
```

Battle 28

LOCATION: Storm Mountain
MAP: ##
OBJECTIVE: Defeat Lord Taurus
BOSS: 700 HP
BOSS: 950 HP

Turn Sa Gojo Were. His ability to hit things no matter where they are on the screen is absolutely invaluable, particularly when you need to destroy those cannons. They hit a large area, though they only shoot straight forward. Use Dark Blade to cut one of them off on the second round of combat, and don't bother with the other...just crowd onto that side, and gang up on the enemies there. Neither of the Operators will bother you, until you both blow up their cannon AND get the treasure under it, so don't worry about them. Next round, use one of his huge area attacks to wreak havoc on your enemies, which should have nicely lined up for you (but make sure to save a few points for the treasure!).

One of those Sorcerers is a powerful healer. Make sure you kill it as soon as you get the chance, and make sure that the guardian you summon is Mother - you'll need the extra HP, as you're fairly well outnumbered. The other Sorcerer will strengthen Taurus as soon as the battle begins, which is a real pain, but after that he's not much of a threat. Worry more about the cannons and those three Ghouls.

Lastly, kill off all of Taurus' friends before you finish him off, or his Wereform will make you regret it.

ENEMIES: 1x Lord Taurus
 3x Ghoul
 2x Sorcerer
 2x Lizardman
 2x Operator

TREASURES: (2,8) Healing+ Potion
 (8,8) Magic+ Potion
 (5,14) Emperor Soul

```
      ;:;:;  
;t;   ;tG  
tG  
#f  
#W  
;#G   ;:  
:tft;;:tt
```

Chapter III

/ _____ \
() NOTE () The chemist in this town triggers part of the Star Ore quest. For
\ _____ / more information, read the appendix on "Star Ore."

:Et
#f
#f
#f
Et

Frontier Town

Town SCD

=Store=

Iron Armor
Steel Armor
Robe of Light
Cap of Intent
Charm of Health
Group Heal
Major Heal
Stone Blood
Divine Spear
Heal
Cure

=Chemist=

Healing Potion
Magic Potion
Cure Potion
Healing+ Potion
Destone Potion

=Smith=

Weapon Level 4

=Dojo=

Beginner: Level 31
Advanced: Level 32
Master: Level 33

;;tt:
t: GW
' EG
;t:
Wt;tf

Battle 29

LOCATION: Star Cave

MAP: ##

OBJECTIVE: Defeat Kid Pyric

BOSS: 710 HP

The designers of this map wanted you to use that silly lift to get down to Kid Pyric, and suffer his Firebombs while you went for that shiny looking chest that turns out to be useless. Don't do that.

Once you finish off the enemies at the top where you start, line up your archers/mages and kill that first bug. Cloud Goku over to pick up the chest, and then back again. Through all this, none of the lower position enemies will have moved. Now, send Goku down the lift. Leave him there for two turns, and the three remaining will rush forward suicidely, right into your bow range. Cloud back up, and enjoy raining death on them from above.

That's all it takes, and there's a good chance nothing but the Dinomen will ever hit you during you this fight.

ENEMIES: 1x Kid Pyric

3x Bug

4x Ghoul

2x Dinoman

TREASURES: (8,12) White Gold Armband

;fff:
` ft
;ff;
:#t
;t;tG:

LOCATION: Mount Stone

MAP: ##

OBJECTIVE: Defeat Mahoraga

BOSS: 900 HP

Start out this fight by moving all your party members to attack that group in the ruins to your right. It'll take Mahoraga at least two turns just to reach you (he doesn't really teleport; that's just a pretty animation to accompany his flying move 4). While you're over there, pick up the Emperor Crown, a great helmet for Sanzo. Once all these enemies are dead, head off into the middle.

All the other enemies should have grouped there trying to reach you, with the exception of the archers. Nice of them to line up like that for you; smash them unmercifully with area attacks, and then go after the archers. Mahoraga doesn't do all that much damage, but he has the capability to poison you, and is rather hard to catch thanks to his movement. Save him for last unless you get a really, really good opening somewhere. He has enough HP that it'll probably take a few rounds just to finish him off, as well.

ENEMIES: 1x Mahoraga
3x Dinoman
3x Operator
3x Wolfman

TREASURES: (13,1) Emperor Crown

/ _____ \
() NOTE () The smith in this town triggers part of the Star Ore quest. For
more information, read the appendix on "Star Ore."
\ _____ /

/ _____ \
() NOTE () The dojo in this town triggers part of the Star Ore quest. For
more information, read the appendix on "Star Ore."
\ _____ /

;
E#
ff# _____ Midnight Tor
f f#
;;;G#;
:;

Town SCD

=Store=

- Robe of Colors
- Helmet of Bravery
- Cap of Attainment
- Charm of Magic
- Luck Stone
- Book of Wisdom
- Blazeball
- Comet
- Swordmist
- WinterBreath
- RockShield

=Chemist=

- Healing Potion

Magic Potion
Cure Potion
Life Potion
Healing+ Potion
Destone Potion

=Smith=

Weapon Level 4

=Dojo=

Beginner: Level 34

Advanced: Level 35

Master: Level 36

:EEEt

f

Battle 31

;;;tGt

f#

;f;;f:

LOCATION: Ice Peak

MAP: ##

OBJECTIVE: Defeat Deva

BOSS: 999 HP

No treasure in this fight, so don't waste your time. Deva has a bunch of HP, and an area attack that stuns. His sword, the JusticeBlade, is funny - check out its attack sometime =). For all that, he's not all that dangerous, just as long as you're careful not to group everyone together for him.

To start off with, ignore those impulses telling you to suicidely charge down that hill you're standing on, into the valley, and up the other hill just so your enemies can surround you. Stand your ground; they'll come to you in twos and threes, making it easy to finish them off. If you happen to have Heaven's Garden, you may just want to send them all back to bash on Deva and each other. Regardless, don't leave that first rise, and you'll find this fight really isn't terribly difficult.

ENEMIES: 1x Deva

3x Operator

3x Crowman

2x Sorcerer

TREASURES: N/A

/ _____ \
() NOTE () The post in this town triggers part of the Star Ore quest. For
more information, read the appendix on "Star Ore."
\ _____ /

:f:f:

;W

Port Town

#G;;f;

#f :#t

WG;tG:

Town SCSDP

=Store=

Dragon Armor

Sage Robe

Winged Crown

Armlet of Bravery

Charm of Defense

Band of Magic

Lightning

Stalagmite

Divine Bolt

=Chemist=
Healing Potion
Magic Potion
Cure Potion
Life Potion
Healing+ Potion
Destone Potion

=Smith=
Weapon Level 5

=Dojo=
Beginner: Level 37
Advanced: Level 38
Master: Level 39

=Post=
Full Plate
Trial Robe
Book of Water
Book of Fire
Soul of the Swan

tfffff;
;;;tE;
:t:
;#
;#G

Battle 32

LOCATION: Wing Mountain
MAP: ##
OBJECTIVE: Defeat Vala
BOSS: 1200 HP

Once again, I must stress the importance of not just charging blindly, particularly when your enemies start in such a great location. Instead, fall back to the back wall - or therabouts - and stay there until they come to you. They'll be more than happy to, giving you ample time to smash them on their way down.

You likely have a number of good area attacks at this point, and you'll find that combining them is a great way to kill off large of numbers of enemies painlessly. Lightning is extremely powerful, and can often finish off a mostly healthy enemy; your Wereforms likely have access to their fifth and six level attacks, again an incredible advantage. Hand to hand probably still does fair damage, but all of these should vastly outweigh it in both damage and number of foes struck. Use them.

For all that, Vala is surprisingly tough. This new breed of monsters the third chapter has introduced tend to have a whole lot of HP, and as usual he has access to a number of good area attacks. Be careful, and remember not to just charge forward. Pick your fights. If you have Emperor, you'll find DragonWhip a lot of fun, and deadly effective, and the extended move coupled with the lesser extensions of the other guardians extremely useful. This is the first battle you get to fight at truly full power, and the results will likely surprise you.

ENEMIES: 1x Vala
3x Operator
2x Crowman
2x Dinoman
TREASURES: (3,1) Winged Crown
(8,3) Sage Armor

;;;:
f GW
ffE;

Battle 33

