

Heisei Shin Oniga Shima Zenpen (Import) FAQ/Walkthrough

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Heisei Shin Oniga Shima Zenpen
Heisei New Mythological Island of Demons First Part
(c) 1997 NINTENDO

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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 hero in the adventure game. In this first part, the dog plays the heroes in the first story, and the monkey plays the hero in the second story.

Characters

A mysterious boy and girl who were born in a certain place in the mountains go on a journey in order to stop the evil of this world. This game is the story of the previous meeting with the two persons, and the three animals (a dog, a monkey, and a pheasant) that accompany those two persons. I introduced the heroes who appear in the first part here, but otherwise many people in various stories appear.

Ringo: he is picked up at the place under the grounds of Hinoe Shrine by an old man of the village, and is raised him. A tender-hearted gentle small dog. Later, he hears the divine message of Hinoe-sama in a dream, and goes on a journey of an adventure.

Matsunosuke: a mischievous monkey who lives in Monkey Valley that protects the "Spring of Miyamizu" noted in connection with Hinoe-sama. He hears the divine message of Hinoe-sama in a dream, and goes on a journey with his friend Kakinosuke.

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 1 CHAPTER 1: THE VOLUME OF RINGO

UNDER THE FLOOR OF THE SHRINE

-Bark.
-Bark.

THE SITTING ROOM

-Look at. The fireplace.
-Take up. The ashes in the fireplace.
-Take up. Something.
-Move.
-Understand.

-Down.

THE DIRT FLOOR

-Understand. (Go to the left under the floor).

UNDER THE FLOOR

-Move. Up.

THE DIRT FLOOR

-(Go back to the sitting room)

THE SITTING ROOM

-Move to. The left.

THE BACK OF THE ROOM

-Property. A tobacco pipe. Pass it.

-Look at. The floor.

-Move to. The right.

THE SITTING ROOM

-Move. Down.

THE DIRT FLOOR

-(Go to the left under the floor).

UNDER THE FLOOR

-Move. Up.

-Look at. The ground.

-Move to. The left.

-Look at. The ground.

-Move to. The right.

-Move. Down.

THE DIRT FLOOR

-(Go down into the yard).

THE YARD

-(Go to the left to the hen house).

THE HEN HOUSE

-Talk to. The hen.

-Hear it.

-Don't hear it.

-Move. Down.

THE YARD

-(Go all the way to the left to the barn).

THE BARN

-Talk to. Ao.
-Move to. The right.

THE YARD

-(Go all the way to the right to the old man's field).

THE OLD MAN'S FIELD

-Look at. The field.
-Search. The rape blossoms.
-Search. The lotus flower grass.
-Yes.
-Move to. The left.

THE YARD

-(Go back to the dirt floor).

THE DIRT FLOOR

-(Go to the right into the kitchen).

THE KITCHEN

-Talk to. The old woman.
-Didn't eat.
-Move to. The left.

THE SITTING ROOM

-Property. Sea tangle. Pass it.
-Move. Down.

THE DIRT FLOOR

-(Go down into the yard).

THE YARD

-(Go all the way to the right to the old man's field).

THE OLD MAN'S FIELD

-Property. Sea tangle. To the inside of the hole.

THE HOLE IN THE FIELD

-Move to. The left.

THE YARD

-(Go all the way to the left to the barn).

THE BARN

-Look at. Ao.
-Talk to. Ao.

-Talk to. Ao.
-Move to. The right.

THE YARD

-(Go all the way to the right into the old man's field to the rat's house).

THE RAT'S HOUSE

-Allow it.

THE SITTING ROOM

-Property. A bag of ashes. Pass it to. The old man.

HINOE'S SHRINE

-Walk to. The right.
-Walk to. The right.
-Choose either "Yes" or "Don't want it."
-Walk to. The right.
-Walk to. The right.
-Walk to. The right.

STORY 1 CHAPTER 2: THE VOLUME OF RINGO

UNDER THE FLOOR OF THE SHRINE

-Move.
-Smell. Someone.
-Hear them.
-Move. Up.

