

Heisei Shin Oniga Shima Kouhen (Import) FAQ/Walkthrough

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Heisei Shin Oniga Shima Kouhen

Heisei New Mythological Island of Demons Latter Part

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GUIDE

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Story

This game is made with the theme of an old story "Momotaro," and the dog, monkey, and pheasant are the heroes in the adventure game. In this latter part, as the continuation of the "first part" which was sold simultaneous, the pheasant plays the hero in the third story and they play the fourth story fighting on the Mythological Island of Demons.

Characters

They are the heroes who appear in the "latter part." The dog, Ringo, and the monkey, Matsunosuke, appeared in the "first part" by getting the help of characters in various stories while traveling, and they also meet the boy and girl whom they go with, and receive a decisive battle on the Mythological Island of Demons at last.

Ohana: the pheasant that is taking care of the personal appearance of Princess Otohime of the Dragon Palace.

Taro: the boy who lives in Urashima Beach. He becomes in charge of the "casket" by helping a tortoise, and meets Princess Otohime.

Princess Otohime: the person who protects the "casket" that confines the evil of this world. She comes down on earth in order to stop the evil which has revived again because the casket has opened.

Ringo: a tender-hearted dog. The demons attack the village where he lived. He hears the divine message of Hinoe-sama in a dream, and goes to the Mythological Island of Demons.

Matsunosuke: a monkey that lived in Monkey Valley that protects the "spring of Miyamizu" noted in connection with Hinoe-sama. He meets Ringo and the others in response to the divine message of Hinoe-sama.

Ittai-san: the narration role in this story. At the beginning of each chapter, he tells the story of a boy and girl whom they meet later on. He may appear occasionally in the game to help the hero.

Now, here are the correct selections to progress in this game.

STORY 3 CHAPTER 1: THE VOLUME OF OHANA

THE FRONT OF THE DRAGON PALACE SHRINE

-Talk to. Fumikichi.

-Poke him.

-Dodge to.
-The left

THE SKY

-(Fly east, and land on the suspension bridge).

THE SUSPENSION BRIDGE

-Move. Down.

THE MOUNTAIN STREAM

-Talk.
-Move. Up.

THE SUSPENSION BRIDGE

-Look at. The suspension bridge.
-Look at. The suspension bridge.
-Move. Up.

THE SKY

-(Fly west, and land on the West Forest).

THE WEST FOREST ON A TREE

-Look.
-Look at. The leaf.
-Talk to. The honeybee.
-The strategy.
-Move. Down.

INSIDE OF THE WEST FOREST

-Talk.
-The strategy.
-Tanu-san.
-Move. Up.

THE WEST FOREST ON A TREE

-Move. Up.

THE SKY

-(Fly north of the West Forest, and land on the top of Gonta cherry tree).

THE TOP OF GONTA CHERRY TREE

-The strategy. Choose either "number one," "number two" or "number three."
-Move. Down.

THE GRASSY PLAIN

-Talk.
-The strategy. Shikakichi.
-Move. Up.

THE TOP OF GONTA CHERRY TREE

-Move. Up.

THE SKY

-(Fly east, and land on the suspension bridge).

THE SUSPENSION BRIDGE

-Move. Down.

THE MOUNTAIN STREAM

-Talk.

-The strategy. Number two.

-Move. Up.

THE SUSPENSION BRIDGE

Move. Up.

THE SKY

-(Fly west, and land on the top of Gonta cherry tree).

THE TOP OF GONTA CHERRY TREE

-The strategy.

-Number four.

-Move. Up.

THE SKY

-(First, fly to other places and wait for a while. Then, fly back to the top of Gonta cherry tree).

THE TOP OF GONTA CHERRY TREE

-Talk to. Janou.

-Move. Up.

THE SKY

-(Fly east, and land on the East Forest).

THE EAST FOREST

-Look at. Jizo (Guardian Deity of Children).

-Understand.

-Choose either "do it" or "don't do it."