```
 ;# ;#;  
t#t #;  
 :;;
```

LOCATION: Puppet's Peak

MAP: ##

OBJECTIVE: Defeat Aspara

BOSS: 1200 HP

This battle is much harder than the fight with Vala a moment ago, mostly because of the terrain. Emperor or Cavalier are a must for navigation, preferably the former (if you got him). That spike in the middle is truly irritating, as the path to the other side (and to Aspara) is only a single panel wide, making it easy to block off and difficult to pass through. Worse, Aspara has a number of great ranged area attacks that can either paralyze or poison you.

As usual, you're outnumbered; and as you've probably discovered, both the Ghouls and the Bugs are some of the more dangerous of the 'weak' enemies, with a lot of HP. Your best bet is to stick together, sending at most one high defense/HP person to block off the other side of the tree, and using the others to smash your way through to Aspara. The sit and wait tactic won't work here, in part because of your enemies, and in part because Aspara isn't interested in coming to you.

Both those Wolfmen by Aspara are sorcerers. One is an attacker, and one is a healer. Kill the healer as fast as you can, or it may undo a good deal of your work. Otherwise, the only thing likely to give you lasting heartburn is Aspara herself. By the time this fight is over, you'll be absolutely sick of cure potions.

ENEMIES: 1x Aspara

3x Bug

3x Ghoul

3x Wolfman

TREASURES: N/A

```
 ;;;Gf  
tE :#f  
Gft #t  
 ff  
 ;t:
```

Battle 34

LOCATION: Kannaaj

MAP: ##

OBJECTIVE: Defeat Garda

BOSS: 1100 HP

This battle is, as you might expect, much easier than the previous one. Not only is the terrain not nearly as restricting, but Garda is nowhere near as dangerous as Aspara was. That cannon at the top is even one of those back from chapter 2, and incapable of doing more than about 50 damage, and that only in a straight line. The only thing remotely difficult about this fight is keeping Garda alive long enough to pick up the two great treasures here. Also, if you check out her weapon, shoddy workmanship once again proves to be a trademark of your enemies. Its fun to actually get to fight a boss whose deadliest attack is BlazeBall. =)

ENEMIES: 1x Garda

3x Operator

3x Crowman

2x Sorcerer

TREASURES: (5,2) ShakeShield

(3,7) Wisdom Potion

(5,8) Armor of Shiyu


```
:Et :fft
#f f; ;EE
#f # Wt
#f #t ff
Et ;#t: G:
:fft
```

Battle 35

MAP: Thunder Temple

OBJECTIVE: Defeat Yaska

BOSS: 1200 HP

This battle is something of a cross between the Garda and the Aspara battles. Its not as easy as the former, nor as difficult as the latter. Yaska has access to a handful of good area attacks, but thankfully they don't inflict status ailments left and right like some of the others. The three ghouls are in the worst position possible for you, but one of the Dinomen has a big "Kill me" label on his forehead, and one of the sorcerers is convinced its a swordsman. It'll cast strength on itself, and then run around whacking people with its staff. =)

Your first objective is to take out that gag of ghouls in the center of the map. You'll probably hurt Yaska a good deal while doing so...too bad ^_^. Focus all your big guns on them until all three are dead, which will instantly make this fight a lot more manageable.

What to do next is up to you. Suffer Yaska's attacks and run around with Cloud collecting treasure, or just take him out quickly. Depends on how badly you want the items...they are pretty good, though.

ENEMIES: 1x Yaska

3x Ghoul

2x Dinoman

2x Sorcerer

TREASURES: (12,9) Soul of Magic

(6,5) Magic+ Potion

(2,3) Pure Land robe