THE GROUNDS OF THE SHRINE

-Move to. The left.

HINOE'S SHRINE

-Move. Down.

THE ROAD ALONG THE SHRINE

-(Go to the first house on the left. The house with the budda-looking statue at the gate which is a save point.)

RINGO'S HOUSE

-Talk to. The old woman.
-Talk to. The old woman.
-Move. Down.

THE ROAD ALONG THE SHRINE

-(Go in front of the old man who is in front of Ringo's house).
-Walk. (Go to the second house on the left).

YOKUBEE'S HOUSE

-Talk to. Yokubee.

-Talk to. Yokubee.

-Move. Down.

THE ROAD ALONG THE SHRINE

-(Go to the last house on the left).

-(Go in front of the old man who is in front of Kichibee's house).

-Walk. (Go into Kichibee's house).

KICHIBEE'S HOUSE

-Talk to. Kichibee.

-Talk to. kichibee.

-Talk to. Kichibee.

-Move. Down.

THE ROAD ALONG THE SHRINE

-(Go all the way to the right to the shrine).

-(Go in front of the old man who is in front of the shrine archway).

-Walk. (Go back into Hinoe Shrine).

HINOE'S SHRINE

-Move. Up.

THE MAIN SHRINE OF THE SHRINE

-Talk to. The mysterious old man.

-Move. Down.

HINOE'S SHRINE

-Look at. The main shrine.

-Smell. The offertory box.

-Move to. The right.

THE GROUNDS OF THE SHRINE

-Smell. The scent of money.

-Dig.

-Move to. The left.

HINOE'S SHRINE

-Move. Down.

THE ROAD ALONG THE SHRINE

-(Go all the way to the left to Kichibee's house).

KICHIBEE'S HOUSE

-Talk to. Kichibee.

-Take it.

THE MAIN STREET

-(Go into the Village Headman's mansion).

THE VILLAGE HEADMAN'S MANSION

- Look at. Oyuki.
- Understand.
- Move. Down.

THE MAIN STREET

- (Go left, then down to the road along the shrine).

THE ROAD ALONG THE SHRINE

- (Go to the right to Ringo's house).

RINGO'S HOUSE

- Talk to. The old woman.
- Move. Down.

THE ROAD ALONG THE SHRINE

- (Go left, then up to the main street).

THE MAIN STREET

- (Go into the house on the right. The house that Mokichi is standing in front of).

THE VACANT HOUSE

- Move. Down.

THE MAIN STREET

- (Go into the house on the far left. The house that Teppei is standing in front of).

THE DUMPLING STORE

- Talk to. Ansuke.
- Move. Down.

THE MAIN STREET

- (Go further to the left to the bridge on the outskirts of the village).

THE BRIDGE ON THE OUTSKIRTS OF THE VILLAGE

- Move. To the right.

THE MAIN STREET

- (Go right, then down to the road along the shrine).

THE ROAD ALONG THE SHRINE

- (Go to the left to Kichibee's house, and go in front of Gorosaku).
- Talk.
- Pass. The dumpling.
- (Go to the right to the front of the shrine archway, and go in front of Oeno).

-Talk.
-Talk.
-(Go left, then up to the main street).

THE MAIN STREET

-(Go all the way to the right to the Village Headman's mansion).

THE VILLAGE HEADMAN'S MANSION

-Talk to. Oyuki.
-Smell. The scent bag.
-Move. Down.

THE MAIN STREET

-Go to the middle house on the left to the door of the inn.

THE DOOR OF THE INN

-Bark at. The owner of the inn.
-Move to. The left.

ROOM ONE OF THE INN

-Move. Up.

ROOM FOUR OF THE INN

-Look at. The young daughter.
-Look at. The young daughter.
-Smell. The baggage.
-Bark at. The young daughter.

STORY 1 CHAPTER 3: THE VOLUME OF RINGO

THE MAIN STREET

-(Go to the right to the front of the Village Headman's mansion. (Gorosaku is hiding)).
-Talk.
-Walk. (Go left, then down to the road along the shrine).