-Look at. The forest.

-Look at. The side of Jizo (Guardian Deity of Children). (When the leaves on the tree starts to shake, quickly press the A button).

-Look at. The forest.

-Look at. Jizo (Guardian Deity of Children).

-Look at. The side of the forest. (When the leaves on the tree starts to shake, quickly press the A button).

-Talk to. Chiibou.

-The strategy.

-Move. Up.

THE SKY

-(Fly west, and land on the front of the Dragon Palace Shrine).

THE FRONT OF THE DRAGON PALACE SHRINE

-Begin the strategy.

-Yes.

THE ENTRANCE OF THE SHRINE

-Move to. The left. (Quickly press it).

-Move to. The right. (Quickly press it).

-Move to. The right. (Quickly press it).

THE FRONT OF THE DRAGON PALACE SHRINE

-Talk to. Shikakichi. (Quickly press it).

THE SUSPENSION BRIDGE

-(First, wait for Shikakichi who is carrying Princess Otohime to come across to the other side of the suspension bridge where Ohana and the others are at).

-(Then, wait for Fumikichi to come across the suspension bridge).

-(After that, wait until one side of the vine on the suspension bridge is cut).

-Signal. (Quickly press it).

-Now! (Quickly press it).

STORY 3 CHAPTER 2: THE VOLUME OF OHANA

THE DRAGON PALACE SHRINE PRINCESS OTOHIME'S ROOM

-Look at. The surroundings.

-Talk to. Princess Otohime.

-Search. The luggage.

-Search. The writing desk.

-Talk to. Princess Otohime.

THE SKY

-Look at. The suspension bridge.

-Move.

-Talk. Janou.

-Talk. Janou.

-Move. Down.

THE FOREST OF EVIL SPIRIT ENTRANCE

-Move. Up.

-Talk. The thing of the forest

-Talk. The thing of the long-nosed goblin.

-Self-introduction.

-Talk. The thing of the necklace.

-Move. Up.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move. Up.

THE BIG LONG-NOSED GOBLIN

-Talk to. The big long-nosed goblin.

-Move. Down.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move to. The left.

-Move. Up.

-Talk.

-Yes.

-Talk.

-Yes.

-Talk.

-A match.

-Yes.

-Left or right. (To win the game of "hey, look that way," just look in the same direction as Satori. Remember to look at the direction Satori's [one] eye moves to).

-Left or right. (To win the game of "hey, look that way," just look in the same direction as Satori. Remember to look at the direction Satori's [one] eye moves to).

-Left or right. (To win the game of "hey, look that way," just look in the same direction as Satori. Remember to look at the direction Satori's [one] eye moves to).

-Left or right. (To win the game of "hey, look that way," just look in the same direction as Satori. Remember to look at the direction Satori's [one] eye moves to).

-Left or right. (To win the game of "hey, look that way," just look in the same direction as Satori. Remember to look at the direction Satori's [one] eye moves to).

-Move. Up.

THE SECRET BASE OF TEN-CHAN

-Talk.

-Talk.

-Talk.

-Move. Down.

-Move. Down.

-Move to. The right.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move. Up.

THE BIG LONG-NOSED GOBLIN

-Talk to. The large long-nosed goblin.

-Talk to. The crow-billed goblin.

-Move. Down.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move to. The left.

-Move to. The left.

THE FRONT OF THE SPRING

-Talk to. Amanojaku (The perverse person).

-No.

-Move to. The right.

-Move to. The right.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move to. The right.

-Move. Down.

-Look at. The surroundings.

-Look at. Something.

-Poke it.

-Move. Up.

-Move to. The left.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move. Down.

YABUSHIRAZU (FREE FROM THE BUSHES) ENTRANCE

-Talk. The thing of Snow Fairy.

-Talk. The thing of Kappa (Water Demon).

-Move. Up.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move to. The right.

-Move. Down.

-Talk to. Amanojaku (The perverse person).