```
;;;fG;;fGG:
```

```
f Wf f#t
```

```
G #f E#
```

```
:f; #f f#
```

```
#f GG
```

```
t #; ;:f
```

```
t;t;;;t;
```

Chapter IV: Asura

```
:Et
```

```
#f
```

```
#f
```

```
#f
```

```
Et
```

Battle 36

LOCATION: Heaven's Door

MAP: ##

OBJECTIVE: Defeat Nagini

BOSS: 1200 HP

Don't bring anyone Gold element to this battle, even Ryorin. Nagini has a real tendency to kill them off, since they're weak to her attacks; and for the first time, those attacks can _hurt_. If you have Heaven's Garden, use it; not only will it reveal the treasures, but it should charm about half your enemies. Kill Nagini quick, before she starts getting to you.

Thankfully, the first thing she does is charge right into the middle of things, giving you plenty of opportunities to whack her around a little.

ENEMIES: 1x Nagini

2x Harpy

2x Dinoman
2x Crowman
TREASURES: (1,3) Cap of Wisdom
(9,6) Magic+ Potion

;tt:
t: GW
` EG
;t:
Wt;tf

Battle 37

LOCATION: Martyr's Stairs

MAP: ##

OBJECTIVE: Defeat Deva

BOSS: 1400 HP

This map is unfortunately small. Deva's attacks aren't as strong as Nagini's, but they do nasty things like poison you; and those bugs and ghouls are exactly where they need to be to keep you from getting to him. Worse, both of those Harpies are healers, which means you may not be able to take out those bugs on the first round.

Your second round will likely consist of you injuring Deva little, but you should at the least be able to finish off the bugs/harpies. Just completely ignore those Ghouls coming up the other side; the fight will over, one way or the other, by the time they reach you. With his support gone, Deva is vulnerable; launch everything you have at him, particularly such powerful attacks as Lightning, Charmblade, or Arrowstrike. He has a lot of HP, but without his friends thereto absorb damage he'll be losing it at a phenomenal rate. Keep it up, and you'll have him finished off by the end of turn 3/4 - or you'll know that, in a few more turns, he'll have done the same to you.

ENEMIES: 1x Deva

2x Harpy

3x Bug

2x Ghoul

TREASURES: (1,9) Magic+ Potion

(4,9) Life Potion

;fff:
` ft
;ff;
:#t
;t;tG:

Battle 38

MAP: Purity Hall

OBJECTIVE: Defeat Garda

BOSS: 1300 HP

Garda is truly dangerous. All of her attacks have an MO better than 100, and two of them hit very wide areas. Beware; particularly for anyone aligned with Gold. You start off in the worst possible place on the map, almost surrounded by your enemies.

Your best bet is to charge forward recklessly (yeah, yeah, I know). Aim at taking down those two Sorcerers, and then ignore all else and focus all your fire on Garda. The map is small, so you'll be all bunched together for her most of the time - but she doesn't have anywhere to run. Keep up the pressure, something has to give, and think heavily about bringing both Gojo and Reikan to this battle. Being Water elemental, they'll automatically be strong to her attacks, and their magicks will damage her more.

ENEMIES: 1x Garda

2x Harpy

2x Dinoman

2x Harpy

2x Sorcerer

TREASURES: N/A

;
E#
ff#
f f#
;;G#;
;

Battle 39

MAP: Truths Temple

OBJECTIVE: Defeat Asura

BOSS: 1800 HP

This is easily one of the most interesting last boss fights I've ever seen, and a good challenge. I suggest you try at least once to beat it on your own; even if you lose, you'll enjoy it. I guarantee.

Still need help? Read on:

Those crystals are extremely difficult to get to. You've probably noticed that by now. The best route to getting them is to use Goku's cloud. You don't destroy them in case you're wondering; you have to Use them. Have Goku cloud around the edges destroying crystals while your main party handles Azura and his minions.

See that sorcerer on the upper left? He has Ultra Poison. Trust me on this and kill him as quickly as you are physically able, or he will make you regret it. Not only does it do a ton of damage, but it poisons you as well (in case you hadn't gathered that =P). Asura himself has Divine Bolt and Inferno, both very good spells. Once you've taken out his minions, array your party into a mostly-cross (one of your people, who is Were, shouldn't be in it). Asura will waste his time attacking the cross with one of his two attacks; just keep group healing it, and you should be fine. Once Goku takes out the last crystal, break apart and let fly with everything you have on Asura.

If Cho Hakkai knows Ultra Tusk, use it. It'll shorten the fight. If he doesn't, don't sweat it; most of your damage comes from other sources. Asura has lots of HP, but even he won't last long under the constant smashing of an entire group of enemies. Good luck!

ENEMIES: 1x Asura
2x Harpy
2x Dinoman
2x Harpy
2x Sorcerer

TREASURES: N/A

:EEEt
f
;;tGt
f#
;f;;f:

Battle 40

MAP: ???

OBJECTIVE: Defeat ???

BOSS: 2800 HP

I would have preferred to leave this section out entirely, but this is an extremely hard fight, and people might well need some help with it. So while I'm forced to ruin the surprise of their being another fight, I'll keep its origins as shrouded in mystery as I can. You can try and guess as to just who you get to fight now =)

First off, ignore the "peripheral" enemies completely. Aim all your fire at the "main" one. It has tons of HP, but trust me - if you try to kill the others, you'll die long before you accomplish your goal. Smack it with

everything you have, and only heal those near death. You'll probably lose nearly a character a round during this fight, but as long as you keep up the pressure, you'll win regardless. If you have enough MP, or a bunch of MP regaining stuff equipped, you may want to try and keep everyone's HP up with UltraLife, but that only lasts so long. Don't bother summoning a Guardian - Lightning is stronger - and don't turn into a Were, unless its to use Ultra Tusk. Oh, and Arrowstrike doesn't work on him >_<.

Good luck, and God Speed!

ENEMIES: ???

TREASURES: N/A

```
;;;;;E; :ft
f EG tfWE ;;;;;;WE
G t# :#f f #f
:tt f# #; f; ; #f Lists
;#t Gt :;; #f
f#t ::: t#E
;::
```

