

# Fushigi no Dungeon 2 (Import) FAQ Final

by Aryuze RV

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The Dungeon of Wonder 2 -Shiren the Wanderer- (fuurai no shiren)

For Super Famicom (SNES)

FAQ

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Version Final November 11, 2001

Japanese EUC (Extended Unix Code) encoding

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<-----78characters----->

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Fundamental Knowledge

Here are all the basics to this game.

-First of all, this game has something like auto-save. The game remembers everything up to the point when you interrupt the game or reset. Which means if you had a good item and then lost it, then even if you reset the game, the game will resume at the point after the item was gone. So the save and reset trick won't work in this game. Furthermore, if you die in this game, you lose all items and return to the beginning at level 1. It is severe, which means it requires you, the player, to level up instead of the character, unlike other games.

-Basic Controls

Cross Key = 8 direction movement, moves the cursor in menus

Y button = Hold this button and use the Cross Key to change direction without moving. This costs 0 turns. This button also sorts your item list, putting them in order. This is useful when you have lots of items.

X button = Opens and the Status Menu and acts like A button for items.

B button = Hold this along with the Cross Key to dash in one direction. This costs more turns though. Holding this button also allows you to step on items without picking them up. Also, this closes the Status Menu. This button also is used when switching places with someone. Hold B and push up against someone. Usually they will switch places with Shiren.

A button = Then enter button. Also swings your fists or weapons if equipped. Plus you can talk to people with this button.

L button = If you have arrows equipped, then this button will shoot them one by one. If you are in monster form (by eating meat), then this button will use that monster's special ability if they have one.

R button = Holding this button down will allow only diagonal movement with the Cross Key. This is useful when trying to save turns.

Select button = Nothing

Start button = Nothing

A+B = Pass turns without moving. This allows natural healing of HP.

-All actions in the dungeon are turn based. For every turn Shiren takes, the monster also take a turn. So if the monster is one space away from you, then swing your weapon once. The monster will come to you so you can get the first hit.

-All the dungeons in this game are randomly generated. So are the items that can be found inside. Monsters are somewhat random, but for each floor, the same type can be found (if you meet a certain monster the 3rd floor, then the next time you visit the 3rd floor, that monster will appear).

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Menu at start-up

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Go out on the adventure

-Continue the adventure = Continues where you last interrupted.

-Return to Canyon Inn Town = Return to beginning to level 1, all items gone.

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Create Wanderer's Diary

-Wanderer's Diary 1 = The save files.

-Wanderer's Diary 2

-Wanderer's Diary 3

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Duplicate Wanderer's Diary = Copies your existing save file.

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Erase Wanderer's Diary = Deletes your existing save file. There is a confirmation before deleting.

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Change Name = Allows you to change the name you set at the beginning. The default name is Shiren. This is useful if the ranking board is filled with the same name.

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Ranking of Wanderers

-Kobami Valley = The Main Dungeon

-Small Shrine of the Food God = Secret Dungeon #1

-The Cave Behind the Hanging Scroll = Secret Dungeon #2

-Fei's Final Problem = Secret Dungeon #3

You can view more specifics on the top 50 wanderers by pressing A on that person's name. You can see the score, the farthest level reached, how they died, their status, and equipment. The Secret Dungeons won't be available until you clear the game and meet some conditions.

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Reminiscence = Allow you to pick a save file, and view what happened the last floor that you were on. If you hold select or start button while picking a file, then you can view a demo to help you get a feel of the game. There are



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Tools

- Drink = For herbs and seeds.
- Throw = Toss the item in the direction Shiren is facing.
- Put = Places the item on the floor.
- Explanation = A short description of the item.
- Eat = For Sushi and Monster Meat.
- Equip = To equip weapons, shields, and bracelets.
- Remove = To unequip weapons, shields, and bracelets. If Shiren is cursed, then he can't unequip.
- Swing = Allows Shiren to swing a staff.
- Read = Read a scroll
- Name = Allows you to input a name for unidentified items. The items that have been named by you will be displayed in green.
- Write = Allows you to input a name for the Blank Paper Scroll.
- See = For certain pots, this lets you see the contents of that pot.
- Push = For certain pots, the effect varies, depending on the pot.
- Put In = For pots, this makes you put items inside of pots.
- Take Out = For the Preservation Pot, this allow you to take items out.

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Underfoot

- Pick Up = Take items off the floor
- Exchange = Allows you to switch items from the inventory to the one on the floor.

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Special Skill = For monsters only, uses that monster's special ability.

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Trap

- Step On = Doing so will trigger the trap.
- As Is = Leaves it alone and does nothing.

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Stairs

- Go Up = Goes up the stairs.
- Go Down = Goes down one floor.
- As Is = Stay on the current floor.

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Return = Only when in monster form, this returns to human form.

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Exit

-Advance = Move forward to the next level.

-As Is = Stays put.

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Map = Turns the mini-map on and off.

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Interrupt = Saves your current progress. If you want to continue right where you left off, then make sure to pick Continue the Adventure at start-up.

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Attainment Degree = This shows how deep in the dungeon you have made it to. It usually goes up to around 30, but if you can clear Fei's Final Problem, then this will jump up to 99! (This means clearing 100 floors of the 3rd Secret Dungeon).

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Power of the sword = The attack power of the equipped weapon.

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Power of the shield = The defensive power of the equipped shield.

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Glut Degree = This shows your hunger level. For every 10 turns, this will go down 1%. This starts at 100% and can reach up to a maximum of 200%. If this hits 0%, then for every turn taken, 1 HP will be lost.

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Strength = This affects attack power of weapons and arrows. Poison Herbs will cause this to lower.

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Experience Value = This determines your level. The maximum is 999999, which would be Level 70.

-Some more basic techniques. Fight enemies one on one. If you are surrounded by more than one monster, for every turn that is taken, you will get hit more than once. To avoid this, try to move to the nearest corridor. That way, you can fight them one on one.

-Against arrow shooters, move in a zig-zag pattern. Monsters like the Bouya class shoot arrows in a straight line. Use the R button for diagonal movement to get close to them. If you walk in a straight line, you will receive big damage.

-Use diagonal movement to save turns. This can help from becoming hungry. You can move in a diagonal across the corners of water patches, but you can't

do so across corners of solid walls.

-About Monster Houses. Certain times, when entering a room, there is a whole army of monsters waiting for you. These are Monster Houses. If you try to fight normally, you will probably lose. Try to escape to a corridor if there is one. If you have a Blank Paper Scroll, use one of the effects like the Sacred Precinct Scroll. Sometimes the Monster House is one huge room, so there is no escape. There are also a few different types of houses, filled with a specific class of monster. The Power House has heavy hitters like the Mintauros and Remlas class monsters. The Drain House has a bunch of enemies that attack your status. The One Eyed House has a bunch of Piitans and other one eyed monsters. The Robber House has a whole lot of Gamaras and Sea Lions that want your Gitan and Items. I think there are a few more, but I forgot what they were. Most of these special houses only appear in the Secret Dungeons, however, so chances of seeing them are small.

-Theif Techniques. Along the journey in the dungeon, you may randomly run into shops. Sometimes they sell good items, but some goods can be expensive. You would like to buy it, but your Gitan says no. It is possible to steal from a shop, but in doing so, there will be some pursuers trying to catch you. To steal from a shop, just pick up an item that is for sale and step out of the store without paying for it. Now when you pick up an item, the shopkeeper will move over and cover the exit, so you can't get out. You will have to find a way to move the shopkeeper, or find another way out. Once you do steal, the shopkeeper will attack you with a powerful blow if he gets close. Also a whole army of Thief Watchmen and Watchdogs will chase after you. They are powerful too, so it's not a good idea to fight them. The main purpose is to get to the next floor. If you do, then they will stop chasing you.

-A 100% safe way to steal is to use the Sea Lion's Pot. First find the item you want to steal. Pick it up and place it on the floor in front of the exit. Now talk to the shopkeeper and he will move out of the way. Since the item is still in the store, this is not stealing. Now step outside of the shop and face the item that you just put there. Now push the Sea Lion's Pot and it will jump out and take the item and return to the pot. The shopkeeper will not notice and no pursuers will come after you. This only thing you can't steal in this way is a pot, since a pot cannot be inside another pot.

-You can use scrolls and staff together to help raise the success rate of stealing. First get the items you want, then read the Large Room Scroll. This will cause the whole floor to be one big room, and cause the shopkeeper to move to the stairs to block it. Put some distance between you and the shopkeeper, then swing the Place Exchange Staff at him. You will switch places and if you were far away enough, the shopkeeper's counterattack won't reach you. Now just climb the stairs and you have succeeded in stealing. Other good staffs are the Substitution Staff, Blow Off Staff, Binding Paralysis Staff, and the Temporary Tiding Over Staff (use on a weak monster first).

-The Pickaxe can be used for stealing. If the store and stairway are close to each other, then use the Pickaxe to dig a path from the store to the room with the stairs. Now use whatever items you have to push away the pursuers.

-If you stay on one floor too long, a sudden gust will blow. You will have a short warning gust twice before the big gust comes. If that happens, then Shiren will return to Canyon Inn Town, back to level 1, and lose all items. The wind will come after about 2000 movement points have been used.  
1. Take one step, swing your fist once, B button dash once, use an item once.  
= 1 movement point.

- 2. A+B step, Exchange Items = 2 movement points
- 3. Rename an unidentified item = 11 movement points

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The legendary divine bird,  
the Golden Condor.  
That Golden Condor's





Starting Point Canyon Inn Town

This is where it all begins. Here is a list of the buildings.

Bar - Smoke and Old Man's Pavilion

-Talk to the shopkeeper behind the counter to get a free Large Sushi.

Warehouse

-Here you can store up to 25 items which will stay here even if you die. Just put the item you want to store on the floor. There are some Carriers that will send one item here if you talk to them.

Inn - Traveler Glass

-This is where you start for every game.

Ranking of Wanderers

-This is the top 50 list of Wanderers, with their place, score, name, and deepest floor reached. -There is a building behind the board which is the residence of Fei. Talking to him allows you to challenge his problems once per game session.

To get out of town and begin the adventure, to the the right part of town, and you will see two people blocking the way. Talk to the cowboy, and he will say that after clearing 4 terrain (4 floors) there is a village that awaits. There is a blacksmith and shop over there, which are useful. He then calls you the tailwind of the Travel God, Klone. The guy on the right is the Conventional Practice Mugura. He will ask if you know how to switch places. Say no, then he will teach you. Press and hold B and press against someone. Usually they will switch places, but some won't. Now practice on him, and you will change places. Now begins the exploration of the Dungeon of Wonder.

-After progressing deeper in the game, a cartwright will open in this town. It will allow you to go straight to the Village of the Bamboo Thicket, but your level will still be at one, so be careful.

-After using the cart to travel to town for a while, then a new one will open up, allowing you the choice of traveling to the Village of the Bamboo Thicket, or the Town of the Mountain Summit.

1. Ex-Highway of the Avenue of Cedars

-Here you may randomly run into a chef who wants the meat of a Mamul. He will give you a Staff of Bufu [0]. Throw it at a Mamul monster and bring the meat to him. The chef will make some Mamul Tail Roast. Say yes when he asks if you would like a bite. It is delicious, plus it will raise your Max Power by 3, Max HP by 5 and make you full. He will introduce himself as Naoki. He is known as the wandering chef. He will then say they shall meet again. This is the first step in getting the Bufu Staff.

-You can run into Naoki for a second time also. This time he says he got a job offer from the restaurant at the Mountain Summit. He is on the way there, but the monsters are a nuisance. Now he asks if you will accompany him to the Mountain Summit. Say yes, and Naoki will join. Now you will have to make it to the Town of the Mountain Summit without losing him.

-Once you get to Level 2, most monsters can be defeated within two blows.

Until then, fight in a corridor so you won't be surrounded.

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### 2. Ex-Highway of the Avenue of Cedars

-Here, you can randomly run into the Masseur Kechi. He will ask if there is something wrong with your body. He will ask for 200 Gitan for a finger pressure massage. Say yes, (that's the first choice) and he will attempt to heal you, but he will push the wrong point, which will make Shiren lose 10 HP, Power down by 4, and lose 30% Glut Degree. This is the first step in getting this guy to join you. If he presses the right spot, your HP and Power will be recovered, but that seems rare.

-Sometimes you will run into a mysterious woman. The first time you talk to her, she will say she is impressed by you. She will do something good for you, but she asks you to close your eyes. Say yes, and she will blind your eyes, making it hard to see what's around you. If you have an Eyedrop Herb, then you can see again. This is the first step in getting the "Blinding Eye Dragon" to join you.

-The second time you run into the mysterious woman, she will says the blinding eye was the work of her elder sister (she is lying, it's really herself). She says they are twin sisters, but her elder sister has a bad personality, and is causing trouble. Then she says, the least she can do is to take this! She will blind your eyes once again, and she disappears.

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### 3. Ravine Mountain Stream

-Sometimes when you are about to eat some Hand Rolled Sushi, an old man appears and beg you to give him that food to eat. If you refuse and say no twice, then he will perish. On the next floor, that old man will get his revenge and call a whole bunch of Revolving Polygon Monsters to attack you. These monsters can reduce your Glut Degree in a hurry. So it is better to give your food to him so he won't counter with this attack.

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### 4. Ravine Mountain Stream

-Watch out for the Ghost White Radish. They will throw Poison Herbs from a distance. When poisoned, Shiren will lose Power, and move at half speed for a short while. Also look out for the Bouya monster. If the arrows it shoots hits and kills another enemy, then the Bouya will level up.

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### Relay Site - Village of the Bamboo Thicket

The first rest stop. Here are the buildings of this village.