THE ROAD ALONG THE SHRINE

-(Go to the right to Ringo's house.)

RINGO'S HOUSE

-Move. Down.

THE ROAD ALONG THE SHRINE

-(Go to the right to the grounds of the shrine).

THE GROUNDS OF THE SHRINE

-Bark
Move. Down.

THE ROAD ALONG THE SHRINE

-(Go left, then up to the main street).

THE MAIN STREET

-(Go to the right to the vacant house which is now called Mokichi's house).

MOKICHI'S HOUSE

-Talk to. Someone.
-Talk to. Mokichi.
-Move. Down.

THE MAIN STREET

-(Go down to the road along the shrine).

THE ROAD ALONG THE SHRINE

-(Go to the front of Yokubee's house. There is a crow).
-Talk.
-Walk. (Go up to the main street).

THE MAIN STREET

-(Go right to the front of the Village Headman's mansion. There is a crow).
-Talk.
-Walk. (Go left, then down to the road along the shrine).

THE ROAD ALONG THE SHRINE

-(Go to the front of Yokubee's house. There is a crow).
-Talk.
-Walk. (Go up to the main street).

THE MAIN STREET

-(Go right to the front of the Village Headman's mansion. There is a crow).
-Talk.
-Walk. (Go all the way to the left. There is Kintarou).
-Talk.
-Talk.

THE BRIDGE ON THE OUTSKIRTS OF THE VILLAGE

-Talk to. The boy.
-Move to. The right.

THE MAIN STREET

-(Go right, then down to the road along the shrine).

THE ROAD ALONG THE SHRINE

-(Go to the right to the grounds of the shrine).

THE GROUNDS OF THE SHRINE

-Talk.

-Move. Down.

THE ROAD ALONG THE SHRINE

-Cry.

THE GROUNDS OF THE SHRINE

-Move. Up.

INSIDE THE MAIN SHRINE

-(Hide Ringo carefully (in a upward position) behind the back of each of the wooden poles so that the demons cannot see him. Also, remember to press the X button with the directionally button at the same time to make Ringo move quicker to the right from wooden pole to wooden pole).

THE BACK OF THE MAIN SHRINE

-Look at. The children.

-Help them.

THE ROAD ALONG THE SHRINE

-(Go right, then up to the main street).

THE MAIN STREET

-(Go left to the bridge on the outskirts of the village).

THE BRIDGE ON THE OUTSKIRTS OF THE VILLAGE

-Yes.

-Move to. The right.

THE MAIN STREET

-(Go right, then down to the road along the shrine).

THE ROAD ALONG THE SHRINE

-Go to the right to Ringo's house.

RINGO'S HOUSE

-Look at. The inside of the room.

-Hear it.

-Talk.

-Smell.

-Move. Down.

THE ROAD ALONG THE SHRINE

-Go to the left to Yokubee's house.

YOKUBEE'S HOUSE

-Hear it.

-Move. Down.

THE ROAD ALONG THE SHRINE

-Go to the left to Kichibee's house.

KICHIBEE'S HOUSE

-Look at. The inside of the room.

-Move. Down.

STORY 2 CHAPTER 1: THE VOLUME OF MATSUNOSUKE

ROOM ONE OF THE MONKEYS

-Go on a journey.

THE EXIT OF MONKEY VALLEY

-Move to. The left.

MONKEY VALLEY

-(Go all the way to the left to the hot spring).

HOT SPRING

-Talk to. Boss.

-Talk to. Boss.

-Talk to. Boss.

-Move to. The right.

MONKEY VALLEY

-(Go into the cave on the right which is room two of the monkeys).

ROOM TWO OF THE MONKEYS

-Talk about. The thing of Boss.

-Talk about. The thing of Miyamizu.

-Move. Down.

MONKEY VALLEY

-(Climb up along the left or right side of the cave to the top area, and go all the way to the right in front of Kakinosuke who is sitting down).

-Talk.