```
:t
:EE
tt'#t Spell Scrolls
:;tft;.EW:
:tft :G#E:
ft ;WW;
;f;
```

```
:Et
#f Life
#f
#f
Et
```

=Heal=
MP: 20
Rng: 2, 4U/4D
Area: 0
Heals 70 + (LLvl * 2) HP

=Cure=
MP: 8
Rng: 2, 4U/4D
Area: 0
Heals all status except stone

=Group Heal=
MP: 43
Rng: 2, 4U/4D
Area: 1
Heals 100 + (LLvl * 2) HP

=Bramble=
MP: 18
Rng: 4, 8U/MaxD
Area: 0
Does (LLvl * 2) + [25 * 1.5] damage

=Major Heal=
MP: 36

Rng: 2, 4U/4D
Area: 0
Heals 200 + (LLvl * 2) HP

=Rose Whip=

MP: 37
Rng: 1, 8U/MaxD
Area: 1
Does (LLvl * 2) + [45 * 1.5] damage
Causes paralysis

=Life=

MP: 70
Rng: 2, 4U/4D
Area: 0
Heals 999 + (LLvl * 2) HP
Cures all status

=Lightning=

MP: 72
Rng: 4, MaxU/MaxD
Area: 0
Does (LLvl * 2) + [105 * 1.5] damage

=UltraLife=

MP: 90
Rng: 4, 8U/MaxD
Area: 1
Heals 999 + (LLvl * 2) HP
Cures all status

 :;tt:
t: GW _____ Fire
 ` EG
 ;t:
 Wt;tf

=Fire Dart=

MP: 19
Rng: 3, 8U/MaxD
Area: 0
Does Mgc + (FLvl * 2) + [35] - EMgc damage

=Strength=

MP: 37
Rng: 1, 4U/4D
Area: 0
Off UP

=Fireball=

MP: 32
Rng: 2, 8U/MaxD
Area: 1
Does Mgc + (FLvl * 2) + [35] - EMgc damage

=Blazedart=

MP: 30
Rng: 4, 8U/MaxD
Area: 0
Does Mgc + (FLvl * 2) + [50] - EMgc damage

=Fire Guard=
MP: 55
Rng: 0, 4U/4D
Area: Ring
Does Mgc + (FLvl * 2) + [50] - EMgc damage

=Fire Guard=
MP: 65
Rng: 0, 4U/4D
Area: 1
Off UP

=Blaze Ball=
MP: 82
Rng: 2, 8U/MaxD
Area: 3
Does Mgc + (FLvl * 2) + [65] - EMgc damage

=Inferno=
MP: 90
Rng: 3, 8U/MaxD
Area: 2
Does Mgc + (FLvl * 2) + [80] - EMgc damage

=Clone=
MP: 100
Rng: 0, 0U/0D
Area: 3
Does Mgc + (FLvl * 2) + [95] - EMgc damage

 ;fff:
 ` ft
 ;ff; _____ Earth
 : #t
;t;tG:

=Rock Drop=
MP: 14
Rng: 2, MaxU/MaxD
Area: 0
Does Mgc + (ELvl * 2) + [35] - EMgc damage

=Rock Shield=
MP: 22
Rng: 2 4U/4D
Area: 0
Def UP

=Rock Guard=
MP: 29
Rng: 0, 4U/4D
Area: Ring
Does Mgc + (ELvl * 2) + [33] - EMgc damage

=ShakeShield=
MP: 34
Rng: 0, 0U/0D
Area: 1
Mgc Defense UP

=Chef's Paradise=

MP: 48
Rng: 2, 4U/MaxD
Area: 2
Does Mgc + (ELvl * 2) + [60] - EMgc damage

=Meteor=

MP: 41
Rng: 2, MaxU/MaxD
Area: 0
Does Mgc + (ELvl * 2) + [55] - EMgc damage

=Stone Blood=

MP: 39
Rng 2, 8U/MaxD
Causes stone

=Comet=

MP: 58
Rng: 3, MaxU/MaxD
Area: 1
Does Mgc + (ELvl * 2) + [58] - EMgc damage

=Stalagmite=

MP: 67
Rng: 0, 0U/0D
Area: 3
Does Mgc + (ELvl * 2) + [83] - EMgc damage

;
E#
ff# _____ Water
f f#
::;G#;
:;

=Water Blade=

MP: 30
Rng: 3, 8U/MaxD
Area: 0
Does 10 + (WLvl * 2) + [35] damage
Off DOWN

=Water Heal=

MP: 22
Rng: 2, 4U/4D
Area: 0
Heals 60 + (WLvl * 2) HP
Cancels Poison

=Poison=

MP: 32
Rng: 3, 8U/Max D
Area: 0
Does Mgc + (WLvl * 2) + [44] - EMgc damage
Causes poison

=Silence=

MP: 19

Rng: 3, 8U/Max D
Area: 0
Causes silence

=IceBlades=

MP: 36
Rng: 4, 8U/MaxD
Area: 0
Does Mgc + (WLvl * 2) + [57] - EMgc damage
Causes paralysis

=WaterPure=

MP: 55
Rng: 2, 4U/4D
Area: 0
Heals 140 + (WLvl * 2) HP
Off UP

=WinterBreath=

MP: 62
Rng: 0, 0U/0D
Area: 2
Does Mgc + (WLvl * 2) + [55] - EMgc damage
Causes paralysis

=UltraPoison=

MP: 78
Rng: 3, 8U/MaxD
Area: 2
Does Mgc + (WLvl * 2) + [68] - EMgc damage
Causes Poison

:EEEt
f _____ Gold
;;;tGt
f#
;f;;f:

=Iron Skin=

MP: 16
Rng: 0, 0U/0D
Area: 0
Def UP

=Needles=

MP: 20
Rng: 3, 8U/MaxD
Area: 0
Does

=Spearthrust=

MP: 32
Rng: 3, 2U/2D
Area: Line 1
Does Mgc + (GLvl * 2) + [30] - EMgc damage

=Needlemist=

MP: 40
Rng: 0, 4U/4D
Area: Ring

Does Mgc + (GLvl * 2) + [40] - EMgc Damage

=Steelskin=

MP: 72
Rng: 0, 0U/0D
Area: 0
Def UP

=Divine Spear=

MP: 45
Rng: 5, 2U/2D
Area: Line
Does Mgc + (GLvl * 2) + [51] - EMgc Damage

=Sword Mist=

MP: 50
Rng: 1, 4U/4D
Area: 2
Does Mgc + (GLvl * 2) + [60] - EMgc damage

=Divine Bolt=

MP: 63
Rng: 6, 2U/2D
Area: Line
Does Mgc + (GLvl * 2) + [75] - EMgc damage

```
;;;;;G;tft
f   ;#   GW
G   f#   EG
;f: f# ;;fG: _____ Equipment
:: f#   GW
   fW   GG
   ;;ft;;;;;
```

```
      :Et
      #f _____ Robes
      #f
      #f
      Et
```

=Fiber Robe=

Defense +5

=Woven Robe=

Defense +10

=Purity Robe=

Defense +15
Cancels poison

=Robe of Light=

Defense +20
Heals 25 HP/turn

=Cursed Robe=

Def +22
Luck -20

=Trial Robe=

Def +26
Heals -8 HP/turn

=Sage Robe=

Def +26
Heals 10 MP/turn

=Pure Land robe=

Def +30
Cancels all status

```
      ;;tt:
      t:  GW _____ Caps
      `  EG
      ;t:
      Wt;tf
```

=Priest's Cap=

Defense +3

=Monk's Cap=

Defense +7

=Lotus Cap=

Defense +11

=Cap of Intnet=

Defense +15
Cancels silence

=Chaos Cap=

Def +18
MP DOWN

=Ailing Cap=

Def +18
Can't use potions

=Cap of Attainment=

Def +20
Mgc +4

=Cap of Wisdom=

Def +23
Mgc +8