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### Dry Goods - Green Bamboo Shop

-Random items are sold here. The first time you enter, Pekeji will run around and trip, causing a pot to break. Okami will scold him for doing it again. Now talk to him, and he will ask if Shiren is your name. Say yes and he will introduce himself as Pekeji. He will claim he is your younger brother (I don't know if that's true or not). He will say he is busy working right now and he will meet you at the bar.

-On the second time you talk to Pekeji right here, he will ask for a consultation. He will ask of you to wait at the bar again.

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### Blacksmith - Motionless

-For a 1000 Gitan, the smith will forge your sword (Wooden Clubs don't count) once per game. He won't take shields, however.

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Dedication

Make the offerings to Bufu, the Food God, here.

-Right now, there is nothing, but later on...

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Bar - The Drunken Pavilion

-If you talked to Pekeji in the Dry Goods, shop, then talking to the keeper behind to counter will make Pekeji rush in. He will ask you if he can explain why he is your younger brother. Choose the top choice, which is, Explain to me! Pekeji will explain that at the time of her death, his mother said, "You are not my real child. Long ago I saved a little child from a hawk. That is you. The name Pekeji is for good luck. Understand? Even if I die, you are not alone." After that, she passed along. Pekeji then says that later on he looked inside the good luck charm and found a sheet of paper that read, "The Younger Brother of Shiren, Pekeji". He then goes on to say, the moment he saw you, he knew it. He says that both of their faces are similar. Everyone calls him "sandal head", but he asks you if you get called the same. Say yes, then he will agree and mention that for sandals, one is not enough, and that there needs to be a pair. Pekeji will then ask if he can call you "Aniki" which means "elder brother". Say yes to the question, then he will immediately do so. He will think it is embarrassing at first. Then he will say he must return to work soon. He is tell you to visit him again the next time you pass through the village.

-Now the second time you visit here, (after talking to Pekeji at the Dry Goods store) go to the shopkeeper behind the counter. Pekeji will come again. The consultation is about money. Pekeji will say he has been dating some woman since a while ago. She wanted to open her own shop with him. The problem is that they don't have enough money to do so. Pekeji will ask you for some money. Now select the second choice, which is "how much do need?" He will say 1000 Gitan, but then he has second thoughts, thinking you don't have the obligation to give him that much money. He will say he is sorry and forget about what they just talked about. Pekeji will leave, but now you have a choice. Pick the second choice, which is "Wait, I have the money!" Pekeji will come back and be surprised, but then realizes that it would make sense that the older brother would have that. He will then take the 1000 Gitan. (At this point I had 1000 Gitan, I don't what happens if you don't have enough). Pekeji then says he will do his best to create a splendid shop.

-The Third time you visit this place, the shopkeeper will kick Pekeji out and tell him never to return. Now you have three choices. I picked the third one, "what happened to the money that I gave you?" He won't answer truthfully, since he is drunk. He tricked you and used that money on booze. Now pick the first choice, "what happened to your store?" He will say that the building of a store was just a dream. Now pick the remaining choice, "what happened to your girlfriend?" Pekeji will say that she was bad, and that she tricked him. While he is still in his drunken stupor, Shiren has a choice, either punch him or stay silent. Pick the top choice, which is to punch him. Pekeji will mention what a powerful punch you have. It will sober him up. He will apologize, then he will ask if he can travel with you. Pick the top choice, which is to punch him again. Now Pekeji will join the party. This only lasts for the current game. If you start over, then Pekeji will be gone, but he will be wandering somewhere in the dungeon. Talking to him again will make him join again. This also applies to the other two who can join, the "Blinding Eye Dragon" and the "Masseur Kechi".

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Cartwright - Stray Cat Removed Convenience Feet

-The shop opens up once you used the cartwright from Canyon Inn Town several times. This allows you to go immediately to the Town of the Mountain Summit.

-After you get blinded once by the mysterious woman, there is talk amongst a few other people who got their eyes blinded too. Next time, they won't be so nice.

-After a few massages from Kechi, you will find him here, surrounded by a group of four. They will try to attack Kechi, but he defeats them all by himself. Talk to him, and he will recognize Shiren. He mentions it is a dark night, left and right, but to the people who can't see, it doesn't make much of a difference. He hopes you will forget what you just saw.

-After getting blinded by the mysterious woman twice, then she will show up in this village. Right by the Blacksmith, she will be cornered by the two guys who got hit by her blinding eye. The woman will ask for your help. Pick the first choice, which is to help her. Now the Strong Looking Man and the Slightly Fat Man will attack you. They are not too strong, so you shouldn't have too much trouble beating them. Now talk to the woman and she will be surprised you helped her, after all, she tricked you twice. She thanks you and promises not to do any more mischief. She asks if she can be a comrade in your journey. Say yes and then the Blinding Eye Dragon will join. Her specialty is blinding eyes. She will blind your eyes once again, but it will wear off in time. Probably the best out of the three that can join (you can have multiple people join at the same time), you can let her do most of the fighting, since you still gain experience even if your friends slay a monster.

5. Pegasus Mountain Pass

-The Plowed Field Lay to Waste monster appears here. This annoying monster will seek out items on the floor and turn them into Weed.

6. Pegasus Mountain Pass

-After defeating the Devil Faced Warrior, the Ghost Warrior will appear after 5 turns. If this ghost gets near another monster, that monster will level up, so beware.

7. Forest of the Mountain Summit

-This is a dangerous place, since there is a high chance of the monster to level up, due to the Ghost Warrior. Watch out for the Death Messenger, which moves at double speed.

Relay Site - Town of the Mountain Summit

The second rest stop. Here are the places worth visiting.

Inn - Perch

-It costs 500 Gitan to stay overnight.

1. Under Reconstruction



will appear randomly inside the dungeon, so it is worth it to clear this optional event.

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Parcel Place

-Here you can store up to 15 items that will remain here. Just be careful of placing pots here, since the contents of a pot will disappear if you do store it here, or the Warehouse.

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Blacksmith - Devil with the Metal Rod

-The same as the one you met before. 1000 Gitan to forge a weapon to make it stronger. Usually it will increase by +1, but sometimes you can get a +3 in one sitting (random).

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Gaibara's Pottery - Place of General Display

-At the beginning, there is nothing, but later on you can buy pots here.

-There is Gaibara's Mansion right beside here. The first time you visit him, Gaibara is not satisfied, and throws his pot against the wall. His assistant, Saruyama, says that is the 99th production that was a failure. Then Gaibara notices you, then ask who you are. He doesn't like the fact you are wearing shoes in his mansion. Then he says the pot you are holding is something he has never seen before. He will ask if he can see that pot. Say yes, then he says it is well polished and well made. However, that doesn't satisfy him, and he takes the pot and throws it against the wall. Gaibara then says he is sorry, that was a bad habit of his. He laughs then says wait for him to complete his new work, and he will give it to you. (At this point, I had the Transformation Pot, so I don't know what will happen if you have another type of pot). If you don't have a pot, then he will kick you out.

-The second time you visit Gaibara, he will just baked his new product, the Ridiculous Pot. Gaibara will say it does have that feeling to it. He will laugh, then he will get serious and throw the pot against the wall. Gaibara says this is not the pot he is looking for. He will tell Shiren to wait a while longer for his new product.

-The third time you visit, Gaibara will say he is still not done with his new product. Come back another time.

-The fourth time you visit this house, Saruyama says he is done baking a new pot, the Unbreakable Pot. He mentions that this has a different flavor than Gaibara's previous works. Gaibara agrees and says he used different materials this time around. After looking at it for a while, Gaibara says it doesn't have a good feel to it and it has no gloss. A complete failure. The blood, sweat, and tears that crystalize into this failure? Gaibara throws the pot against the wall, but since it is unbreakable, the pot just bounces away. Now Gaibara doesn't know where to put his anger. Then he swipes a pot from Shiren and is about to throw it, but he stops himself. Gaibara then says he won't make the same mistake twice. Then Saruyama gives him three of the Gaibara's Pot and then Gaibara takes them all and throws it against the wall.

-The fifth time you visit Gaibara and company, he will ask Saruyama if this time, for real is a good product. Saruyama will say, don't worry, this is the best one yet. Just off the oven, Gaibara's latest creation, the Resentment Dispel Pot. Gaibara will comment he's never seen such a pot ever. Now this is it, the pot he has been seeking all along. Gaibara tells Shiren that this is the day they have been waiting for, and that he shall give Shiren this pot. Then he notices what a mysterious pot, and that he feels like throwing it. Gaibara takes the pot and throws it against the wall. The pot explodes on contact. Gaibara stoops over in shock.

-The sixth time you visit Gaibara, Saruyama will be waiting outside. Now Gaibara is satisfied with his work. He will give you the illusional masterpiece, the Synthesis Pot. Talk to Gaibara, and he will explain how



idea was removed in the final product. That's too bad.

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10. Cliff Cavern

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11. Cliff Cavern

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12. Cave of the Mountain Guardian's Deity

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13. Cave of the Mountain Guardian's Deity

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14. Cave of the Mountain Guardian's Deity

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Relay Site - Valley of the Strangely Shaped Rocks

The third rest point. Here are the places worth noting.

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Parcel Place

-You cannot access this place at first. In order to do so, you first must find the owner's daughter, Surara. She appears randomly between the 8th floor to the 14th. Talk to her and make her join. Now you have to safely make it to this valley while she is still in the party. This is easier said than done, as there are many ways to lose her during the trip. If you are successful, you can store some items here. This place can hold up to 8 items.

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Inn - Boulder Silhouette

-This inn costs 1000 Gitan for one night.

-There is a random event in the top right corner of the village. Sometimes there is girl and her mother standing outside of the house instead of inside. The girl wants one of your items. If you agree, you give the item she wants in exchange for a Time of Worry Scroll.

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15. Waterfall Marshy Grasslands

Another dangerous floor. There are a majority of level 2 monsters, some which can drain your status.

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16. Waterfall Marshy Grasslands

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17. Table Mountain (First Part)

-A lot of powerful monsters like the Mintauros appear here. On the other hand, this can be a place for a quick level up.

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18. Table Mountain

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19. Table Mountain



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20. Table Mountain

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21. Table Mountain

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Relay Site - Underground Water Vein Village

-The fourth rest stop along the way.

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Shop - Clear Stream

-A small store that sells random items.

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Inn - White Waterfalls

-It costs 2000 Gitan for one night.

-You are close to the Solid Earth of the Sun. There seems to be three trials that await you before you can reach there though.

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22. Table Mountain (Latter Part)

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23. Table Mountain

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24. Table Mountain

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25. Table Mountain

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26. Infinite/Fantasy Deep Ravine

-The Skeleton Devil and Death God appear here. The Death God moves at double speed and can move through walls, which is really annoying. Try to get this monster's meat, so you can do it too. That way you can hide inside a wall and attack monsters without fear of getting hit.

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27. Trial of the Phantom Demon

-Dragons can appear here as well as the Mad Reclus monsters. The same with the next two floors.

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28. Trial of the Dragon's Wail

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29. Trial of Conclusion

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Relay Site - The Solid Earth of the Sun

-Koppa will say we are finally here. Doesn't it feel lonesome?

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that, we don't know how many months counting, but to the person who is looking at this right now... That is one who crossed over the valley, and also climbed over the three protective terrain to make it here. That is the elected one.

For that elected person, we have a wish that we want you to hear and comply with. We want you to set the Golden Condor free.

The Golden Condor is residing in the Cave of the Waterfall Basin, which is in the interior of the Origin of Rainbows.

If the monster's thread is cut, then the Golden Condor will be free, or so we think. However, that is true only if the monster is dead. Koppa says, "Hmmm, this looks to be stories of long ago. Right now, that monster, or whatever you call it, is probably not alive, don't you agree?"

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Relay Site - The Origin of Rainbows

-A simple path to the waterfalls. When you enter the falls, Koppa gets a shiver down his spine. As you might have guessed, the monster is still alive, and you must fight it to death.

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30. Cave of the Waterfall Basin

-Here you will have to fight the Demon Eclipse Insect, the boss of Table Mountain. He has 250 HP, so fighting him normally is not a good idea. If you have a Blank Paper Scroll, then type in the effect of the Genocide Scroll.  
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Throw it at the insect and it will kill it in one hit. The other monsters around will die too. An Ether Devil Meat also helps, since it makes you invisible to monsters. Getting that meat is difficult, though, since the Ether Devil only appears in the Table Mountain area, and is invisible unless you drink the Eyedrop Herb. Plus this monster will reflect the effects of staffs, so swinging the Bufu Staff won't work. You have to throw the Bufu Staff at it in order to get the Ether Devil Meat. While invisible, the monsters won't attack you, since they can't see you.

-There may be other ways to defeat the Demon Eclipse Insect, but since this game has infinite possibilities, I can't cover them all. Another way to beat this monster easily is to throw a weak monster meat at it. Now it will be snap to beat, but you won't the 9999 experience if you killed it in its original form.

-Once you defeat the Demon Eclipse Insect, and free the Golden Condor, it won't appear ever again, so the second time around the game may be a little easier. After defeating the insect, the surrounding monsters will die too. Now go up and cut the threads. The Golden Condor will be free. It will offer Shiren to ride on its back. It will take off and leave a golden feather behind. Congratulations, you have just cleared the game! The Condor will make its flight, and a lot of people will see it. People will begin to make their wishes, as legends say that wishes will be granted while the Golden Condor is in flight. Gaibara will mention that is the legendary condor, how beautiful. Saruyama will tell his teacher to hurry up and make a wish, as everyone else is doing so. Gaibara thinks for a while, but he can't think of a wish. What will happen now? Gaibara asks Saruyama to bring it out. Saruyama will take out a pot, thinking Gaibara means bringing out a pot, but Gaibara tosses it



not always.