-Walk. (Go to the left, and go in front of Kunugimaru who is blocking the entrance to the room of the Elder).

-Visit.

THE ROOM OF THE ELDER

-Make a promise.

MONKEY VALLEY

-(Go to the left, and go in the front of the three baby monkeys).

-Get angry or play.

-(Go further to the left to the entrance of the cave).

THE ENTRANCE OF THE CAVE

-Move. Up.

THE THREE BODIES OF THE MONKEY STONE STATUES

-(Go in front of the stone statue on the right).
-Look at.
-Pull. The tail of the stone statue.
-Walk. (Go in front of the stone statue on the left).
-Pull. The tail of the stone statue.
-Walk. (Go in front of the stone statue on the middle).
-Pull. The tail of the stone statue.
-Walk. (Go right, up, left, up into room one of the mural painting).

ROOM ONE OF THE MURAL PAINTING

-(Go in the front of the mural painting).
-Look at it.
-Put in. A hand.
-Walk. (Go down, then left, and fall into the big hole).

HOT SPRING

-Go into the hot spring.
-Don't come out.
-Move to. The right.

MONKEY VALLEY

-(Go into room one of the monkeys).

ROOM ONE OF THE MONKEYS

-Move. Down.

MONKEY VALLEY

-(Go all the way to the right, and go in front of Takemaru who is dancing on the stone).
-Talk. Yes.
-Yes.
-Walk. (Go to the exit of Monkey Valley).

THE EXIT OF MONKEY VALLEY

-Look at. Kurinosuke.
-Move to. The left.

MONKEY VALLEY

-(Climb up along the left or right side of the cave to the top area of the valley, and go all the way to the left to the entrance of the cave).

THE ENTRANCE OF THE CAVE

-Move. Up.

THE THREE BODIES OF THE MONKEY STONE STATUES

-(Go right, up, left, up into room one of the mural painting).

ROOM ONE OF THE MURAL PAINTING

- (Go in the front of the mural painting).
 - Put in. A stone.
 - Walk. (Go right, up, left, up into room two of the mural painting).
-

ROOM TWO OF THE MURAL PAINTING

- (Go in the front of the mural painting).
 - Look at it.
 - Jump.
 - 4 times.
 - Right hand.
 - Right-handed rotation.
 - 1 time.
 - Facing the left.
 - Walk. (Go to the right to The spring of Miyamizu).
-

THE SPRING OF MIYAMIZU

- (Go in the front of the spring of Miyamizu).
 - Take it.
 - Save it in the hand.
 - Think.
 - Hold it in the mouth.
 - Walk.
 - Think.
 - Walk. (Go left, down, then left, and fall into a small hole).
 - (Go all the way to the right, and go in front of the icicle).
 - Look at it.
 - Take it.
-

STORY 2 CHAPTER 2: THE VOLUME OF MATSUNOSUKE

GO ON A JOURNEY

- Talk to. Kakinosuke.
 - Talk to. Kakinosuke.
 - Talk to. Kakinosuke.
 - Agree.
-

THE SOLITARY PINE TREE

- Look at. The surroundings.
 - Talk to. Kakinosuke.
 - Talk to. Kakinosuke.
 - Move to. The right
-

THE WEST SIDE OF THE VILLAGE

- Move to. The right.
-

THE EAST SIDE OF THE VILLAGE

- Move to. The right.
-

THE GRAVEYARD

- Move to. The right.

THE OUTSKIRTS OF THE VILLAGE

-Look at. The road.
-Move to. The left.

THE GRAVEYARD

-Move to. The left.

THE EAST SIDE OF THE VILLAGE

-Move to. The left.

THE WEST SIDE OF THE VILLAGE

-Move to. The left.

THE SOLITARY PINE TREE

-Talk to. Kakinosuke.
-Talk to. Kakinosuke.
-Talk to. Kakinosuke.
-Talk to. Kakinosuke.
-Look at. The surroundings.

THE WEST SIDE OF THE VILLAGE

-Move to. The right.