-Move. Up.

-Move to. The left.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move to. The left.

-Move to. The left.

THE FRONT OF THE SPRING

-Use. The pebble. Inside of the spring.

-Talk to. The Water Spirit.

-The pebble.

-Move to. The right.

-Move. Up.

-Move. Up.

THE SECRET BASE OF TEN-CHAN

-Pass. The diamond.

-Look at. The surroundings

-Look at. The shrine.

-Talk.

-Take. The red bag.

-No.

-Don't know.

-Move. Down.

-Move. Down.

-Move to. The right.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move to. The right.

-Move. Down.

-Talk to. Kappa (Water Demon).

-Talk to. Kappa (Water Demon).

-Move. Up.

Move to. The left.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move. Up.

THE BIG LONG-NOSED GOBLIN

-Talk to. The large long-nosed goblin.

-Move. Down.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move. Down.

YABUSHIRAZU (FREE FROM THE BUSHES) ENTRANCE

-Look at. The signboard.

-Talk. The thing of yabu (bush).

-Move to. The left.

MUJINA OF YABUSHIRAZU (FREE FROM THE BUSHES)

-Move to. The left.

-Move. Down.

-Move to. The right.

-Move. Up.

-Move. Up.

-Move to. The left.

-Talk.

-Talk.

-Move to. The right.

-Move to. The right.

YABUSHIRAZU (FREE FROM THE BUSHES) ENTRANCE

-Move. Up.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move to. The right.

-Move. Down.

-Talk to. Kappa (Water Demon).

-Move. Up.

-Move to. The left.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move to. The left.

-Move to. The left.

THE FRONT OF THE SPRING

-Move to. The right.

-Move to. The right.

THE FRONT OF THE BIG LONG-NOSED GOBLIN'S MANSION

-Move. Down.

YABUSHIRAZU (FREE FROM THE BUSHES) ENTRANCE

-Move to. The left.

-Move to. The left.

-Pass it. The pebble.

-Look at. The surroundings.

-Look at. Something.

THE SECRET BASE OF TEN-CHAN

-Pass. The magic cloak of invisibility.

STORY 3 CHAPTER 3: THE VOLUME OF OHANA

URASHIMA BEACH

-Talk to. The tortoise.

-Raise. The tortoise.

-Talk to. The tortoise.

-Understand.

-Move. Up

THE WATER WELL

-Move. Up.

FISHING VILLAGE 1

-Move. Up.

FISHING VILLAGE 2

-Move to. The right.

TARO'S HUT

-Look at. The inside of the room.

-Take. The fishing rod.

-That's right.

-Move to. The left.

FISHING VILLAGE 2

-Move. Down.

FISHING VILLAGE 1

-Move. Down.

THE WATER WELL

-Move. Down.

URASHIMA BEACH

-Move. Right.

EAST OF THE BEACH

-Look at. The boat.

-Use. The boat.

-OK!

THE SEA

-Use. The fishing rod.

-Still more.

-Move to. The beach.

EAST OF THE BEACH

-Move to. The left.

URASHIMA BEACH

-Move. Up.

THE WATER WELL

-Move. Up.

FISHING VILLAGE 1

-Move to. The left.

HASUKE-SAN'S HUT

-Talk.
-Do it.
-Completely.
-Move to. The right.

FISHING VILLAGE 1

-Move. Up.

FISHING VILLAGE 2

-Move. Up.

THE FRONT OF THE SHRINE

-Visit the temple.
-Number 3.
-Move. Down.

FISHING VILLAGE 2

-Move. Down.

FISHING VILLAGE 1

-Move to. The left.

HASUKE-SAN'S HUT

-Talk.
-Yes!
-Yes!
-Understand.
-Talk.
-Move to. The right.

FISHING VILLAGE 1

-Move to. The right.

KIJIRO'S HUT

-Talk.
-Talk.
-Move to. The left.

FISHING VILLAGE 1

-Move. Up.