-Not many items appear here, but if you can find the Disposable Shield, then that is the most powerful defense, since while in monster form, that shield will not weaken.

-To clear this dungeon, you must find and talk to Naoki the chef who is wandering somewhere on the 25th Floor and above. He will reward you with a Facade Soldier Meat, which is a rare monster meat.

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The Cave Behind the Hanging Scroll

-Secret Dungeon #2

-Entrance = The Town of the Mountain Summit, Gaibara's Mansion. You can use the cart to take you there quickly.

-Conditions to enter = Clear the game, and helped Gaibara the potter to create the Synthesis Pot.

-Any items brought inside will be gone.

-Level will be reduced to 1 if above 1.

-The Floor, LV, HP, and Gitan will be displayed in Green color.

-Shiren will always start with a Trap Master Bangle and a Large Hand Rolled Sushi.

-This dungeon focuses on trap usage. The starting equipment, the Trap Master Bangle will make Shiren immune to traps, allows Shiren to see the location of traps, and will make monsters get caught in traps.

-A fair amount of items appear here. There are just a few items with negative effects, like the Monster House Scroll.

-To clear this dungeon, you must find and talk to Gaibara the potter who is somewhere on the 16th Floor and above. If you do find him, he will reward you with a Resentment Dispel Pot, which will explode on contact if thrown.

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Fei's Final Problem

-Secret Dungeon #3

-Entrance = Canyon Inn Town, behind the Ranking of Wanderers Board, where Fei lives.

-Conditions to enter = Clear the game, which is Kobami Valley, Clear the Small Shrine of the Food God, Clear the Cave Behind the Hanging Scroll, and Clear all 50 of Fei's Problems at least once. After all conditions are met, then talking to Fei will allow you to challenge the Final Problem.

-Any items brought inside will be lost. Same with any comrades brought in.

-Level will be at 1.

-The Floor, LV, HP, and Gitan will be displayed in Red color.

-Shiren will always start with a Large Hand Rolled Sushi.

-This dungeon is more like the Main Dungeon, but now the Scrolls, Herbs and Seeds will now be unidentified as well as the Pots and Staffs. Just about every monster will make an appearance.

-Just about every item will appear here, including the ones with negative effects. Since a lot of items will be unidentified, it is risky using an item to identify it.

-To clear this maniac dungeon, you must make it to the 100th Floor, where the Reverse Side of the Earth awaits you. The secret of Fei is waiting here too. Making it here is extremely difficult.

-If you clear this dungeon, then you will get a Mamul Mark on your save file, right beside the Condor Mark. This Mamul Mark is a sign of complete mastery.





R1 for a Deep Sleep Scroll. Read the scroll, then go R3, U1 and done. The Gitan are just a distraction.

Get Item = Leather Carapace Shield +3

8. This is more of a random problem. Go U1 for an Eyedrop Herb. Drink it. Go U1 and step on the Coiled Spring Trap. Shiren will randomly warp to somewhere else in the room. Just keep stepping on the traps until you reach the area near the stairs. If you're lucky, it will take you there in 1 shot.

Get Item = Long Roll Up

9. There are six monsters in an enclosed space by water. Go D1, DL1, L1 for a Binding Paralysis Staff. The Piitan will have escaped, but since it tries to run from Shiren, don't worry about it. Now go L3, UL1, U3. Face R then swing the staff. Now the monsters can't get out. Go UR1, R1 and done.

Get Item = Otogirisou

10. In this problem, Shiren will have to make it to the stairs while avoiding the arrows shot by a Cross Bouya monster. Begin by going D2, U2, R2, DR1, R2, UR1, DR1, UR2, D1 and done.

Get Item = Japanese Sword +1

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11. This is a scroll reading and writing practice. Go R1 to pick up a Vacuum Kill Scroll. Read it to kill all 5 monsters. Shiren will now be at Level 4. Now go R11 to pick up a Blank Paper Scroll. The rest of the directions will depend on what you decide to write onto the scroll. There are 5 choices to write, listed below.

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Vacuum Kill = After reading, go R3 and done.

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Time of Worry = After reading, go L1, D2, R3, UR1, U1, and done.

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Deep Sleep = After reading, go L1, D2, R3, UR1, U1, and done.

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Suicide Bombing = After reading, go R3 and done.

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Sacred Precinct = Put this scroll on the floor instead of reading it. While on it, monsters can't attack you, so just keep attacking with your fist until all monsters have been defeated. Then go R3 and done.

Get Item = "Rest in Peace" Sickle

12. Shiren will be surrounded by monsters. Go D1 for an Eyedrop Herb. Drink it and you can see a Large Scale Land Mine Trap where you started. Go U1 and the resulting explosion will wipe out everything. Go R10 and done.

Get Item = Mamul Meat

13. A wall digging problem. Go R1, UL1, and R1 for a Pickaxe +1, Pickaxe, and a Clairvoyance Bracelet. Equip these and then press A to dig the wall to the right. Go R4 while digging, then D1 for 511 Gitan (may be a random amount, so your game may be different). Go R2, U1, R3, and D2 for another Pickaxe. Go R1, continue to dig to the R12. Go D1 and done.

Get Item = Otogirisou

14. Use traps to move across water. Go U1 for an Eyedrop Herb and Drink it. Go DL1, L1, UL1, then R1 and step on the Log Trap. If it doesn't trigger, do it manually from the Status Menu. Now go D1, L2, DL1, DR1 and step on the trap. Go D2 and done.

Get Item = Bronze Carapace Shield +1

15. Here you can use items and a monster to help you move across water. Go



L4 and get a Sea Lion Pot [1]. Face D and Push the pot. The Sea Lion will jump across the water and grab the Place Exchange Staff [1]. Face U, then throw the pot against the northern wall. Go U1 and pick up the staff. Go R3, then Face D and Swing the staff. Go DL1, D1 and done.

Get Item = Ghost White Radish Meat

16. Go L1 to pick up a Back of Body Pot [6]. Go R2 for an Eyedrop Herb. Drink the herb. Now you can see a Land Mine Trap. Go UL1, U6. You will see 3 Bean Bandits. Hit A button to swing your fist once, then go D5, then R1 and step on the mine. Then swing your fist once, then trigger the trap again. This should kill all three bandits. Now Push the pot to recover lost HP. Go L1, U13 to see 3 Ghost White Radishes. Swing your fist once, then go D5, R1 and step on the mine. Swing the fist once, then trigger the mine. Push the pot to recover HP if necessary. Swing your fist until the third monster appears then trigger the trap once more. After all are dead, go L1, U8, done. Get Item = Wood Carapace Shield +1

17. This is a simple scroll reading exercise. Go L1, then R2 to get 2 Vacuum Kill Scrolls. Read one of them to kill the 3 Mamuuns. Shiren will now be at Level 6. Go R7, D1. Read the other scroll to kill another set of 3 Mamuuns. Shiren will now be at Level 7. Go D3, L7, DL1 and done.

Get Item = Otogirsou

18. In this problem, use traps and items to lure a powerful monster away. Begin by going DR1 for an Eyedrop Herb. Drink it to see a row of traps. Go U2 for a Confusion Avoiding Bangle. Equip it. Go UL1, L4 (the bangle will protect you) DL1, D1. Go L6 to meet a Nishikin monster. Go R6, UR1, U1, R4, D4, L4, UL1, U1, L8 and done.

Get Item = Ghost White Radish Meat

19. This problem has you throwing the Genocide Scroll to kill monsters. Go L2 to pickup 2 Genocide Scrolls. Face D and throw one at the Death Messenger monster. If it hits, it will kill all of that type of monster. Face UR, then throw the other scroll at the Mamuun. This will kill all the Mamuuns. If you miss, then there are two more Genocide Scrolls to the right. Now go L1, DL1, DR1, R3 and done.

Get Item = Japanese Sword

20. Here, you can see how the Time of Worry Scroll works. Go D1 for a Time of Worry Scroll. Go D3 and three different traps will hit you. Shiren will be poisoned, can't see clearly and confused. Now read the scroll that you just got. HP will be restored, can walk straight and Shiren will be able see correctly. Now go D9 and get another Time of Worry Scroll. Shiren will be surrounded by 5 Gather monsters. Read the scroll and then all 5 will be paralyzed. Go UR1, DR1, D, DL2, D1 and done.

Get Item = Blessing of the Earth Scroll

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21. Here you will use items to cross over water, and keep an enemy at your back all the way to the stairs. Begin by going L1, DL1, DR1 for an unidentified staff and a Identification Pot [1]. Take the pot and put the staff inside. The staff turns out to be a Place Exchange Staff [1]. Now Face R and Throw the pot at the wall. Go R2 to pick up the staff. Now go DL2, L3, D8. Face R and swing the staff at the Mamul. Now go R16 to face a Mamuun while picking up a Wooden Arrow. Now go L3, D3, L4, U3, R11 and done.

Get Item = Poison Erase Herb

22. This problem has you avoiding Pitfall traps while using two different staffs to help push away a pursuer. Go D1 for an Eyedrop Herb. Drink it. Now press A twice to swing your fist twice. Depending on which side the

Mamuun goes, go to the opposite side. In my case, I would go DR1, DL1, D8, L2, D4. Now go DR7, D4, R6 for a Blow Off Staff [1]. Go R3 for a Place Exchange Staff [1]. Now go R3 to reach a dead end. Face L and swing the Blow Off Staff at the monster. Now swing the Place Exchange Staff. Now go L2, U4, UR1, U6 and done.

Get Item = Poison Erase Herb

23. Here you will learn what will happen if two monster are sent to the stairs via the Temporary Tiding Over Staff. Begin by going L1 to get a Temporary Tiding Over Staff [2]. Swing it at the Mamul in front of you. Now go L10 and swing swing the staff at the Mamuun. Now go L10 and both monsters will be paralyzed. Attack only Mamul (the cute blue one) that is on the stairs, since that is the weaker monster of the two. It should go down in two hits. Go L1 and done.

Get Item = Club +1

24. Here you will use weapons to fight some monsters. Begin by going DL1, for an Eyedrop Herb. Drink it. Now go R2 for a Bronze Carapace Shield. Equip this shield. Go D1, DL1 and U1 and step on the Log Trap. Go L1 to pick up a Bewitching Sword Whirlwind Cutter +5. Equip this weapon, which has a three-way attack. Swing it once and it should defeat 2 Bean Bandits. Go U1, Face R and swing the sword. It should kill to more bandits. Now face L and swing again. It should kill one bandit. Face R and swing the weapon twice to kill the remaining bandit. Now go R4, D1, R7 and done.

Get Item = Mamul Meat

25. The problem is, there are stairs that are surrounded by water and all staffs have 0 uses, so swinging it will do nothing. Begin by going UL1, R2 to get three Bufu Staffs [0]. Go UR1, U2, UL1, L1, U6. Now just keep swinging your fists until the Pakorepkin monster is in front of you (the monster moves about randomly). Now throw one of the staffs at the monster. Now go and pick up the meat that was left behind. Now eat the meat and Shiren will transform in the Pakorepkin monster. This monster can pass through walls and walk over water, things Shiren can't do in human form. Head down to reach the stairs.

Get Item = Long Roll Up

26. This lesson shows the characteristics of the Flame Priest monster. Begin by going D1 for a Far Throw Bangle. Go DL1, U2 for three Dragon Herbs. Equip the Bangle then Face L and Drink the herb. You will see that fire will cause the Flame Priest to level up. Now throw the other two herbs at the monster. Normally the Flame Priest will burn up any thrown items (or in this case level up), but since you have the Far Throw Bangle equipped, throwing items can damage even this monster. Now go U1, UL1, DL2, L4, D1, L5, D1 to get two more Dragon Herbs. Now face L and throw the herb across the wall to kill the priest. If you miss (thrown items have a small chance of missing the target) then start the problem over from the beginning. Now go U3, L3, D2 and done.

Get Item = Unidentified Bracelet

27. This problem has you running from a Father Tank monster. This problem can be random. Begin by going UL1, U2. If the monster follows, then go L1, A button once (to make the monster shoot the cannon) L1, Hold B and go UL1 to stand on the Gitan. Face DR, and press A until the monster comes right in front of you. Now Throw the Gitan at it, and it should kill the monster in one hit. If it misses, then go L1, DL1, L1, D2, DL1 and done. If the monster did not follow, then go L4 and if it follows now, go L1, A, L1, DL1, D2 and done.

Get Item = Escaping Piitan Meat

28. Here, you will learn the characteristics of the Healing Rabbit. Begin by Facing R and press A to open a secret passage. Go R4, Face U, press A.