```
      ;fff:
      `  ft _____ Heavy Armor
      ;ff;
      :#t
      ;t;tG:
```

=Clothes=

Defense +5
Equippable by Sanzo

=Leather Jerkin=

Defense +9

=Chain Mail=

Defense +13

=Scale Mail=

Defense +17

=Noble Clothes=

Equippable by Sanzo

Defense +21

Add tp your Magic Defense

=Robe of Bravery=

Equipped: Male

Defense +22

War +4

=Robe of Colors=

Equipped: Female

Defense +22

Heals 15 HP/round

=Iron Armor=

Defense +25

Speed -3

=Emperor Armor=

Defense +25

Magic Defense +7

=Full Plate=

Defense +27

Move -1

=Magic Armor=

Defense +29

Mgc +5

=Champion's Armor=

Defense +29

War +5

=Steel Armor=

Defense +30

=Vampire Plate=

Defense +30

Heals -8 HP/turn

=Armor of Light=

Defense +32

Heals 20 HP/turn

=Sage Armor=

Defense +32

Heals 10 HP/turn

=Dragon Armor=

Defense +35

=Armor of Shiyu=

Equipped: Male

Defense +38
Cancels all status

;
E#
ff#
f f#
::;G#;
:;

Helmets

=Turban=

Equippable by Sanzo
Defense +2

=Leather Helmet=

Defense +5

=Steel Cap=

Defense +7

=Noble Hat=

Equippable by Sanzo
Defense +10
Adds to your Magic Defense

=Iron Helmet=

Defense +13

=Emperor Helmet=

Defense +13
Luck +4

=Helmet of Intent=

Defense +16
Cancels charm

=Helmet of Bravery=

Defense +17

=Kings Helmet=

Defense +20
Cancels paralysis

=Winged Crown=

Defense +21

=Emperor's Crown=

Equippable by Sanzo
Defense +23
Cancels silence

=Stamina Helm=

Defense +24
Can't use potions

:EEEt
f
::;tGt
f#

Accessories

;f;;f:

=Life Chain=

Equipped: All

Ups Life growth rate

=Fire Chain=

Equipped: All

Ups Fire growth rate

=Earth Chain=

Equipped: All

Ups Earth Growth rate

=Gold Chain=

Equipped: All

Ups Gold growth rate

=Water Chain=

Equipped: All

Ups Water growth rate

=Speed Band=

Equipped: Females

Speed +8

=Water Beads=

Equipped: All

Mgc +5

Watermeld

=Beads of Luck=

Equipped: Sanzo

Luck +6

=Beads of Speed=

Equipped: Sanzo

Speed +6

=Beads of Bravery=

Equipped: Sanzo

War +4

=Beads of Wisdom=

Equipped: Sanzo

Mgc +4

=Luck Stone=

Equipped: All

Luck +6

=Wind Crystal=

Equipped: All

Cancels paralysis

=Spring Comb=

Equipped: Females

Cancels Charm

=Ring of Speed=

Equipped: All
Speed +6

=Charm of Defense=
Equipped: All
Defense +5

=Charm of Defense+=
Equipped: All
Defense +11

=Charm of Magic=
Equipped: All
Heal 5 MP/Turn

=Charm of Magic+=
Equipped: All
Heal 10 MP/Turn

=Charm of Health=
Equipped: All
Heal 15 HP/Turn

=Charm of Health+=
Equipped: All
Heal 30 HP/Turn

=Book of Life=
Equipped: All
Ups Life growth rate

=Book of Earth=
Equipped: All
Ups Earth growth rate

=Book of Gold=
Equipped: All
Ups Gold growth rate

=Book of Fire=
Equipped: All
Ups Fire growth rate

=Book of Water=
Equipped: All
Ups Water growth rate

=Book of Wisdom=
Equipped: All
Magic Offense +4

=Soul of Dragon=
Equipped: Male
Off +10

=Soul of Mulan=
Equipped: Female
Magic Defense +20

=Soul of the Swan=

Equipped: Female
Heals 30 HP/turn

=Soul of Magic=

Equipped: All
Magic Offense +13

=Torrent Belt=

Equipped: Gojo
Magic Offense +6

=Silver Necklace=

Equipped: Female

=Golden Comb=

Equipped: Female

=Emperor Band=

Equipped: All
Speed +12

=Emperor Soul=

Equipped: All
Cancels all status effects

=Band of Magic=

Equipped: All
Magic Defense +5

=Band of Magic+=

Equipped: All
Magic Defense +11

=Striding Boots=

Equipped: All
Move +1

=Flying Sash=

Equipped: All
Move: flies

=White Gold Armlet=

Equipped: All

=Armlet of Bravery=

Equipped: All
Offense +4

=Turtle Cloth=

Equipped: All
Heals 5 HP/turn

=Deer Sandles=

Equipped: Cho Hakkai
Move +1

;;;;;

;t; ;tG

tG

#f

```
#W
;#G      ;:
:tft;;;tt
```

```
:Et
#f
#f
#f
Et
```

Stat Potions

=Speed Potion=
Speed +2

=Wisdom Potion=
Mgc +2

=Luck Potion=
Luck +2

=Strength Potion=
War +2

=Gallant Ale=
War +8
Only usable by men

```
;;tt:
t: GW
` EG
;t:
Wt;tf
```

Healing Potions

=Healing Potion=
Heals 90 HP

=Healing+ Potion=
Heals 200 HP

=Magic Potion=
Heals 45 MP

=Cure Potion=
Cures all status (except Stone)

=Destone Potion=
Cures Stone

=Life Potion=
Heals HP to full, cures all status

=Angel Fruit=
Heals HP to full, cures all status