FISHING VILLAGE 2

-Move to. The left.

OHAMA-SAN'S HUT

-Talk.
-Talk.

-Move to. the right.

FISHING VILLAGE 2

-Move. Down.

FISHING VILLAGE 1

-Move. Down.

THE WATER WELL

-Move. Down.

URASHIMA BEACH

-Move to. The right.

EAST OF THE BEACH

-Use. The boat.

-OK!

THE SEA

-Use. The harpoon.

CATCHING THE FISHES

-(Catch a red snapper [tai], a horse mackerel [aji], and 3 Pacific sauries [sanma]).

EAST OF THE BEACH

-Move to. The left.

URASHIMA BEACH

-Move. Up.

THE WATER WELL

-Move. Up.

FISHING VILLAGE 1

-Move to. The left.

HASUKE-SAN'S HUT

-Pass. The red snapper.

-Move to. The right.

FISHING VILLAGE 1

-Move to. The right.

KIJIRO'S HUT

-Pass. The horse mackerel.

-Move to. The left.

FISHING VILLAGE 1

-Move. Up.

FISHING VILLAGE 2

-Move to. The left.

OHAMA-SAN'S HUT

-Pass. The 3 Pacific sauries.

-Pass. The horse mackerel.

-Move to. The right.

FISHING VILLAGE 2

-Move. Down.

FISHING VILLAGE 1

-Move to. The right.

KIJIRO'S HUT

-Talk.

-Move to. The left.

FISHING VILLAGE 1

-Move. Up.

FISHING VILLAGE 2

-Talk to. Ohama.

-Move. Down.

FISHING VILLAGE 1

-Move. Down.

THE WATER WELL

-Move. Down.

URASHIMA BEACH

-Talk to. The children

-Talk to. The tortoise.

-Raise. The tortoise.

-Talk to. The tortoise.

-Good.

-Of course.

-Perhaps.

-Don't open it.

-Move. Up.

THE WATER WELL

-Move. Up.

FISHING VILLAGE 1

-Move to. The left.

HASUKE-SAN'S HUT

-Talk.

-Talk.

-Move to. The right.

FISHING VILLAGE 1

-Move. Up.

FISHING VILLAGE 2

-Move. Up.

THE FRONT OF THE SHRINE

-Finish.

FISHING VILLAGE 1

-Talk to. The demons

-Escape. Up.

FISHING VILLAGE 2

-Talk to. The demons

-Escape. Up.

THE FRONT OF THE SHRINE

-Escape. Left.

THE EDGE OF THE CLIFF

-Look at. The sea.

-Escape. Left.

THE BOTTOM OF THE SEA 1

-Talk to. Fish 1.

-Talk to. Fish 2.

-Talk to. Fish 3.

-Talk to. Fish 4.

-Look at. The surroundings.

-Move to. The right.

THE BOTTOM OF THE SEA 2

-Talk to. The jellyfish.

-Talk to. Oshino.

-Move to. The right.

THE WHIRLPOOL

-(As Taro swims thru the whirlpool, quickly dodge the flying rocks by pressing the up or the down button. The rocks flies at random).

THE DRAGON PALACE

-Look. Talk.

STORY 4 CHAPTER 1: THE VOLUME OF THE DECISIVE BATTLE

-(Choose a name for the boy and the girl. I choose Donbe [for the boy] and Hikari [for the girl]).

THE SPRING OF SHIROISHI

-Look at. Hikari.
-Look at. Ringo.
-Look at. Matsunosuke.
-Look at. Ohana.
-Look at. Surroundings.
-Look. Inside of the spring.
-Talk to. Ohana.
-Talk to. Hikari.
-Talk to. Ohana.

THE MYTHOLOGICAL ISLAND OF DEMONS

-Move. Up.

THE MYTHOLOGICAL ISLAND OF DEMONS NORTH SIDE

-Move to. The right.