Go U1, Face R and press A. Go R6 for 20 Iron Arrows. Go D1 for a Power Up Scroll. Read it, then equip the arrows, face R and press L button to shoot. Now the rabbit will warp in to heal the injured monster. Go for the rabbit first (the monster's position varies) and it should take about 3 shots by the arrows to kill it. Now shoot the remaining Death Messenger until it's killed. Now go to the stairs.  
Get Item = Plating Scroll

29. Here is one of those random problems, so directions may not apply in your case. This method usually works, though. Begin by going UR3, R1. The Skeleton Heresy monster across the river will swing a staff with random effect at Shiren. There rest varies depending on what happens. Try to make it to the stairs while avoiding the monsters. If you are lucky, then you will be teleported near the stairs with double speed, which makes it easy. If not so lucky, then start over from the beginning.  
Get Item = Unidentified Pot [4]

30. This problem requires Shiren to do some fighting. Begin by going UR1 for a Medicinal Herb. Go L1 for a Heavy Attire Shield +10. Go L1 for a Curse Avoidance Bangle, L1 for a Long Roll Up +12. Equip all three of these. Go R3, UR1, U1. Face UL and swing the weapon until the monster dies. Keep attacking until all three monsters are gone. Use the herb to recover HP if need be. Now go UL1, L3, UL1, U1, UR1, DR1, R2 to get a Long Roll Up +18, a Heavy Attire Shield +20 and an Otogirisou. Equip the new stuff, then go UR1, U2. Now fight until all monsters are dead. Even if the Gedoro keeps muliplying, just keep fighting. Now go UL1, L4 and done.  
Get Item = Unidentified Staff

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31. This problem has many monsters, but of the same type. Begin by going DL1, R2 to pick up two Genocide Scrolls and a Skeleton Heresy Staff [7]. Throw the Genocide Scroll at the Mamul after facing D. Then throw the other scroll at the Mamuuns. If you miss, then Interrupt and start the problem over again. Go DL1, D6 and done.  
Get Item = Stomach Expansion Seed

32. This problem has you using a trap to help escape. Begin by going UR1, U6, L4, U1 to get a Brightness Scroll and an Eyedrop Herb. Use both of these items and then go L2, D1 and step on the Log Trap. This will defeat the Darkness Owl that is blocking the way. Now go D3 and step on the trap again. You will end up on the stairs. Choose Stair from the Status Menu and go up. Ignore the two other monsters that are nearby.  
Get Item = Power Herb

33. This problem makes you run to the stairs while the monsters are distracted. Go R1, D1 for a Substitution Staff and a Pickaxe. Equip the Pickaxe, face R swing the staff. Now swing the weapon once, then one of the monsters will kill the substitute and level up. Now swing the staff at that leveled up monster. Now go U3, dig R, go R4 and done. If the substitute moves near the stairs, then wait until they move away before dashing for the stairs.  
Get Item = Deluxe Hand Rolled Sushi

34. Here you will have to distract the Plowed Field Lay to Waste monsters before they ruin the items that are laying on the floor. Go R1 for a Weed. Face L (that's hold Y and press left) and throw the weed. Now go UR3, U3 for a Blow Off Staff [2] and a Pickaxe. Go L1, D1, for a Place Exchange Staff and a Pickaxe. Go UL1, face D, then swing the Blow Off Staff at the enemy. Now swing the Place Exchange Staff. Go DL1, L1 and done.  
Get Item = Darkness Owl Meat

35. This is another random problem, so the solutions could differ. Go R2 for a Brightness Scroll. Read it, and go DR1, R1 for a Far Throw Bangle. Equipping it is optional. Go DL1, L1 for an Eyedrop Herb. Drink it to see an Alarm and Coiled Spring Traps. Go DL1, L1 to trip the alarm. Go D1 and step on the Spring Trap. Now chase the Thieving Sea Lion monster and attack it until killed. Since this monster won't attack you, it is safe. Pick up the Pickaxe that is left behind. Equip it and dig to the right and up and make your way to the stairs.

Get Item = Power Herb

36. This problem has you using the double speed of a certain monster to help escape from other monsters. First go U1, L1, D1 to pick up 3 Bufu Staffs [0]. Now face R and throw the staff at the Death Messenger. Now go DR2, UR1, U1 to pick up the monster meat. Now eat the meat, which will give you double speed. Go UR3, U6. Now go R4, then L4 to lure the monsters out. Now go U2, UR3, R2 and done.

Get Item = Long Roll Up

37. This problem has you fighting monsters one on one. First go U1, R1, UL1, L1 to pick up a Disposable Shield and an One Eyed Murderer, a pair of each. Equip the cursed ones, as you will see why in a moment. Now go R1, U4, R1, U5. Go UL1, R2 for Two Life Herbs and one Medicinal Herb. Drink the two Life Herbs, then hold A & B buttons until Shiren's HP is full to 25. Now go R1, then DL2 to lure out one Gaze monster. Now face UR and swing the sword to make it come to you. Keep swinging the weapon until you kill it. It will try to hypnotize you, but because the equipment is cursed, it can't unequip it for you, but it still gets a free turn. After leveling up to 2, then hold A and B until your HP is full. Go UR2, then DR2 to lure the second Gaze out. Now repeat as above by facing UR and swing away until dead. Now Shiren will be at level 3. Hold A and B to recover HP, then go UR2, face U and swing away until the third monster is killed. Now go U2, UL2 and done.

Get Item = Identification Scroll

38. Here is a practice in avoiding the Dancing Polygon Monster. Go D5, R1, D3. Now follow the path of the sushi. DR1, DL1, DR1, DL1, DR1 for a Place Exchange Staff [1]. Now go L1, R1, UL1, UR1, DR1, U1. Now go R8 to pick up a Blow Off Staff [1]. Face U, swing the Place Exchange Staff at the Healing Rabbit. Now go R1, U5. Face D and swing the Blow Off Staff at the annoying Dancing Polygon monster. Now go UR1, R2 and done.

Get Item = Unidentified Pot

39. This problem has you using the power of some shields to help you clear this session. Go UR1, for a Land Mine Nabari Shield. Go L2 for a Sea Lion's Shield. Equip the Land Mine Nabari Shield. Now go UR1, U7, UR1, U1 for a Far Throw Bangle. Equip this bangle. Now the Flame Priest will move to the bottom side. Go UR1, R10. Now go R1 to trigger an invisible Land Mine Trap. Now there will be two Flame Priests. Go DR2 for a Dragon Herb. The Sea Lion will steal something from you, or just stare at you. Go DR1, R3 for another Dragon Herb. Now face L and throw a Dragon Herb at the priests, who should be lined up in a row. If one misses, you're dead, so start over if that happens. Once both are gone, go L4, UL1, and done.

Get Item = Identification Scroll

40. Here are the last 11 problems. These are some of the more harder ones, so get ready. In this problem, you will be moving in diagonal to help save turns. Go U1 to get an Eyedrop Herb. Drink it, and you will see a pattern of Circular Board Traps. Now go D6, R5, DR1, D3, DL1, L3, UL1, U1, UR1 for a Dragon Herb. Go DR1 for another Dragon Herb, then R1 for a Blow Off Staff. Now face DL and Drink one of the herbs. This should kill the Death Messenger

in one blow. Now Face L and drink the other herb. This will kill the Mamun in one blow as well as level up Shiren to 4. Now face D and swing the staff at the remaining monster. Now go UL1, L1, DL1, D1, DR1, R3, UR1, U3, UL1, L5, U6. Now go UR1, U2, UL1, L1, DL1, DR1 and done.

Get Item = Unidentified Bracelet

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41. This is an exercise in meats and staffs. Go D1 to pick up a Bufu Staff [0]. Face U and throw the staf at the monster. Go U2 and take the meat. Now eat the Darkness Owl Meat. Doing so also lights up the room, opens secret passageways, and makes Shiren's presence unknown to monsters in a room. Now go U5, UL1, U2 for a Temporary Tiding Over Staff [1]. Go R2 for a Place Exchange Staff [2]. Now go U1, UL1, U1. Now change back to human form. Now swing the Temporary Tiding Over Staff up at the Gather monster. Now swing the Place Exchange Staff. You will end up right on the stairs, so you're done.

Get Item = Unidentified Bracelet

42. This problem has a shop that you can buy from, for a change. Begin by going U1 to face 2 Gamaras. These monsters won't attack you, but instead they try to steal Gitan. Keep swinging your fists until you defeat one. Now hold B, then go U1 to step on the Gitan. This way, the other Gamara won't be able to steal from you. Now face R and swing away until the second Gamara is gone. Now take the Gitan that is underfoot, (pick it up) then go R1 for the other sack. You should have about 2000 Gitan (numbers may vary). Now go U6, R8, U5, and L2. Shiren is now inside of a shop. The shop sells these stuff. A Large Hand Rolled Sushi for 200G, a Dragon Herb for 500G, a Happiness Bracelet for 10000G, another Dragon Herb for 500G, an Invincible Herb for 3000G, yet another Dragon Herb for 500G, a Doutanuki +55 weapon for 7800G, yet another Dragon Herb for 500G, and a Deep Sleep Scroll for 200G. Go DL1, L2 and pick up a Dragon Herb and a Deep Sleep Scroll. Go R3 and Face U and talk to the shopkeeper. Pay the 700 Gitan for the items, then go U1, R6 to reach a room with three monsters. Read the scroll, then drink the herb to kill the Father Tank. Go R3 and done.

Get Item = Genocide Scroll

43. This problem has you circling around some rooms while fighting some status suckers. Begin by going U1 to get a Drain Buster +5. Equip it, which will cost a turn. Now go UR1 (there is a Hunger Switch Trap), R6, D9 for another Hunger Switch. Go L2, then U6, L4. Go UL1, L2 to get a Blank Paper Scroll. Now type in

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without the brackets to get the effects of the Sacred Precinct Scroll. Put this scroll on the floor (don't read it), so the that the monster will now just circle around you. Take your time in defeating the two monsters. Once that is done, go UL1, U1, L4, U6, L2, D9, R6. Now go UR1 to step on the Sacred Pricinct again. You are safe from harm, so just slash away until both monsters are dead. Now go UL1, U1, L4, U7, UL1, and done. You will be hungry by now, but don't worry about it.

Get Item = Kalaclloid Meat

44. Here is a general monster lesson. Go DL1, U2 to pick up a Temporary Tiding Over Staff [1], and Eyedrop Herb and a Blowoff Staff [1]. Drink the herb, then you can see the Ether Devil monster, which was once invisible. Go D1, and if the monster is not lined up with you, then swing your fists until so. Face L and swing the Blow Off Staff [1] at the monster. It will reflect the effect back at you. Shiren will take 5 damage, but no matter. Go D5, R1 for some Gitan, then DR1 for a "Hitting the Target" Sword +6. Equip this sword, so it doesn't get stolen. Now let one of the Gamaras steal your Gitan, by facing R and swing away. Now go R1, DR1, and let the Sea Lion steal one of your staffs. When nobody is behind you, go R6 to see Six Bean

Bandits. Go L1 back into the passage. This way you can fight them one on one, instead of being surrounded. The weapon you have will never miss, so just Face R and swing away until all six are dead. Now go R4 and done.

Get Item = Unidentified Staff

45. Here is a large room practice. Begin by going L8, U3. Go UL3 and pick up a Large Room Scroll along the way. Now go U4, R19, D3. Go DR3 and get another Large Room Scroll. Now go D4, L19, U3, UR2. Now read the Large Room Scroll. Go R6 and done.

Get Item = Unidentified Staff

46. This is one of the harder problems, making you escape from four Doremlas monsters until you get enough staffs to retaliate. Begin by going DL1, UL2 for an Eyedrop Herb. Drink it (the monsters will not move). Now go DL2, UL1, L2, DL1, L6, D6. Now go R3, DR1, DL2, UL1, L1, D1 for Two Bufu Staffs [0]. Now go UR1, DR1, UR1, DR1 for a Place Exchange Staff [2]. Now go D3, DL1, L6, UL1, U1 for a Binding Paralysis Staff [2]. Face R and swing the Binding Paralysis Staff at the monster. Face D and press A once to swing your fist to lure another monster closer. Now swing the Binding Paralysis Staff at the monster that came close. Now go U4, UR1, R6. Face L and throw the Bufu Staff at the monster. Now Face D and throw the other Bufu Staff at the remaining monster. If it misses, then start over from the beginning. Go L4 to pick up the Doremlas Meat. Eat it to become this monster, which has a special skill in shoving the opposition away like a Blow Off Staff. Now go L2, DL1, D4. Now press the L button to pull off of this monster's special skill. Now return to human form and swing the Place Exchange Staff at the monster that just got shoved. Now go DR1, R3 and done.

Get Item = Unidentified Staff

47. This is a coin throw practice. Go DR1 for a Temporary Tiding Over Staff. Now swing this staff at the Mamuun. Go DR3, R4, UR1. Now hold B button while going UR1 to step on the Gitan. Face R and throw the Gitan at the monster. It will go 1/10 the amount of Gitan worth of damage. In this case, about 50 damage (the amount of Gitan varies). This should kill the Mamuun in one blow. Now go R3 and done.

Get Item = Kalaclloid Meat

48. This problem has you making the monster fight each other. Go UR1, L2 to get three Kiguni Tribe Seeds. Now face U and throw one at the Mamuun. It will begin to attack it's friends. Now face UR and throw another one at the Mamuun. Press A to spend turns until one dies. The other will level up into a Nishikin. Now go L1 and keep pressing A until the Nishikin is the only monster left. Press A until the Nishikin gets within one space of you. Now go R4, UR1, UL3, U1 and done.

Get Item = Kalaclloid Meat

49. Here is another random problem, so this might take a few tries. Go D2 for a Place Exchange Staff [1]. Now go DR1, R2 for some Gitan. Now go UL1, U1. If the Gamara steals your Gitan, then fine, but if not, then press A and B buttons until it does steal. It will randomly warp somewhere and move at double speed. It needs to be an even number of steps away from the stairs, otherwise it will never stop on the stairs exactly. Look at the mini-map to determine the position. If it is an odd number away from the stairs, then you may want to reconsider restarting. Now face DR and keep pressing A until the Gamara is right over the stairs. Swing the Place Exchange Staff and you are done. If the Gamara appears in the same room as Shiren, then you may want to consider restarting, since it will just run back and forth in the same place.

Get Item = Huge Hand Rolled Sushi

50. The last problem. You would think it would be the hardest problem yet,

right? It is actually one of the easiest. Go R1 to pickup a Passing Through Bangle. Equip this and go U2, R1, U1, R3, D1, R1, D4, L1, D1, L1, D6, R9, U12 and done. Notice the mini-map in that the rooms form a ? ! shape. Another way is to unequip the bangle while standing over water. This will sometimes warp you straight to the room with the stairs. This can be a faster way, usually.