```
;;;fG;;fGG:
f Wf f#t
G #f E#
:f; #f f#
#f GG
t #; ;:f
t;t;;;t;
```

Weapons

:Et
#f
#f
#f
Et

Nyoibo

=Level 1=
Off +8
Rng: 1, 4U/6D
Area: Touch 0

=Level 2=
Off +13
Rng: 2, 4U/6D
Area: Straight

=Level 3=
Off +18
Rng: 2, 4U/6D
Area: Straight

=Level 4=
Off +24
Rng: 2, 4U/6D
Area: Straight

=Level 5=
Off +31
Rng: 3, 4U/6D
Area: Straight

=Level Max=
Off +38
Rng: 3, 4U/6D
Area: Line 1
Move +1

::tt:
t: GW
' EG
;t:
Wt;tf

Iron Rake

=Level 1=
Off +8
Rng: 1, 4U/6D
Area: Touch 0

=Level 2=
Off +14
Rng: 1, 4U/6D
Area: Touch 0

=Level 3=
Off +21
Rng: 1, 4U/6D
Area: Touch

=Level 4=

Off +28
Rng: 1, 4U/6D
Area: touch

=Level 5=
Off +37
Rng: 1, 4U/6D
Area: touch

=Level Max=
Off +43
Rng: 1, 4U/6D
Area: Ring

 ;fff:
 ` ft
 ;ff; Golden Sword
 : #t
;t;tG:

=Level 1=
Off +6
Rng: 1, 4U/6D
Area: Straight

=Level 2=
Off +12
Rng: 1, 4U/6D
Area: Straight

=Level 3=
Off +18
Rng: 1, 4U/6D
Area: Straight

=Level 4=
Off +24
Rng: 2, 4U/6D
Area: Straight

=Level 5=
Off +30
Rng: 2, 4U/6D
Area: Straight

=Level Max=
Off +36
Rng: 2, 4U/6D
Area: Line 1
Move +1

 ;
 E#
 ff# Moonpole
 f f#
 ;;;G#;
 :;

=Level 1=
Off +9

Rng: 2, 4U/6D
Area: Straight

=Level 2=
Off +14
Rng: 2, 4U/6D
Area: Straight

=Level 3=
Off +19
Rng: 2, 4U/6D
Area: Straight
Speed +3

=Level 4=
Off +24
Rng: 3, 4U/6D
Area: Straight
Speed +7

=Level 5=
Off +29
Rng: 3, 4U/6D
Area: Straight
Speed +11

=Level Max=
Off +36
Rng: 3, 4U/6D
Area: Line 1
Speed +15

:EEEt

f

Heartseeker

;;;tGt

f#

;f;;f:

=Level 1=
Off +11
Rng: 4 8U/MaxD
Area: Bow

=Level 2=
Off +15
Rng: 4, 8U/MaxD
Area: Bow

=Level 3=
Off +20
Rng: 5, 8U/MaxD
Area: Bow

=Level 4=
Off +25
Rng: 5, 8U/MaxD
Area: Bow

=Level 5=
Off +30

Rng: 6, 8U/MaxD
Area: Bow

=Level Max=

Off +35
Rng: 6, 8U/MaxD
Area: Bow 1
Heal MP 20

:f:f:

;W

Starbless

#G;;f;

#f :#t

WG;tG:

=Level 3=

Off +10
Rng: 1, 4U/6D
Area: Touch

=Level 4=

Off +17
Rng: 1, 4U/6D
Area: Touch

=Level 5=

Off +25
Rng: 2, 4U/6D
Area: Straight

=Level Max=

Off +33
Rng: 1, 4U/6D
Area: Touch
Move +1

tffffff;

;;;tE;

:t:

;

;

Mistave

=Level 3=

Off +10
Rng: 5, 8U/MaxD
Area: Bow
Luck +5

=Level 4=

Off +17
Rng: 5, 8U/MaxD
Area: Bow
Luck +10

=Level 5=

Off +25
Rng: 6, 8U/MaxD
Area: Bow
Luck +15

=Level Max=
Off +33
Rng: 6, 8U/MaxD
Area: Bow
Luck +20

;;;:
f GW
ffE;
;# ;#;
t#t #;
;;;

Waterstick

=Level 3=
Off +10
Rng: 1, 4U/6D
Area: Touch
Heal MP 10

=Level 4=
Off +17
Rng: 1, 4U/6D
Area: Touch
Heal MP 15

=Level 5=
Off +25
Rng: 1, 4U/6D
Area: Touch
Heal MP 20

=Level Max=
Off +33
Rng: 2, 4U/6D
Area: Straight
Heal MP 25

;;;Gf
tE :#f
Gft #t
ff
;t:

Wingflight

=Level 3=
Off +10
Rng: 3, 6U/6D
Area: Straight

=Level 4=
Off +17
Rng: 3, 6U/6D
Area: Straight

=Level 5=
Off +25
Rng: 3, 6U/6D
Area: Straight

=Level Max=
Off +33

Rng: 3, 6U/6D
Area: Line
Heal HP 25

```
:Et :fft  
#f f; ;EE Leveler  
#f # Wt  
#f #t ff  
Et ;#t: G:  
:fft
```

=Level 3=
Off +10
Rng: 1, 4U/6D
Area: Straight

=Level 4=
Off +20
Rng: 1, 4U/6D
Area: Straight

=Level 5=
Off +30
Rng: 1, 4U/6D
Area: Straight

=Level Max=
Off +38
Rng: 2, 4U/6D
Area: Line 1
Magic Defense +15

```
:Et :Et  
#f #f Tiger Blade  
#f #f  
#f #f  
Et Et
```

=Level 3=
Off +10
Rng: 2, 4U/6D
Area: Straight

=Level 4=
Off +19
Rng: 2, 4U/6D
Area: Straight

=Level 5=
Off +28
Rng: 2, 4U/6D
Area: Straight

=Level Max=
Off +42
Rng: 3, 4U/6D
Area: Straight

;;;fG;;;tG;
f Wf

:f: #G

;#E;;;tGt

=Del. Cotton=

Available: Any Chapter

=Del. Mahogany=

Available: Any Chapter

=Del. Balls=

Available: Any Chapter

=Del. Sword=

Available: Any Chapter

=Del. Gold=

Available: Any Chapter

=Del. Silver=

Available: Any Chapter

=Del. Medicin=

Available: Any Chapter

=Del. Letter=

Available: Any Chapter

=Del. Pearls=

Available: Any Chapter

=Del. Wine=

Available: Any Chapter

=Del. Turf=

Available: Any Chapter

=Del. Tea=

Available: Any Chapter

=Del. Coconut=

Available: Any Chapter

=Del. Perfume=

Available: Any Chapter

=Del. Statue=

Available: Any Chapter

=Cherry Trees=

Pay: 450

Available: Chapter 1

=Return Clothes=

Pay: 600

Available: Chapter 1

=Wild Dogs=

Pay: 600

Available: Chapter 1

=Gather Dyes=
Pay: 600
Available: Chapter 1

=Toll Thieves=
Pay: 750
Available: Chapter 1

=River Dammers=
Pay: 750
Available: Chapter 1

=Night Noises=
Pay: 750
Available: Chapter 1

=Hot Springs=
Pay: Item (Speed Band)
Available: Chapter 1

=Deliver Lunch=
Pay: 800
Available: Chapter 2

=Letter to Son=
Pay: 1000
Available: Chapter 2

=Lost Item=
Pay: 1000
Available: Chapter 2

=Calm Priest=
Pay: 1200
Available: Chapter 2

=Crystal=
Pay: 1400
Available: Chapter 2

=Sham Merchant=
Pay: 1400
Available: Chapter 2

=Survey Land=
Pay: 1400
Available: Chapter 2

=Build Bridge=
Pay: 1600
Available: Chapter 2

=Aikanki Band=
Pay: 1600
Available: Chapter 2

=Aikanki Band=
Pay: 1700
Available: Chapter 2

=Aikanki Band=
 Pay: 2400
 Available: Chapter 2

=Aikanki Band=
 Pay: 2500
 Available: Chapter 2

=Aikanki Band=
 Pay: 2600
 Available: Chapter 2

=Negotiations=
 Pay: Item (Torrent Belt)
 Available: Chapter 2

=Letter to Mayor=
 Pay: 2000
 Available: Chapter 3

=Gather Snow=
 Pay: 2200
 Available: Chapter 3

=False Master=
 Pay: 2400
 Available: Chapter 3

=Boyfriend=
 Pay: 3000
 Available: Chapter 3

=False Master=
 Pay: Item (Silver Necklace)
 Available: Chapter 3

=Drunkards Tale=
 Pay: Item (UltraLife)
 Available: Chapter 3

=Check Scroll=
 Pay: Item (Clone)
 Available: Chapter 3

=Check Scroll=
 Pay: Item (Turtle Cloth)
 Available: Chapter 3

=Trail Husband=
 Pay: Item (Deer Sandles)
 Available: Chapter 3