THE MYTHOLOGICAL ISLAND OF DEMONS WEST SIDE

-Move to. The right.

THE MYTHOLOGICAL ISLAND OF DEMONS SOUTH SIDE

-Move. Down.

THE BEACH SOUTH SIDE

-Move. Up.

-Move. Down.

THE BEACH SOUTH SIDE

-Move. Down.

THE MYTHOLOGICAL ISLAND OF DEMONS SOUTH SIDE

-Move to. The right.

THE MYTHOLOGICAL ISLAND OF DEMONS EAST SIDE

-Move. Down.

THE BEACH EAST SIDE

-Look at. The surroundings.
-Look at. Something.
-Talk to. Matsunosuke.
-Move. Down.

THE MYTHOLOGICAL ISLAND OF DEMONS EAST SIDE

-Move. Down.

THE BEACH EAST SIDE

-Talk to. Oshino. The thing of the demon.
-Move. Down.

THE MYTHOLOGICAL ISLAND OF DEMONS EAST SIDE

-Move to. The right.

THE MYTHOLOGICAL ISLAND OF DEMONS NORTH SIDE

-Move to. The right.

THE MYTHOLOGICAL ISLAND OF DEMONS WEST SIDE

-Move. Down.

THE BEACH WEST SIDE

-Talk to. Ringo.
-Move. Down.

THE MYTHOLOGICAL ISLAND OF DEMONS WEST SIDE

-Move to. The right.

THE MYTHOLOGICAL ISLAND OF DEMONS SOUTH SIDE

-Move. Down.

THE BEACH SOUTH SIDE

-Move. Up.

-Fight.
-Attack.
-Hit. (Choose the red color word).
-Cutback. (Choose the red color word).
-Attack.
-Choose either "hit" or "a satisfactory blow" to defeat the demon.
-Move to. The left.

-Fight.
-Attack. Demon 1.
-Hit. (Choose the red color word).
-Dodge. (Choose the red color word).
-Dodge. (Choose the red color word).
-Attack. Demon 1.
-Hit. (Choose the red color word).
-Dodge. (Carefully choose the middle word).
-Attack. Demon 1.

-Choose either "hit" or "a satisfactory blow" to defeat demon 1.
-Dodge. (Carefully choose the middle word).
-Attack. Demon 2.
-Hit. (Carefully choose the second word on the right).
-Cutback. (Carefully choose the word on the far right).
-Attack. Demon 2.
-Hit. (Carefully choose the word on the far left to defeat demon 2).
-Move. Up.

-Fight.
-Attack. Red Devil.
-Choose either "hit" or "a satisfactory blow."
-Dodge. (Choose the red color word).
-Attack. Red Devil.
-Hit. (Choose the red color word).
-Dodge. (Choose the red color word).
-Dodge. (Choose the red color word).
-Attack. Red Devil.
-A satisfactory blow. (Carefully choose that red color word word to defeat Red Devil).
-Dodge. (Carefully choose the red color word).
-Attack. Demon 1.
-A satisfactory blow. (Carefully choose the red color word).
-Cutback. (Carefully choose the red color word).
-Attack. Demon 1.
-Hit. (Carefully choose the red color word to defeat demon 1).
-Attack. Demon 2.
-Choose either "hit" or "a satisfactory blow" to defeat demon 2.

-Talk to. Hikari.
-Move to. The right.

-(Hide Taro behind the rocks as he goes to the right so that he won't be found by the demons. Also, remember to press the X button with the directionally button at the same time to make Taro move quicker from rock to rock. Press the down button to make Taro lied down on the ground beside a rock to hide from the demons).

STORY 4 CHAPTER 2: THE VOLUME OF THE DECISIVE BATTLE

THE FRONT OF TOFU ROCK

-Talk to. Ringo.
-Hear it.
-Talk to. Ringo.
-Talk to. Matsunosuke.
-Move. To the inside.