Get Item = Unidentified Staff

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Data Compilation

This section has information on items, monsters, and traps.

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1. Item List

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Weapons

AP = Base Attack Power of that weapon, plus minus zero.

Characteristic = Special powers that can be used with the Synthesis Pot to combine effects into one weapon.

Description = What the weapon does.

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Club

AP = 2

Description = Will not rust, but this weapon cannot be forged.

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Long Roll-up

AP = 3

Description = A spear like weapon.

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Bufu's Kitchen Knife

AP = 5

Characteristic = Can turn defeated monsters into meat. You always start with this weapon in "The Small Shrine of the Food God".

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Japanese Sword

AP = 5

Description = A favorite weapon among most wanderers. If you can forge this weapon to the extreme, something good may happen.

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Dragon Killer

AP = 7

Characteristic = Does double damage to the Dragon Tribe.

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Doutanuki (Bronze Raccoon?)

AP = 8

Description = It's high attack power makes it ideal for the base weapon for synthesis.





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Arrows

Description = What the items does.

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Wooden Arrow

Description = Can attack from a distance. After equipping, press L button to shoot.

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Iron Arrow

Description = Does more damage than the Wooden Arrow. Actual attack power of an arrow depends on your level and strength.

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Silver Arrow

Description = Has the attack power of the Iron Arrow, plus it can penetrate through anything.

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Shields

DP = Base Defensive Power of the shield, plus minus zero.

Characteristic = Special powers of that shield that can be used by the Synthesis Pot to combine effects into one shield.

Description = What the item does.

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Leather Carapace Shield

DP = 2

Characteristic = Reduces the hunger by half and this shield won't rust. This shield is very useful to combine with another shield. This will make you last longer before starving (the Glut Degree will go down 1% for every 20 turns instead of the normal 10 turns).

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Bronze Carapace Shield

DP = 4

Description = A standard shield.

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Wood Carapace Shield

DP = 3

Characteristic = Will not rust.

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Iron Carapace Shield

DP = 7

Description = High defense.

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Dragon Shield

DP = 7

Characteristic = Reduces the damage done by fire by 1/2.

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Wind Demon Escutcheon









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#### Suicide Bombing Scroll

Description = A big explosion occurs and any surrounding monsters or items will disappear. This also leaves you with 1 HP.

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#### Large Room Scroll

Description = When read, the floor will transform into one big room. The advantage is that finding the stairs to the next floor is easy. It can help when trying to steal items from a shop. The disadvantage is that monsters have a better chance to surround you, and enemies with long range attacks can hit you from off the screen.

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#### Monster House Scroll

Description = Turns the current room into a Monster House. If you are not in room, it will randomly warp you to a room. The monsters also get a free turn.

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#### Confusion Scroll

Description = When read, it will confuse all monsters within a room. Confused monsters may still attack you, so it is not that reliable.

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#### Genocide Scroll

Description = When thrown at a monster, that monster and the other levels that monster has will not appear again for that particular session. You can only genocide one type of monster. If you hit another monster with this, then the first one genocided will be back. It is best used on the Dragons, since they have that long range fire breath attack. If you read this scroll, it will do nothing, so don't waste it.

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#### Blank Paper Scroll

Description = By typing in the name of other scrolls, it can mimic the effect of that scroll. An all-purpose tool. Look for the list of what to type in below.

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#### Lost Scroll

Description = Reading this will cause you to forget the places walked and traps discovered. You will have to find them all over again.

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#### Blessing of Heaven Scroll

Description = Increases the level of the weapon that is equipped by 1. If the weapon is cursed, then reading this will remove that curse.

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#### Blessing of the Earth Scroll

Description = Increased the level of the shield that is equipped by 1. If the shield is cursed, then reading this will remove that curse.

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#### Plating Scroll

Description = Reading this will put a rust-proof gold plating to the currently equipped weapon and shield. It is represented by a star symbol after the weapon or shield level.

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Draw Out Scroll

Description = Reading this allows you to pick a pot. After that, this scroll will suck out the contents of that pot. This is very useful, as it allows the pot to be reused. Normally, the pot has to be thrown against a wall and be broken in order to release the contents of that pot (other than the Preservation Pot). The only problem is that this scroll rare.

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Cannot Pick Up Scroll

Description = While on the floor that this read on, items cannot be picked up from off the floor.

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Words to write on the Blank Paper Scroll

Here are the letters to type in the scroll to get the effects of the different scrolls. It is all right to type in either Hiragana or Katakana. Towards the bottom are the special words that are exclusive to the Blank Paper Scroll.

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Purification

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Indentification

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Brightness

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Pot Enlargement

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Vacuum Kill

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No Mouth

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Trap

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Time of Worry

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Enemy Double Speed

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Deep Sleep

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Power Up

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Suicide Bombing

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Large Room







Description = When you take damage, any enemy that got hit by this staff will also receive the same damage.

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Bracelets/Bangles

Description = Effect of that bracelet when equipped.

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Passage Through Bangle

Description = Allows passage over water and it can find secret passages just by walking near. If this is unequipped while stepping over water, then Shiren will randomly warp somewhere else on that floor.

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Bargain Dealing Bangle

Description = When buying items from a shop, when the shopkeeper tells the price, say no once, then you can buy at half price. It doesn't affect selling items.

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Trap Master Bangle

Description = Makes you immune to traps and allows monsters to get caught in traps. You always start with this item in the "Cave Behind the Hanging Scroll".

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Level Fixation Bangle

Description = Wearing this will cause the level to stay the same, meaning no level ups, but also no level downs.

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Recovery Bracelet

Description = Allows faster natural recovery in HP, but it also makes you twice as hungry.

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Rust Avoiding Bangle

Description = Prevents equipment from rust. When rusted, the level of the weapon or shield drops by 1.

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Congeniality Bracelet

Description = Allows any weapon a chance for a "Congeniality Blow". It is like equipping a Mintauros Ax.

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Regretful Bracelet

Description = Gives the enemy a chance for a "Regretful Blow" for double damage to you.

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Curse Avoiding Bangle

Description = Protects from the curse of the Norojoe Family. When a piece of equipment is cursed, you cannot unequip it.

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Far Throw Bangle

Description = Any item thrown will penetrate through anything. It's effective

if the monsters are lined up in a row. However, when trying to break a pot, don't have this equipped, otherwise the pot will fly away into oblivion.

α·αϕαία»αίϊόϊϑ;ία·αϕαία»αία|αϕαί;ϊ

Happiness Bracelet

Description = For every turn that passes, 1 experience point is gained. With this, Shiren can level up just by walking for the early levels.

ζαίιί@α·αίϊόϊϑ;ίαζαίαÊα-α·αία|αϕαί;ϊ

Incontinence Bracelet

Description = This causes unequipped items in the inventory to be dropped on the floor every few steps. Bad times if this bracelet is cursed.

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Clairvoyance Bracelet

Description = Gives you X-ray vision, allowing you to see the position of monsters and items on the mini-map. The monsters are the red dots, items and Gitan are the blue dots, Shiren the yellow dot, and the stairs are the blue square. If you see a bunch of red dots close together, then you can be sure that room is a Monster House.

°@ίδαέα+αίϊόϊϑ;ία³αόαέαόαέα+αία|αϕαί;ϊ

Confusion Avoiding Bangle

Description = Prevents confusion from certain traps and certain enemies. While confused, you cannot fight very well, since you end up swinging in the wrong direction. While confused, it is better to just pass the turns by pressing A+B. together.

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Identification Bracelet

Description = Items picked off the floor will automatically be identified. Useful, but it's an extremely rare item.

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Hand Rolled Sushi

Description = What the food does when eaten.

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Hand Rolled Sushi

Description = Recovers 50% of the Glut Degree. If at Max Glut Degree, then this will increase Max Glut Degree by 1%.

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Large Hand Rolled Sushi

Description = Recovers 100% of the Glut Degree. If at Max Glut Degree, then this will increase Max Glut Degree by 2%.

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Rotten Hand Rolled Sushi

Description = Recovers 30% Glut Degree, but with some side effects. They can be any one of the following. Blind Eye Status = Cannot see for more than 1 space around Shiren. Confusion Status = Cannot attack straight. Fall Asleep = Shiren cannot move. Power Down = Power reduced by 3. Level Down = 1 level lost.

μðÂϕαÊα°αÊα@αέ;ίααϕαÃαααÊα°αÊα@αέ;ϊ

Huge Hand Rolled Sushi

Description = Recovers Glut Degree to Max. Plus it adds 5% to the Max Glut

Degree, up to maximum of 200%.

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Deluxe Hand Rolled Sushi

Description = Recovers 30% Glut Degree, with some benefits. Here is a list.

You will get one of the following.

- Will not fall asleep
- Immune to poison
- Sleeping monsters will not wake up
- Will not get hungry
- Auto identification of items just by picking them up
- Complete recovery of Hit Point
- Raise Power by 1. If at Max Power, then raise Max Power by 1.

These effects will last until you move on to the next floor.

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Pots

Description = Things the pot can do.

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Preservation Pot

Description = Able to freely put in or take out items at will. This pot allows you to hold more items, since this item takes only one space. Normally you can only hold 20 items total, but a Preservation Pot [6] can hold six items while taking only one slot. Also, any Hand Rolled Sushi stored in this pot will prevent it from becoming Rotten.

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Go Past Pot

Description = If used, Shiren will hide inside the pot and attempt to hide from the monsters. If thrown at a monster, the monster will be stuck inside the pot for a short period of time.

Ê-îªªîÔä;îªªªªªªªªªª;î

Division Pot

Description = Any item put inside this pot will split into two. The second item is an exact copy of the first one. Used with the Draw Out Scroll, this can lead to infinite item creation.

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Strengthen Pot

Description = After putting in a weapon or shield, go down to the next floor. The weapon or shield will have gotten stronger.

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Identification Pot

Description = Any unidentified items put inside will become identified.

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Back of the Body Pot

Description = Pushing this pot will completely recover HP, Status Disorder, and Power.

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Warehouse Pot

Description = Any items put in here will disappear and get sent to the Warehouse in Canyon Inn Town.

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Weakening Pot

Description = After putting in a weapon or shield, go down to the next floor. The items inside will have gotten weaker.

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Bottomless Pot

Description = Putting in an item will cause it disappear forever. Breaking this pot or using the Draw Out Scroll will cause a Pitfall Trap to appear. You can use this trap inside a dungeon store and use that as an escape when attempting to steal. This is a sure way to successfully steal.

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Monster Riding Pot

Description = Pushing it will cause Shiren to be surrounded by monsters. It is better to throw it at the wall, which will make monsters appear, but in a confused state. Since it begins as an unidentified item, it is risky.

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Transformation Pot

Description = Items put inside this pot will randomly change to another item. This is the only time that a pot can be inside of another pot.

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Synthesis Pot

Description = The same type of item put inside will be combined into one, retaining any special properties either one had. For weapons and shields, the first item put inside becomes the base. The second item put inside will combine with the base. For staves, put two of the same staves to increase the number of times you can swing the staff. You must clear the Gaibara event first, before this pot will appear randomly in Kobami Valley.

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Sea Lion's Pot

Description = Pushing this pot will cause a Sea Lion to rush out and grab any item in front of it. Once done, it returns to the pot with that item. This can be a useful tool for trying to steal. Use it just outside the entrance to a store, and the shopkeeper won't notice. If you throw this pot, a group of Sea Lion monsters will escape from the pot and attempt to steal any nearby items.

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Gaibara's Pot

Description = Created by the master potter, Gaibara. Has no real purpose.

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Ridiculous Pot

Description = Has no special properties. It's just a pot for Gaibara to throw around.

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Unbreakable Pot

Description = Throwing it will cause it to bounce around, then disappear. Any items inside will be gone too.

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Resentment Dispel Pot

Description = Throwing this pot will cause it to explode upon impact. Gaibara gives you this as a gift if you find him in the "Cave Behind the Hanging Scroll".