```

;;;;E; :ft
f EG tfWE ;;;;;WE ;;;;;WE
G t# :#f f #f f #f
:tt f# #; f; ; #f f; ; #f
;#t Gt ;; #f ;; #f
f#t ;; t#E t#E
;;;

```

```

:t
:EE
tt'#t
:;tft;.EW:
:tft :G#E:
ft ;WW;
;f;

```

Guardians

I hate this solution, but it's the only one that fits. In each of the Guardian formulas you'll find a number "K." This number is always roughly 50, but varies by +/- 5 randomly. It's set anew with each level up.

What causes me to draw this bizarre conclusion? At level 26, K is 49. At level 42, it's 47. At level 45, its 51. At level 53, its 50 even. As my level (and hence stats) increased, it went down, then up, then down again, and by non linear amounts. If you can find a better explanation for this behavior, please feel free to email me at goryus@hotmail.com. I have much more data than this that I'd be happy to supply you with.

```

:Et
#f
#f
#f
Et

```

Mother

Heals party by 30 + [Lvl / 2], decrementing 5 for each square away from Sanzo, minimum 20

=Charmblade=

```

MP: 0
Rng: 2, 6U/8D
Area: 0
Deals Mgc + (LLvl * 2) + [30 * 1.5] - K damage
Adds Charm

```

```

;;tt:
t: GW
` EG
;t:
Wt;tf

```

Fool

Increases party's offense by 10 + [Lvl / 2], decrementing 10 for each square away from Sanzo, minimum of 10

=Flamewhip=

```

MP: 0
Rng: 3, 2U/2D
Area: Line
Deals Mgc + (FLvl * 2) + [35 * 1.5] - K damage

```

```

;fff:
` ft
;ff;
:#t
;t;tG:

```

Luna

Recovers party's MP by 13 + [Lvl / 2], decrementing 2 for each square away from Sanzo, minimum of 10

=EarthBow=

```

MP: 0
Rng: 5, 8U/MaxD

```

Area: Bow

Deals Mgc + (ELvl * 2) + [40 * 1.5] - K damage

```
      ;
      E#
      ff# _____ Warrior
      f f#
      ;;G#;
      ;;
```

Increases party's defense by 5 + [Lvl / 2], decrementing 5 for each square away from Sanzo, minimum of 5

=Pulseblade=

MP: 0

Rng: 3, 8U/MaxD

Area: 0

Deals Mgc + (GLvl * 2) + [45 * 1.5] - K damage

```
      :EEEt
      f _____ Cavalier
      ;;tGt
      f#
      ;f;;f:
```

Extends party move range by +1

Extends Sanzo's move range by additional +1

Causes Sanzo to float

=Poleaxe=

MP: 0

Rng: 1, 4U/4D

Area: 1

Deals Mgc + (WLvl * 2) + [35 * 1.5] - K damage

```
      :f:f:
      ;W _____ Emperor
      #G;;f;
      #f :#t
      WG;tG:
```

Extends party move range by +1

Extends Sanzo's move range by additional +1

Causes Sanzo to float

Heals party by 15 + [Lvl / 4], decrementing 3 for each square away from Sanzo, minimum 20

Increases party's offense by 5 + [Lvl / 4], decrementing 3 for each square away from Sanzo, minimum of 10

Recovers party's MP by 7 + [Lvl / 4], decrementing 2 for each square away from him, minimum of 10

Increases party's defense by 5 + [Lvl / 4], decrementing 3 for each square away from Sanzo, minimum of 5

=DragonWhip=

MP: 0

Rng: 3, 8U/10D

Area: Line 3

Deals Mgc + [45 * 1.5] - K damage

```
      ;;;;G;tft
      f ;# GW
      G f# EG
      ;f: f# ;;fG:
```

Dojos

```
:: f#    GW
    fW    GG
    ;;ft;;;:
```

Beating all the Dojo's earns you the best potion in the game, the Gallant Ale. Though it can only be used on male characters, it has the effect of permanently raising their War stat by 8.

To "Beat a Dojo," you must defeat the battle there one Master level. In order to gain access to the Master level, your lowest level character must be on the level of the Advanced enemies at that Dojo. One Dojo has an error, allowing level 28 people to fight the master that should have required level 30, but that only shows up once.

```
    ;;;;
    ;t;    ;tG
tG
#f
#W
;#G      ;:
    :tft;;;tt
```

Cards

If you've been trying to play that card game and find that time after time you just seem to lose everything - even after a particular streak of doing very well - you're in luck.

The key to the card game lies in two things: a basic knowledge of statistics, and the fact that the computer doesn't benefit from Combos - but that you do. Your enemy has roughly equal chances of winning, no matter what you do; so your goal is to play the cards with the greatest odds of scoring you a combo. The law of averages says that everytime you do, you'll come out ahead that many coins on the average.

In general, good bets are Sanzo, a Guardian, Goku, Kikka, Butterfly Queen, and Great Ape cards. If none of those are available, none of what you bet on will make much difference. The Brass Dragon Card is a decent bet if your enemy has something of a lower number, but don't count on it. Just keep racking up the combos - and betting conservatively - and you'll steadily pull ahead of the dealer.

```
    ;;;;fG;;fGG:
f    Wf    f#t
G    #f    E#
:f;  #f    f#
    #f    GG
t    #;    ;:f
    t;t;;;t;
```

Recipes

To complete the quest to collect all the recipes, visit the following locations and try to leave. You'll be stopped, and Cho Hakkai will learn a new recipe.

Eggrolls: Yuimen Shop
Rice: Biku Dojo
Mongolian Beef: Kucha Smith
Chinese Jelly: Infidel City Chemist

Once you have them all, head to the Post at Tokhara. On your way out, the manager will stop you. A brief scene follows, resulting in your gaining the "Chef's Paradise," a **great** spell for Cho Hakkai alone.