INSIDE OF TOFU ROCK

-Talk to. Ringo.
-Talk to. Someone.
-Look at. One's feet.
-Talk to. The spider.
-Talk to. The spider.
-Look at. The work of the spider.
-Explode it.
-Beautiful.

THE UNDERGROUND FIRST FLOOR OF TOFU ROCK

-Move. Down.
-Move to. The left.
-Move. Down.
-Move to. The left.
-Move. Down.
-Move to. The right.
-Move. Down.
-Move to. The right.

THE FRONT OF THE DRAGON PALACE GATE

-Look at. The Dragon Palace.
-Move. Up

THE DRAGON PALACE ENTRANCE

-Move to. The right
-Look at. The door
-Move to. The left
-Move to. The left.

THE MIRROR ROOM

-Look at. The surroundings
-Look at. The mirror.
-Yes.
-(Repair the broken mirror as before. Rotate each of the broken pieces by pressing the left or right button).
-Talk. The mirror. The room on the right.
-Move to. The right.

THE DRAGON PALACE ENTRANCE

-Move to. the right.
-Use. The necklace.

A SELF-DEFENSE ROBE OF FEATHERS

-Put it on the body.
-Move to. The left.

THE DRAGON PALACE ENTRANCE

-Move. Up.

THE BACK ROOM

-Talk. Yamanba.
-Don't stop.

THE DRAGON PALACE ENTRANCE

-Escape. Down. (Quickly press it).

THE FRONT OF THE DRAGON PALACE GATE

-Escape. Right. (Quickly press it).

-Escape. Up. (Quickly press it).

-Escape. Right. (Quickly press it).
-Escape. Up. (Quickly press it).
-Escape. Right. (Quickly press it).
-Escape. Up. (Quickly press it).
-Escape. Right. (Quickly press it).
-Escape. Up. (Quickly press it).
-Escape. Up. (Quickly press it).

STORY 4 CHAPTER 3: THE VOLUME OF THE DECISIVE BATTLE

-(First, wait for the dragon to open its mouth).
-Move. Up. (Quickly press it).
-Talk to. The bracelet.
-Look at. The surroundings.
-Look at. The surroundings.
-Move. Choose either "left," "right" or "down."

-Hit. (Choose the red color word).
-Hit. (Carefully choose the red color word).
-Cutback. (Carefully choose the red color word).
-Hit. (Choose the red color word).
-Cutback. (Choose the red color word).
-Hit. (Choose the red color word).
-Dodge. (Choose the red color word).
-Hit. (Choose the red color word).
-Choose either one of the blue words.
-Stop it. (Choose the red color word to defeat the ghost).

-Talk to. The bracelet.
-Talk to. The bracelet.
-Move to. The left.

-Talk to. The bracelet.
-Take. Something.
-Use. The onigirimaru.
-Talk to. The souls
-(Swing the sword upward by quickly pressing the Y or X button, and swing the sword downward by quickly pressing the B or A buttons to defeat all of the evil spirits).

-Talk to. Hikari.
-Talk to. Ringo.
-Talk to. Matsunosuke.
-Talk to. Ohana.
-Talk to. The long-nosed goblin.
-Move to. The right.
-Talk to. Hikari.
-Look at. The bottom of the valley.
-Talk to. Hikari.
-Move to. The right.

-Move to. The left. (Quickly press it).
-Move to. The left. (Quickly press it).
-Jump! (Quickly press the red color word).
-(As the giant rock chases after Taro, carefully press "jump!" to cross over to the other side of each one of the cliffs. This has to be done repeatedly).

ON THE DRAGON'S HORN

-(Walk all the way to the left).

-Use. The onigirimaru.

-Look at. The surroundings.

-Look at. The surroundings.

-Look at. The surroundings.

TEN-CHAN'S QUIZ CORNER

-(Answer all of the questions correctly).

-(After answering all the questions correctly, Ittai-san will appear and give you a hint).

-Choose either "hear it, hear it!" or "don't hear it."

THE END

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Version 1.0

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