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Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Unidentified Item List

Ἄδραμι

Herbs and Seeds

Ὀσπρία ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

White Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Black Grass

Ἄδραμι ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Red Grass

Ἄδραμι ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Blue Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Yellow Colored Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Green Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Purple Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Crimson Colored Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Vermilion Colored Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Light Blue Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Sky-Blue Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Deep Blue Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Gray Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Light Brown Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Rainbow Colored Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Black and White Grass

Ἰσχυρὰ ἄδραμι; Ἰσχυρὰ ἔστιν ἡ φύσις αὐτῆς

Red and White Grass

³içSsîÁð;î««Ã·çç⁻⁻î⁻⁻µ;î  
Brown Grass

²«îÐsîÁð;îªª;ªêçç⁻⁻î⁻⁻µ;î  
Pea Green Grass

È©;SsîÁð;îîÀªªªªªª⁻⁻µ;î  
Flesh Colored Grass

îµ;SsîÁð;îàà·çç⁻⁻î⁻⁻µ;î  
Colorless Grass

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´-Êª  
Scrolls

¥í¥°¥ßªî³ªî´-Êª;îîª°ªßªîªªîªªªªªª;î  
Picture of a Mouse Scroll

¥|¥·ªî³ªî´-Êª;îª|ª·ªîªªªªªªªªª;î  
Picture of a Cow Scroll

¥È¥éªî³ªî´-Êª;îªÈªéªîªªªªªªªªª;î  
Picture of a Tiger Scroll

¥|¥µ¥©ªî³ªî´-Êª;îª|µµ©ªîªªªªªªªªª;î  
Picture of a Rabbit Scroll

¥ê¥â¥|ªî³ªî´-Êª;îªêªâª|ªîªªªªªªªªª;î  
Picture of a Dragon Scroll

¥Ø¥Óªî³ªî´-Êª;îªØªÓªîªªªªªªªªª;î  
Picture of a Serpent Scroll

¥|¥ªªî³ªî´-Êª;îª|ªªªîªªªªªªªªª;î  
Picture of a Horse Scroll

¥Ò¥Ã¥,ªî³ªî´-Êª;îªÒªÃª,ªîªªªªªªªªª;î  
Picture of a Sheep Scroll

¥µ¥èªî³ªî´-Êª;îªµªèªîªªªªªªªªª;î  
Picture of a Monkey Scroll

¥È¥ì¥È¥êªî³ªî´-Êª;îªÈªìªÈªêªîªªªªªªªªª;î  
Picture of a Rooster Scroll

¥ª¥ìªî³ªî´-Êª;îªªªìªîªªªªªªªªª;î  
Picture of a Dog Scroll

¥ª¥î¥·¥ªªî³ªî´-Êª;îªªªîª·ªªªªªªªªª;î  
Picture of a Wild Boar Scroll

¥·¥ªªî³ªî´-Êª;îª·ªªªªªªªªªªªªªª;î  
Picture of a Deer Scroll

¥µ¥ªªî³ªî´-Êª;îªµªªªªªªªªªªªªªª;î  
Picture of a Rhinoceros Scroll

¥¥è¥óªî³ªî´-Êª;îªèªóªîªªªªªªªªª;î  
Picture of a Pig Scroll





Ἰάκωβος; ἱερὰ ἑστῆσθε; Ἰ  
Paulownia Staff

Ὀὐρα; ἱερὰ ἑστῆσθε; Ἰ  
Cherry Tree Staff

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Ἰόϊθ  
Bracelets

Ἰῆσθε; ἱερὰ ἑστῆσθε; Ἰ  
Turquoise Stone Bracelet

Ἰμυόσθε; ἱερὰ ἑστῆσθε; Ἰ  
Coral Bracelet

Ἰἄσθε; ἱερὰ ἑστῆσθε; Ἰ  
Diamond Bracelet

Ἰὸσθε; ἱερὰ ἑστῆσθε; Ἰ  
Jade Bracelet

Ἰῖσθε; ἱερὰ ἑστῆσθε; Ἰ  
Amber Bracelet

Ἰῖσθε; ἱερὰ ἑστῆσθε; Ἰ  
Emerald Bracelet

Ἰἄσθε; ἱερὰ ἑστῆσθε; Ἰ  
Agate Bracelet

ἸἸσθε; ἱερὰ ἑστῆσθε; Ἰ  
Pearl Bracelet

ἸἸσθε; ἱερὰ ἑστῆσθε; Ἰ  
Opal Bracelet

Ἰῖσθε; ἱερὰ ἑστῆσθε; Ἰ  
Amethyst Bracelet

Ἰῆσθε; ἱερὰ ἑστῆσθε; Ἰ  
Ruby Bracelet

Ἰμυόσθε; ἱερὰ ἑστῆσθε; Ἰ  
Sapphire Bracelet

Ἰ, Ἰῆσθε; ἱερὰ ἑστῆσθε; Ἰ  
Zirconium Bracelet

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Ὀἶα  
Pots

Ἰῖσθε; ἱερὰ ἑστῆσθε; Ἰ  
Round Pot

» Ἰῖσθε; ἱερὰ ἑστῆσθε; Ἰ

Triangular Pot

»í³ÑᵐᵐᵐîÔä; îᵐ ·ᵐ«ᵐᵐᵐîᵐÄᵐÛ; ï  
Square Pot

îñ ·ÁᵐîÔä; îᵐᵉᵐóᵐ±ᵐᵐᵐîᵐÄᵐÛ; ï  
Oval Pot

ᵐÒᵐ ··çᵐîÔä; îᵐÒᵐ ·ᵐ-ᵐçᵐîᵐÄᵐÛ; ï  
Diamond Shaped Pot

Ä± ·çᵐîÔä; îᵐÛᵐ ·ᵐ-ᵐçᵐîᵐÄᵐÛ; ï  
Star Shaped Pot

»°Æü ·î ·ÁᵐîÔä; îᵐᵔᵐ«ᵐÄᵐᵐ±ᵐᵐᵐîᵐÄᵐÛ; ï  
Crescent Moon Style Pot

È¾ ·î ·ÁᵐîÔä; îᵐîᵐóᵐ²ᵐÄᵐ±ᵐᵐᵐîᵐÄᵐÛ; ï  
Half Moon Style Pot

ᵐÄᵐᵉᵐᵔ ·çᵐîÔä; îᵐÄᵐᵉᵐᵔᵐ-ᵐçᵐîᵐÄᵐÛ; ï  
Tumbling Doll Shaped Pot

ᵐÒᵐçᵐ|ᵐçᵐó ·ÁᵐîÔä; îᵐÒᵐçᵐ|ᵐçᵐóᵐ-ᵐçᵐîᵐÄᵐÛ; ï  
Gourd Shaped Pot

°ÛᵐᵐÔä; îᵐÛᵐ½ᵐᵐᵐÄᵐÛ; ï  
Slender Pot

ÂÄᵐᵐÔä; îᵐÔᵐÈᵐᵐᵐÄᵐÛ; ï  
Fat Pot

ÀðᵐᵐÔä; îᵐçᵐᵐᵐᵐÄᵐÛ; ï  
Shallow Pot

ç½ᵐᵐÔä; îᵐÔᵐ«ᵐᵐᵐÄᵐÛ; ï  
Deep Pot

ᵐᵐóᵐîᵐçᵐÔä; îᵐᵐóᵐîᵐçᵐÄᵐÛ; ï  
Neck Shaped? Pot

ᵐæᵐ-ᵐóᵐÄÔä; îᵐæᵐ-ᵐóᵐÄᵐÄᵐÛ; ï  
Distorted Pot

ᵐÇᵐ³ᵐÛᵐ³ᵐîÔä; îᵐÇᵐ³ᵐÛᵐ³ᵐîᵐÄᵐÛ; ï  
Rugged Pot

·¹ᵐᵐçᵐÔä; îᵐ«ᵐçᵐàᵐᵐçᵐÄᵐÛ; ï  
Tilted Pot

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¥ç¥ᵐ¥Æ¥à²Á³Û°îí÷É½; îᵐçᵐᵐᵐÆᵐàᵐ«ᵐ-ᵐᵐᵐÄᵐᵉᵐóᵐÒᵐçᵐ|; ï  
Item Valuation List

î¾¾î; áÆ»¶ñᵐîî¾Á°  
ÇãÁí; áÆ»¶ñᵐòÇãᵐ|»ᵔᵐîÁíÄÊ; ç¥®¥ç¥óÄ±°ì  
ÇãÁí; áÆ»¶ñᵐòÇãᵐᵉ»ᵔᵐîÁíÄÊ; ç¥®¥ç¥óÄ±°ì  
Æᵔ¾ᵉ; áᵐ½ᵐîÆ»¶ñᵐò¾ᵉᵐÈÆᵔᵐîᵐᵉ¾î½ᵉᵐÈÉÝË;  
»³; á¥Æ; ¼¥Ô¥ᵉ¥ᵔ¥; ¥ó¥Æ¥ó







î¼Á°;îÊ;î

Name

HP = Amount of Hit Points the monster has.

EXP = Amount of Experience Points the monster has.

SP = Any specialties the monster has.

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Mamul

HP 5

EXP 2

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Cellar Mamul

HP 5

EXP 3

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Cave Mamul

HP 5

EXP 1000

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Death Messenger

HP 25

EXP 30

SP Undead, moves at double speed

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Hell's Deceased

HP 45

EXP 130

SP Undead, moves at double speed

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Death God

HP 65

EXP 950

SP Undead, moves x2 speed, moves through walls

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Gather

HP 50

EXP 135

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Killer Gather

HP 60

EXP 500

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Hell Gather

HP 120

EXP 2000

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Bouya  
HP 7  
EXP 4  
SP Shoots Wooden Arrows

Y<sup>-</sup>Y<sub>i</sub>Y<sup>+</sup>YÜY<sub>i</sub>Yä;¼

Cross Bouya  
HP 20  
EXP 35  
SP Shoots Iron Arrows

Y<sup>3</sup>YÉYâÄi¼Ö;î<sup>3</sup>æÉæâæ»æóæ·æã;î

Child Tank  
HP 25  
EXP 40  
SP Shoots Iron Arrows, moves at x2 speed

YÁYÓY;YóY<sup>-</sup>

Dwarf Tank  
HP 25  
EXP 65  
SP Shoots Silver Arrows, moves at x2 speed

Y<sup>a</sup>YäY,Äi¼Ö;î<sup>a</sup>æäæ,æ»æóæ·æã;î

Father Tank  
HP 30  
EXP 70  
SP Shoots cannonball for 20 damage, 1/2 speed

Y<sup>-</sup>YóY<sup>3</sup>Äi¼Ö;îæ<sup>-</sup>æóæ<sup>3</sup>æ»æóæ·æã;î

Stubborn Tank  
HP 40  
EXP 300  
SP Shoots cannonball for 30 damage

YæYÄYæYÄÄi¼Ö;îæææÄææææ»æóæ·æã;î

Inflexible Tank  
HP 50  
EXP 1000  
SP Shoots cannoball for 40 damage, moves at x2 speed

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Y<sup>-</sup>YÐYé

Gamara  
HP 10  
EXP 5  
SP Steal Gitan, then run away at twice the speed

Y<sup>-</sup>YÐY<sup>o</sup>YÄYÁ

Gamagucchi  
HP 40  
EXP 40  
SP Steal Gitan, then run away at twice the speed

Y<sup>-</sup>YÐY<sup>´</sup>Yó

Gamagon  
HP 50  
EXP 800  
SP Steal Gitan, then run away at twice the speed

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Debuuta (Debu = Chubby)

HP 25

EXP 23

SP Throws rocks with a 2 space range

ŸÇŸÖ;¼ŸÁŸÇ

Debuucho

HP 50

EXP 200

SP Throws rocks with a 5 space range

ŸÇŸÖ;¼ŸÈŸÓ

Debuuton

HP 105

EXP 1000

SP Throws rocks with a 10 space range

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Fog Hermit

HP 30

EXP 30

SP Casts a special HP spell (cannot naturally recover Hit Point for a limited time), range of 1 space

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Straw Raincoat Hermit

HP 65

EXP 150

SP Casts a special HP spell, range of a straight line

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Mist Hermit

HP 90

EXP 1000

SP Casts a special HP spell, range of a whole room

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Flame Priest

HP 35

EXP 60

SP Any items thrown at it will burn up; fire will cause a level up; explosions will cause it to multiply in numbers.

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Flame Priest 2

HP 65

EXP 170

SP Same as above

²«»è«»«»«ó«È«ó«»«É«;ï

Flame Priest 3

HP 70

EXP 300

SP Same as above

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ΥΒΥÉΥί

Midoro

HP 12

EXP 4

SP Puts a rust on shields

Υ²ΥÉΥί

Gedoro

HP 35

EXP 90

SP Puts a rust on weapons and shields, will multiply in numbers

ΥªΥÉΥί

Oodoro

HP 60

EXP 200

SP Removes Plating and Synthesis as well as rusting weapons and shields; will multiply in numbers if hit