```
;;;fG;;;tG;
f Wf
f #Wgt ;
:f: #G
;#E;;;tGt
```

Star Ore

The Star Ore allows you to forge weapons up to level Max, at which point they become considerably better, often gaining incredible new powers (like adding to your movement). They also change from a normal attack to an area attack; for instance, Goku's winds up able to hit three enemies at once, and Kikka's gains a cross radius. To get it, go to the following places:

```
Smith, Midnight Tor
Dojo, Midnight Tor
Chemist, Frontier City
Post, Port Town
```

At the very first location, forge someone's weapon up to level 5 and then try to forge it again. For the others, just enter and try to leave the area. This will open up the Isle of Ceylon.

MAP: Helmet Peak

OBJECTIVE: Defeat all enemies

This fight will likely be nothing like the others you've foughten at this map, for three reasons. The first is that there're no rocks above your head waiting to squish you. The second is the your enemies will happily leave their lofty perch, so you don't have to climb all the way up the mountain. The third is all the treasure!

ENEMIES: 2x Ghoul

2x Centipede

2x Crowman

2x Dinoman

TREASURES: (9,3) Speed Potion

(4,2) Nothing

(8,11) Wisdom Potion

(0,13) Strength Potion

```
:fGEEEEEEEEEGt
```

```
tt; ;;tft
```

```
: :WE :t
```

```
;;;;;;W#fft
```

```
f #W
```

Emperor

```
tG: :GW:
```

```
:t;;;t:
```

Emperor is the strongest of the Summons. To get him, you have to collect all of the Emperor equipment in chapters 1&2 (see the walkthrough for further details). For clearness' sake, here's a short list:

```
Emperor Helmet, Battle 9
Emperor Armor, Battle 11
Emperor Band, Battle 19
Emperor Soul, Battle 27
```

Note that the Emperor's Crown does not belong to this set; the ' sets it apart. Its still a great piece of equipment, but unnecessary for getting Emperor. During Chapter 2, before Storm Mountain, speak to the chemist at Pine City with the first three pieces. After a brief scene, he tells you the location of the soul. Then, during Chapter 3, visit the Dojo in Port Town and try to leave. After a brief scene, you're told to leave for Ice Peak.

MAP: Ice Peak

OBJECTIVE: Defeat all enemies

Your enemies like you. That is to say, if you sit tight on the ridge you start on, they'll collect in that little valley en masse given a couple of turns. At that point, let loose with your area attacks - of which you should have plenty; stalgmite, inferno, ultra poison, blazeball, chef's paradise, just to name a few of the better ones - and watch them die. Heaven's Garden is also rather convenient when they line up like that...

ENEMIES: 3x Harpy
 2x Dinoman
 2x Crowman
 2x Sorcerer

TREASURES: N/A

After this battle, you'll gain access to the ultimate summon: Emperor. Enjoy!

```
      ;;;;
tt;   ;Gf
tG
#f    ;;;;;;
#W   ;;;t#;
;WE:  :W
      tft;;tf:

      :Et
      #f
      #f
      #f
      Et
```

Optional Characters

Kinrei & Ginrei

You get Kinrei and Ginrei just by following my guide, but just in case, here's how to miss them:

"After Yuimen, go south. And after reaching Helmet Peak, before you continue to Mt. Cloud, take the north route. In north route, after reaching Infidel City, don't continue to Mt. Cloud, but go back to Yuimen. Go to dojo there, after you want to quit, the dojo master said there was someone looking for a girl, and the description he gave like Ryorin. But the dojo master and his follower has give them a "lesson"^^. I don't remember exactly what he said, but something like that. So, just take the south route to Mt. Cloud, and Reikan will ambush you in Helmet Peak. Yeah, I wrote Helmet Peak, not Mt. Cloud. After that battle he will join you. Maybe there's a simple way, to trigger the Yuimen dojo master to say those words, but I don't know it."

- Credit to Pirate oSCs <pirateo7cs@yahoo.com>

Its worth noting that Kinrei's Arrowstrike skill is phenomenally useful, but only works in conjunction with Ginrei. If Kinrei is standing next to and facing an enemy Ginrei attacks, Kinrei will add her Offense to the strength of the attack! This is the only attack I've ever gotten to do over 450 damage, when it criticaled from behind.

```
      ;;tt:
t:   GW
`   EG
      ;t:
      Wt;tf
```

Reikan

To get Reikan, Ryorin's Fiance/suitor, visit the post at Kucha. The man

there should stop you on your way out to mention that you Ryorin looks a lot like a woman on a certain poster being touted around by a blond man. That would be Reikan. Head east, and Reikan should ambush you.

MAP: Mt. Cloud

OBJECTIVE: Defeat Prince Reikan

BOSS: 460 HP

This is not a terribly difficult fight. No one is manning the rocks, so feel free to ignore them. Reikan has a decent amount of HP, but no special tricks up his sleeve at all. Squish him like the arthropod he is, the old fashioned way. And when you first attack him, prepare to be amused. ^_^

ENEMIES: 1x Reikan
 3x Wolfman
 2x Bug
 2x Lizardman

TREASURES: N/A

After defeating Reikan, you'll be given a choice that varies with your sex. If Sanzo is male, choose not to be Ryorin's suitor; otherwise, say he doesn't creep you out. If you pick the other option, or don't fight this optional battle, Reikan won't join after the boss fight later at Deadman's Gorge (see the walkthrough for further details).

```
      ;fff:
      `  ft
      ;ff;
      :#t
;t;tG: _____ Genshi
```

Just taking the steps detailed in the walkthrough will get you Genshi, but it is possible to miss him. To get him, just take the north path sometime after Kucha. After a brief scene and a battle (#22), he'll ask you a question about your party members. Answer that they're your friends, and he'll join. Otherwise, all you get is an Angelfruit, which is essentially a Life potion (which you can buy later on).

```
      ;
      E#
      ff#
      f f#
      ;;G#;
      ;;
      _____ Taurus & Tessen
```

Taurus and Tessen are gotten just by following the walkthrough, but its still possible to miss them. I have yet to confirm this the exact manner, but I am almost certain it deals with the branch in the road after Kucha.

Taking them in the wrong order - or backtracking at the wrong point, as per Ginrei and Kinrei - will cause you to miss them. Follow the order in the walkthrough, and you should be fine.

```
;;;;;E; :ft
f   EG  tfWE  ;;;;;;WE  ;;;;;;WE  ;;;;;;WE
G   t#   :#f f   #f f   #f f   #f
:tt f#   #; f; ;  #f f; ;  #f f; ;  #f
;#t   Gt   ;;;  #f  ;;;  #f  ;;;  #f
      f#t  ;;:      t#E      t#E      t#E
      ;;:
```

Appendices

Koei (www.koei.com)

The creators of Saiyuki: Journey West. Thanks for all the laughs, all

the fun, and the chance to create this guide at all. If it hadn't been for you, this would never have come about.

GameFAQs (www.GameFAQs.com)

Thanks go out also to CJayC, operator of www.GameFAQs.com, for providing the inspiration to get this FAQ off the ground and offering an easy means to make it public.

Pirate oSCs <pirateo7cs@yahoo.com>

Thanks for clearing up the issues with Ginrei and Kinrei.

copyright 2001 Goryus

This document is copyright Goryus and hosted by VGM with permission.