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αîα¹αÃΥÉΥÉ

Thieving Sea Lion

HP 35

EXP 20

SP Steal items, then run away

αβαÉαêΥÉΥÉ

Green Sea Lion

HP 51

EXP 50

SP Steal items, then run away; will multiply in numbers

ΥçΥαΥçΥóΥÉΥÉ

Iron Sea Lion

HP 70

EXP 60

SP Steal items, then run away; will multiply in numbers

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ΥΥ°ΥÉÃ²;îαα°αÈα³α⁻;î

Kiguni Tribe

HP 40

EXP 45

SP Will attack friend or foe

ΥΥ°ΥÉÃ²£²;îαα°αÈα³α⁻αÈ;î

Kiguni Tribe 2

HP 60

EXP 100

SP Will attack friend or foe

ΥΥ°ΥÉÃ²£³;îαα°αÈα³α⁻αμσó;î

Kiguni Tribe 3

HP 70

EXP 150

SP Will attack friend or foe

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α⁻αία⁻αίΥíΥÈ;¼

Wriggling Honey

HP 30  
EXP 40  
SP Will lower your level; Status Sucker

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Y` ;4YFYÉYFYÓYè

Ether Devil

HP 50

EXP 50

SP Stays invisible; will reflect any staffs swung at it; Undead

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YóYÉYYYD

N-Douba

HP 50

EXP 12

SP Disguised as items or stairs, they will attack if Shiren gets close

YóYÉYYYè ;4

N-Douruu

HP 50

EXP 25

SP Disguised as items or stairs, they will attack if Shiren gets close

YóYDYP

N-Bama

HP 50

EXP 500

SP Disguised as items or stairs, they will attack if Shiren gets close

---

YçYαYçYóYØYÃYÉ

Iron Head

HP 15

EXP 20

SP One-Eyed Monster

YÁYSYαYóYØYÃYÉ

Chain Head

HP 60

EXP 500

SP One-Eyed Monster

Y@Y- YØYÃYÉ

Giga Head

HP 65

EXP 1200

SP One-Eyed Monster

---

αªαÐα±Âç°-; îªªαÐα±αÀαααªªó; î

Ghost White Radish

HP 8

EXP 8

SP Throws Poison Herb, Undead

αªαÐα±α·Âç°-; îªªαÐα±α·αÀαααªªó; î

Eye Spinning White Radish

HP 45

EXP 80

SP Throws Confusion Herb, Undead

ŀı̂ààèÂç°¬;îı̂ı̂ààèèàààà³ó;ĩ

Sleeping White Radish

HP 50

EXP 120

SP Throws Sleep Herb, Undead

---

μŬ°úíÀĀî;îı̂âı̂!ââââóèâ!âĀââı̂;ĩ

Suction Larva

HP 40

EXP 30

SP Reduces Power by 1; Status Sucker and One-Eyed Monster

μŬ°úĀĀî;îı̂âı̂!ââââĀââı̂;ĩ

Suction Insect

HP 40

EXP 50

SP Reduces Power by 2; Status Sucker and One-Eyed Monster

μŬ°úÀ@ĀĀî;îı̂âı̂!ââââ»âââĀââı̂;ĩ

Suction Adult Insect

HP 80

EXP 500

SP Reduces Power by 3; Status Sucker and One-Eyed Monster

---

¥»¥è¥ç;¼¥Đ;¼

Cell Armor

HP 20

EXP 30

SP Knocks away equipped shields, Undead

¥¯¥í¥à¥ç;¼¥Đ;¼

Chromium Armor

HP 65

EXP 650

SP Knocks away equipped shields or weapons, Undead

¥Á¥ç¥ó¥ç;¼¥Đ;¼

Titanium Armor

HP 80

EXP 1200

SP Knocks away equipped shields or weapons, or bracelets, Undead

--

¥É¥é¥´¥ó

Dragon

HP 90

EXP 2500

SP Breathes fire in a straight line for 30 damage, Dragon Tribe

¥¹¥«¥«¥É¥é¥´¥ó

Sky Dragon

HP 100

EXP 5000

SP Breathes fire, whole room range for 40 damage, Dragon Tribe

¥ç;¼¥¯¥É¥é¥´¥ó



---

チキン

Chicken

HP 4

EXP 200

SP Runs away with double speed

マスターチキン

Master Chicken

HP 50

EXP 400

SP When HP gets low, will transform into a Chicken

グレートチキン

Great Chicken

HP 90

EXP 1000

SP When HP gets low, will transform into a Chicken; moves at x2 speed

---

闇のオウ

Darkness Owl

HP 4

EXP 15

SP It's presence will darken a room, so if one of these monsters are inside a Monster House, consider yourself lucky, since monsters inside the house won't attack Shiren unless they get real close. The darkness prevents monsters in the house from seeing you from far away.

---

ナイフガ

Knife Gator

HP 7

EXP 4

SP None, but if you have this monster's meat and eat it, Shiren can attack three times in one turn.

サブレガ

Sabre Gator

HP 40

EXP 80

SP Can attack twice in one turn. If Shiren eats this monster's meat, then he can attack four times in one turn.

ブレードガ

Blade Gator

HP 100

EXP 1000

SP Can attack three times(!!) in one turn. If Shiren eats this monster's meat, then he can attack five times(!!) in one turn. With this meat, most monsters will go down in one turn.

---

ピタン

Piitan

HP 5

EXP 7

SP Run away at x2 speed, will drop Hand Rolled Sushi upon defeat, One-Eyed

È²ÙÛ;¼ÙÛó;îÈ²ÙÛ;¼ÙÛó;î

Escaping Piitan

HP 10

EXP 50

SP Run away at x2 speed, can warp away; will drop Large Hand Rolled Sushi upon defeat; One-Eyed Monster

ÈÙÙÛ;¼ÙÛó;îÈÙÙÛ;¼ÙÛó;î

Flying Piitan

HP 10

EXP 150

SP Run away at x2 speed, will warp away if Shiren gets too close; always will drop a rare, random item; One-Eyed Monster

---

ÀùîîÀi»î;î·çç|áó»ó·;î

Facade Soldier

HP 50

EXP 200

SP Has high defense on front, but weak defense on the side and back

ÀùîîÛÛ;¼ÙÛó;î;î·çç|áóÛ;çç;î;î

Facade Fighter

HP 100

EXP 2000

SP Same as above

ÀùîîÛÛ¹Ù;¼ÙÛó;î;î·çç|áóÛ¹Ù;¼Ù;î

Facade Master

HP 250

EXP 6000

SP Same as above

---

Û·Ûâ;¼ÛÛè

Shuubell

HP 20

EXP 30

SP Can summon another level 1 monster

ÛáóÛÛÛ¹

Menbellus

HP 30

EXP 50

SP Can summon another level 2 monster

ÛÛèÛÈ;¼ÛÛó

Belltoven

HP 70

EXP 1000

SP Can summon up to three level 3 monsters(!!)

---

èèª»óèèâ|

Block the Way Dragon

HP 12

EXP 8

SP If another monster is behind it, it will slide under Shiren and create a sandwich attack; Dragon Tribe

ŸÉŸéŸ´ŸóŸØŸÄŸÉ

Dragon Head

HP 75

EXP 500

SP Same as above

Ÿ¹Ÿè;¼ŸÉŸéŸ´Ÿó

Through Dragon

HP 80

EXP 1000

SP Same as above

---

ŸÑŸ³ŸìŸ×ŸŸó

Pakorepkin

HP 27

EXP 30

SP Can walk through walls, Undead. If Shiren eats this monster meat, then he can also walk right through walls and over water. Just don't change back to human form while inside a wall, otherwise you will die.

ŸÑŸ³ŸìŸ×Ÿ;¼ŸÉ

Pakorepkina

HP 60

EXP 250

SP Same as above

ŸÑŸ³ŸìŸ×ŸŸóŸ°

Pakorepking

HP 60

EXP 1500

SP Same as above

---

íÁ²øæĒæⓄæéĒ²¼;îæèæ!æ«æææĒæⓄæêæøæóæ²;ï

Monster Grip Ghost

HP 10

EXP 10

SP Can change any item in the inventory in a Large Hand Rolled Sushi

íÁ²øæĒæⓄæéæĒ²¼;îæèæ!æ«æææĒæⓄæêæâæææææ;ï

Monster Grip Master

HP 15

EXP 75

SP Can change Shiren into a Hand Rolled Sushi

íÁ²øæĒæⓄæé,µÄù;îæèæ!æ«æææĒæⓄæêæâææĒæ,æá;ï

Monster Grip Manager

HP 50

EXP 200

SP Can change any item in the inventory in a Hand Rolled Sushi

---

ŸîŸí;¼Ÿ,Ÿç

Norojoe

HP 27

EXP 40

SP Puts a curse on any equipped shield. Eating this monster meat will remove any curse on any equipped shield.

ŸîŸí;ŸŸ,ŸçŸî»Ÿ;îŸîŸí;ŸŸ,ŸçŸîŸçŸí;î

Norojoe's Elder Sister

HP 40

EXP 100

SP Puts a curse on any item that is equipped

ŸîŸí;ŸŸ,ŸçŸîêî;îŸîŸí;ŸŸ,ŸçŸîŸîŸî;î

Norojoe's Mother

HP 75

EXP 300

SP Puts a curse on all equipment in the inventory

---

Ÿ-ŸŸŸ³ŸÄŸŸêŸ;

Skeleton Heresy

HP 23

EXP 15

SP Swings a staff with random effects

Ÿ-ŸŸŸ³ŸÄŸŸŸ,Ÿó

Skeleton Devil

HP 39

EXP 70

SP Same as above

Ÿ-ŸŸŸ³ŸÄŸŸŸªŸ;

Skeleton Devil King

HP 70

EXP 400

SP Same as above

---

Ÿ²ŸŸŸ°

Gaze

HP 20

EXP 15

SP Casts hypnotism, which forces Shiren to use an item; One-Eyed Monster

Ÿ¹;ŸŸŸŸ;ŸŸ²ŸŸŸ°

Super Gaze

HP 51

EXP 300

SP Same as above

ŸîŸŸŸŸŸŸ;ŸŸ²ŸŸŸ°

Hyper Gaze

HP 110

EXP 2000

SP Same as above

---

ŸŸŸîŸŸêŸŸŸŸŸŸŸ°

Revolving Polygon

HP 20

EXP 5

SP Sneaks to your front and reduces current Glut Degree by 10%

ŸªŸêŸŸêŸŸŸŸŸŸŸ°

Dancing Polygon

HP 80





EXP 1100  
SP Same as above

¥ĭ;¼¥É¥i¥à¥é¥¹  
Hard Remlas  
HP 130  
EXP 2000  
SP Same as above

---  
¥ĭ¥Ö;¼¥ó  
Haboon  
HP 11  
EXP 10

¥Ď¥à;¼¥ó  
Mamuun  
HP 25  
EXP 50

¥Ě¥·¥;¼¥ó  
Nishikin  
HP 70  
EXP 700

---  
È«¹Óææ·;îñĭñ;±æçææ·;ĭ  
Plowed Field Laid to Waste  
HP 12  
EXP 12  
SP Changes items on the floor into Weed

Ôä¹Óææ·;îñÄñÛæçææ·;ĭ  
Pots Laid to Waste  
HP 15  
EXP 15  
SP Will throw Weed into any pots you may be holding

Êª¹Óææ·;îñâñîñçææ·;ĭ  
Objects Laid to Waste  
HP 20  
EXP 20  
SP Will transform any item in the inventory into Weed

---  
Æ|»³Â±;îñĎñáñµñóñ¾ñ¯;ĭ  
Bean Bandit  
HP 6  
EXP 5

»³Â±;îñµñóñ¾ñ¯;ĭ  
Bandit  
HP 12  
EXP 15

»³Â±;ÆĚñ;îñµñóñ¾ñ¯ñªñäñÖñó;ĭ  
Bandit Chief  
HP 12  
EXP 20

---

④ÁĪĀ·Ŧé; ĩŋ³ŋ¾ŋ!ŋÆŋóŋ°; ĩ  
Youngster Long-Nosed Goblin  
HP 6  
EXP 3

¥«¥é¥¹Ā·Ŧé; ĩŋ«ŋéŋ¹ŋÆŋóŋ°; ĩ  
Crow-Billed Goblin  
HP 6  
EXP 5

Ā·Ŧé»Ŧ¾ŧ; ĩŋÆŋóŋ°ŋ·ŋ·ŋÇŋ!; ĩ  
Long-Nosed Goblin Teacher  
HP 7  
EXP 8

---

ĀŦĀ±ÈŦ; ĩŋÈŋ!ŋ¾ŋ⁻ŋĐŋó; ĩ  
Thief Watchman  
HP 250  
EXP 0  
SP Appears when you steal from a store

---

ÈŦ,ŋ; ĩŋĐŋóŋ±ŋó; ĩ  
Watchdog  
HP 75  
EXP 0  
SP Appears when you steal from a store; moves at x2 speed

---

Ā¹¾ŧ; ĩŋÆŋóŋ·ŋā; ĩ  
Shopkeeper  
HP 250  
EXP 0  
SP Will attack if Shiren steals from a store

---

°ìÈìŋĭŧ; ĩŋŋŋĀŋŋŋóŋĭŋŦòŋÈ; ĩ  
General People

ĭ·ŧ; ĩŋíŋ!ŋ,ŋó; ĩ  
Old Person

¾⁻¾ŧ; ĩŋ·ŋÇŋ!ŋ,ŋÇ; ĩ  
Little Girl

Ŧ⁻ŋ!ŋ½ŋ!ŋÈĀÈ; ĩŋĀŋèŋ!ŋ½ŋ!ŋÈŋªŋÈŋ³; ĩ  
Strong Looking Man

④ĀĀŋèŋÈĀÈ; ĩŋ³ŋŦŋÈŋèŋÈŋªŋÈŋ³; ĩ  
Slightly Fat Man

μŦ; ĩŋŋāŋ⁻; ĩ  
Customer

ĀŦ,ÈŋĭÈŦŧ; ĩŋ½ŋ!ŋ³ŋĭŋĐŋóŋÈŋó; ĩ  
Warehouse Guard

ΥέΥέ

Lala

ÆóÈÖÄi»Ò;îñĚñĐñóñÇñ·;ï

Second Apprentice

»°ÈÖÄi»Ò;îñμñóñĐñóñÇñ·;ï

Third Apprentice

»ÍÈÖÄi»Ò;îñèñóñĐñóñÇñ·;ï

Fourth Apprentice

, ßÈÖÄi»Ò;îñ´ñĐñóñÇñ·;ï

Fifth Apprentice

¥μ¥έ¥ά¥Ψ

Saruyama

¥¬¥ñ¥Đ¥έ

Gaibara

É÷ÍèζÍ;îñŌñ!ñéñññĚñó;ï

Wanderer

ï·Çì;îñίñ!ñĐ;ï

Old Woman

ÇñμÒ;îñĪñĂñ«ñ¬;ï

Overnight Guest

¥Ú¥±¥,

Pekeji

ñªñ«ñβ

Okami

¥Ê¥ª¥

Naoki

¥Ê¥·¥ª

Toshio

î¹;í;îñζ;ñÓñÓñĚ;ï

Traveller

¥È¥ά

Tome

¼ò¾ìñîĪ¹¼Ç;îñμñ«ñĐñîñÆñóñ·ñå;ï

Bar Shopkeeper

ÈÖĚÖ²°;îñĐñóñĂñ±ñä;ï

Ranking of Wanderer Dealer

Æ²°îĀíýĀ¹;îñĚñ!ñ²ñäñêñÇñ!ñêñĀñÇñ!;ï

Mountain Pass Shop Cooking Leader

»³»Ō;îñäñĐñ·;ï

Speculator

°Ū¹ññîĒ÷îèçî;îñññ³ñ⁻ñîñðñ|ñéñññĒñó;î  
Wanderer from a Foreign Country

ñ,ñ,ññ  
Old Man

¥«¥Ḃ¥ò¥²  
Kamahige

¥¹¥°¥³  
Suzuko

¥¹¥é¥é  
Surara

ñªîµ;îñªñĒñáñ;î  
The Dragon

¥µ¥@»ō;îñµñ@ñ·;î  
Sagi Expert

Èòµó;îñòññãñ⁻;î  
Courier

°ÂĒ-¥±¥Á;îñŋñĒñ|ñ±ñÁ;î  
Masseur Kechi

£´çîÁĒ;îñĒñĒñóñ°ñß;î  
A Group of Four

»ōŋ;î;îñ³ñĒñã;î  
Children

ÃĒ;îñªñĒñ³;î  
Male

½÷;îñªñóñĒ;î  
Female

ñªñḂñḂ  
Old Woman

ñ«ñ,²°;îñ«ñ,ñä;î  
Blacksmith

¥Ū¥Ū¥í  
Boboro

½÷ñî»ō;îñªñóñĒñîñ³;î  
Girl

ĒìçĒ;îñîñîñªñä;î  
Mother

¥«¥ó¥ñ¥Á  
Kanpachi

¥·¥ō¥ç¥ì  
Shibutare

ÇÀÉ×;îñîñ;ñõ;ï

Peasant

¼õ² °ñîÿ'ÿí;îñ¬ñèññäñîñ'ñí;ï

Cartwright Goro

ÄÔÀèññ;îñÄñ,ñ|ñéñèññ;ï

Crossroads Fortuneteller

ÿÄÿàÿè

Tsumuri

ÿªÿóÿè

Obito

ÿ«ÿ°ÿé

Kazura

Ä@ñîñªñ,ñññµñó;îñññÄñîñªñ,ñññµñó;ï

Town's Grandfather

Èõµóñîÿèÿó;îñòññäñ¬ñîñèñó;ï

Courier Tobi

Èöçí;îñññóñèñó;ï

Watchman

¼õ¾îñîî¼;îñµñ«ñññîñàñ¹ñá;ï

Bar-Room Daughter

ñ³ñ½ñéñí

Sneaky Thief

ÄðÄ±çí;îñèññ|ñ¾ñ¬ñèñó;ï

Robber

°äÄ×¹óñéñ·;îñññ»ññçñéñ·;ï

Historic Ruins Invader

îÁíÿçí;îñèñçññ|ñèñèñó;ï

Chef

Ôäñ,ñññµñó;îñÄñÛñ,ñññµñó;ï

Pot Old Man

ÄîÈÑ³Ø¼ôÿóÿÿÿñ;îñÁñøñóñ¬ñ¬ñ·ñãñõñÿññ;ï

Natural Calamity Scholar Fei

¼õ² °ñîÿ¬ÿé;îñ¬ñèññäñîñ¬ñé;ï

Cartwright Gara

ÉäçÆ;îñÁñÁñªñä;ï

Father

ÿäÿõÿá

Yabume

ÿ·ÿíñîÿøÿñÿÿ,

Castle's Heiji

αα, ααααó  
Grandfather

ÃÊαî»Ò; îαααÊα³αîα³; î  
Boy

, α; îαααî; î  
Dog

Éã; îαÁαÁ; î  
Father

Êì; îαîαî; î  
Mother

Äì; îαααÊα; αÊ; î  
Younger Brother

Ëã; îαααâα; αÊ; î  
Younger Sister

¥·¥¥; ¥êαî¥à¥°¥é  
Conventional Practice Mugura

¥¯¥è¥¯¥èαî¥»¥ó¥³¥¥;  
Spinning Senzou

¥Ê¥Ê¥áαî¥, ¥í¥¥Á  
Oblique Jirokichi

¥Á¥Óαî¥Ó¥´; ¥  
Dwarf Biee

¿ìαÃÊSαααî¥¿¥²; îαèαÃαÑéαααîα¿α²; î  
Drunkard Tage

¥·¥±αî¥î¥ó¥¶¥  
Stereotype Hanzaki

Ãé¥Ê¥αî¥Ã¥Ó¥Æ; îαÊα; αÆααîαÃÖαÆ; î  
Throw Technique Tsubute

Ê¹α¥ªαî¥µ¥Ö; îαααβαβαîαµαÖ; î  
Straining Ear Sabu

¿ÆÀÚαÊαα, ααααó; îα·αóα»αÃαÊαªα, ααααó; î  
Kind Old Man

î©î²αî¥·¥, ¥Ð; îαèαíα; αîα·α, αÐ; î  
Vagrant Shijima

¶¶¥¿¥; ¥αî¥ä¥Ð¥±; îαîα·α¿α¿αîαäαÐα±; î  
Bridge Assaulter Yamake

Ã©»Ò; îαàα¹α³; î  
Son

α«α, ²°αîî¥; îα«α, αäαîαàα¹αá; î  
Blacksmith's Daughter

ΥὸΥ²αῖἌἘ;ἱαὸα²αἱα³αἘα³;ἱ

Moustache Man

ζῶἌἱα,α,αα;ἱα·αζα⁻αἌααα,α,αα;ἱ

Gourmet Old Man

ὪἄΥἩΥἘΥζ;ἱαἌαὸαἩαἘαζ;ἱ

Pot Mania

ΥὸΥἔΥἌαἌαἘααζμὸ;ἱαὸαἔαἌαἌαἘααζααἄα⁻;ἱ

Casually Appearing Customer

Υ½ΥἌΥἘαἱΥ«ΥὸΥ.

Bringing Up Kanji

-----

£³;£æ«;ἱαἱαἘ;ἱ

3. Traps

ἱ¾Ἀ°;ἱαἘαἩα⁻;ἱ

Name

L = What the trap looks like

S = What happens if Shiren steps on the trap

M = What happens if a monster steps on the trap; only happens if Shiren eats the Kalaclloid Meat, or equips the Trap Master Bangle.

---

Ἄ¾αὸἌἩ;ἱα³αἱαὸααα·;ἱ

Tripping Stone

L = A grayish rock.

S = Items will scatter about, and pots have a chance to break.

M = Does 1 damage.

---

´ΥἌἌæ«;ἱαἩαἔαζαἱαἘ;ἱ

Log Trap

L = A brown circular switch.

S = Pushes you back 10 spaces and causes 5 damage.

M = Pushes the monster back 10 spaces and does 5 fixed damage.

--

ἱἱἌἩΥ¹ΥαΥἌΥἌ;ἱαἔα⁻α»αα¹αααἌαἌ;ἱ

Falling Rock Switch

L = A grayish circular plate.

S = Rocks fall, causing 5 to 10 damage.

M = Same as Shiren.

---

ἘÇἱὸ;ἱαἘα⁻α;ἱ

Poison Arrow

L = A green square with a white arrow.

S = Power reduced by 1, does about 5 damage.

M = Does about 10 damage.

---

¶ὸἘζΥ¹ΥαΥἌΥἌ;ἱα⁻α|αὸα⁻α¹αααἌαἌ;ἱ

Hunger Switch

L = A white hand rolled sushi shaped switch.

S = Glut Degree drops by 10%.



M = Instant death.

---

¥Ç¥í¥Ç¥í¥íÁÒ;í¥Ç¥í¥Ç¥í¥í¥æ;í

Dirty Hot Water

L = A green onigiri (sushi) shaped switch.

S = Any Hand Rolled Sushi in the inventory will become Rotten. If the sushi is inside of the Preservation Pot, then it is safe.

M = Instant death and the monster becomes a Rotten Hand Rolled Sushi.

---

¿ÇÌ²¥-¥¹;í¥²¥¥¥¥¥ó¥-¥¹;í

Sleep Gas

L = A gray circular plate with a black hole in the middle.

S = Sleep for about 5 turns.

M = Same as Shiren.

---

,,³Ð¥-¥¹;í¥²ó¥«¥-¥¹;í

Hallucination Gas

L = A green circular plate with a black hole in the middle.

S = Monsters and friends will look like ladies, while items and traps will look like flowers.

M = They get scared and run away from Shiren.

---

,°Á@¥¹¥¥¥Á¥Á;í¥²ó¥½¥-¥¹¥¥¥Á¥Á;í

Deceleration Switch

L = A white footprint.

S = For 20 turns (from oneself, it seems like 10) movement speed will be cut in half.

M = For 10 turns, the monster's movement speed will be cut in half. During this time, you can use hit and away tactics to kill them with no damage.

---

²óÁ¼È×;í¥«¥¥¥¥¥ó¥Ðó;í

Turning Board

L = A circular white plate with green arrows in a circle formation.

S = Shiren becomes confused for about 10 turns.

M = The monster becomes confused.

---

íí¥È¥··ê;í¥ª¥È¥·¥ç¥ê;í

Pitfall

L = A squarish gray board.

S = Falls down to the next floor, taking a little damage. Any comrades that are following along will be gone.

M = Instant death.

---

¥È¥ó¥Ð¥µ¥ß

Tiger Scissors

L = A circular metal device with ragged edges.

S = Cannot move for 5 turns. Shiren can change direction or swing a weapon.

M = Same as Shiren.

---

¥Ð¥í

Coiled Spring

L = A gray plate with four green dots in a diamond shaped pattern.

S = Randomly warp somewhere else on the same floor.

M = Same as Shiren. Note that there are some Coiled Springs that monsters are immune to even if Shiren is equipping the Trap Master Bangle. These only affect Shiren, the reason being the rooms are completely separated, and the only way to move between rooms is by this type of spring.

---

ÁðË÷³°¤·;î¤½¤|¤Ó¤Ï¤°¤·;Ï

Equipment Remove

L = A green board with many needles sticking out.

S = Unequips everything Shiren has equipped, even cursed items. If you find this trap, you can try to equip some unidentified items. Even if it is cursed, just step on this trap to unequip it.

M = Monster's special attacks will be sealed, so this can be useful for some of the more annoying monsters.

---

»-æ«;î¤·¤ç¤|¤ß¤ó;Ï

Tarnish Snare

L = A white teardrop surrounded by green.

S = Will reduce the strength of equipped shields by 1. If the shield is Plated, then the shield is safe.

M = Will reduce the defense power of monsters. This only monster to watch out for is the Midoro class (Gedoro and Odoro) monsters. This trap will cause them to level up!

---

Ãííë;î¤,¤é¤¤;Ï

Land Mine

L = A circular yellowish plate.

S = This will cut Shiren's HP in half. Any monsters or items surrounding it will be destroyed by the blast.

M = Instant death. Any other monsters or items surrounding it will be destroyed by the blast. The only enemy to watch out for is the Flame Priest Family. The explosion will cause them to multiply instead, so watch out.

---

Âç·ç;Ãííë;î¤ªªªªªç¤,¤é¤¤;Ï

Large Scale Land Mine

L = A large circular yellow plate.

S = HP will be reduced to 1. Otherwise, the same as the regular Land Mine.

M = Same as the regular Land Mine.

---

·ÛËÓ¥¹¥¤¥Ã¥Á;î¤±¤¤¤Û¤|¤¹¤¤¤Ã¤Á;Ï

Alarm Switch

L = A black device with a red dot in the middle.

S = All sleeping monsters in the floor will wake up and look for Shiren.

M = Same as Shiren. When monsters constantly step on this trap, it becomes really annoying.

---

¾¤´¥¹¥¤¥Ã¥Á;î¤·¤ç¤|¤«¤ó¤¹¤¤¤Ã¤Á;Ï

Summon Switch

L = A triangular shaped orange switch.

S = Causes four monsters from that floor to appear.

M = Same as Shiren, except this time, the trap disappears, so it can't be stepped on twice.

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Trap of Traps

L = Three small white circles surrounding a yellow circle.

S = Causes random traps other than this one to appear on the floor.

M = Same as Shiren.

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Secrets Compilation

1. How to create the "Fire Swift Wind Demon Sword". First you must have a Japanese Sword +99. Then take it to the blacksmith and pay the 1000 Gitan to have it forged. Then Japanese Sword will transform into the "Fire Swift Wind Demon Sword". It will lose any special abilities that may have been combined due to the Synthesis Pot, so have a spare ready.

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2. How to create the Secret Sword Kabura Stegi. First you need the Sturdy Sword Manji Kabura +99. Then take it to the blacksmith and have it forged. He will take it and then it will transform into the Secret Sword Kabura Stegi. It will lose any special abilities, so add those after you get this sword.

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3. How to create the Spiral Wind Demon Escutcheon. First you will need the Wind Demon Escutcheon +99. Then take it to the blacksmith in either the Village of Bamboo Thicket or the Town of the Mountain Summit. Normally the blacksmith will not accept shields, but this is the only time he will take it. Then the shield will have the whirlpool mark inside of it released, making it stronger with a spiral. Just like the other two above, it will lose any special abilities after transforming, so do the combining afterwards.

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4. The Unbreakable Pickaxe. Clear the game first. Now take a regular Pickaxe to the blacksmith, and he will forge it so that it can be used to dig without breaking. You will have to give the Pickaxe to him, then the next time you visit him, he will have the Unbreakable Pickaxe ready for you.

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5. Unlimited Item Reproduction. You will need these items. Division Pot [4] or higher, and two Draw Out Scrolls. Put one Draw Out Scroll into the Division Pot. Then put whatever item you want to reproduce next (other than a pot). Then read the other Draw Out Scroll on the pot. Now you will have two Draw Out Scrolls again and the other item will have doubled. Repeat the process for unlimited item production. The only problem is that the Division Pot only appears in Fei's Final Problem, the 3rd Secret Dungeon.

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6. Unlimited Gitan Technique. You will need these items. A Temporary Tiding Over Staff and a Place Exchange Staff. Now go to the Town of the Mountain Summit. You must have cleared the Gaibara Event to get the Synthesis Pot, so that the pot shop opens up beside Gaibara's Mansion. Now go to that shop and swing the Temporary Tiding Over Staff at the shopkeeper. He will warp to the exit of the town on the far right end. Now talk to the shopkeeper there, and he will give you Gitan based on the items that are stored in the Parcel Place. Now enter any building, then go back out and talk to the shopkeeper again.