THE EAST SIDE OF THE VILLAGE

-Move. Up.

INSIDE OF THE HOUSE

-Move. Down.

THE EAST SIDE OF THE VILLAGE

-Move to. The right.

THE GRAVEYARD

-Move to. The right.

THE BUSH

-Talk to. Kakinosuke.
-Hear it.
-Talk to. Kakinosuke.
-Hear it.
-Move. Up.
-Try to go.

THE GRAVEYARD

-Move. Down.
-Talk to. The skeleton.
-Make a strange face.

-Dance.
-Good.
-Talk to. The skeleton.
-Talk to. The skeleton.
-Move. Down.

THE BUSH

Move to. The left.

THE GRAVEYARD

-Take. A gravestone.
-Move to. The left.

THE EAST SIDE OF THE VILLAGE

-Move to. The left.

THE WEST SIDE OF THE VILLAGE

-Move to. The Left.

THE SOLITARY PINE TREE

-Look at. The pine tree.
-Move. Up.

THE TOP OF THE PINE TREE

-Look at. The surroundings.
-Talk to. Kakinosuke.
-Talk to. Kakinosuke.
-Look at. Something.
-Talk to. Kakinosuke.
-Beat. The drum.

THE REMAINS OF THE SOLITARY PINE TREE

Move to. The right.

THE WEST SIDE OF THE VILLAGE

Move to. The right.

THE EAST SIDE OF THE VILLAGE

-Talk to. Netaro.

THE GRAVEYARD

-Carry. X.
-L.
-Carry. L.
-Y.
-Carry. R.
-X.
-Talk to. Skeleton 1.
-It is better now.
-Talk to. Skeleton 2.

-It is better now.
-Talk to. Skeleton 3.
-It is better now.
-Talk to. Skeleton 4.
-It is better now.
-Talk to. Kakinosuke.

STORY 2 CHAPTER 3: THE VOLUME OF MATSUNOSUKE

-Move to. The right.
-Move to. The right.
-Move to. The right.
-Look at. The surroundings.
-Move to. The right.

THE ROAD THROUGH THE MOUNTAIN PASS

-Talk to. Ittai.
-Talk to. Ittai.
-Talk to. Ittai.
-Use. The card. Pray to. The strange Forest.
-Use. The card. Pray to. The strange Forest.
-Pray.
-Cautious to the voice.
-To the direction of the voice
-Talk to. Ittai.
-To Yamanba's house
-Yes.

YAMANBA MOUNTAIN

-(Go up, up until Yamanba comes out).
-(While running across the small puddle of muddy water, press the X button with the directionally button at the same time to make Matsunosuke move quicker so that he will fall down into the muddy water).
-(Once Matsunosuke is covered in mud, go down, and then go all the way to the right).

THE EIGHT JIZOS (THE GUARDIAN DEITY OF CHILDREN)

-(Go to the empty spot on the far right end next to the 8 Jizos).
-(Go to the right, then go up, up).
-Look at. The old woman.
-Talk to. The old woman.
-Talk to. The old woman.
-Good.

THE HOUSE ON THE MOUNTAIN

-Look at. The old woman.
-Look at. The surroundings.
-Move.
-Talk.
-Talk.

THE FIREPLACE ROOM

-Look at. The old woman.
-Look at. The surroundings.
-Look at. The pot.

-Talk.
-Talk.
-Talk.
-Talk.

THE NEXT ROOM

-Hear it.
-Talk.
-Hear it.
-Talk.
-It occurs.
-Walk. (Go in front of the sliding door).
-Open it.
-Open it.
-Kick. The sliding door.
-Kick it!
-Walk. (Go to the front of the hole in the wall).
-Look at it.
-Pick at. The wall.
-Don't stop.
-Walk. (Go to the front of the hole in the wall).
-Pick at. The wall.
-Don't stop.
-Look at it.
-Reach it.

THE CEILING

-(Go across the beam to where the steam is at. Now, go right behind that steam, and carefully place Matsunosuke in an upward position so that he can see the rope).
-Look.
-Look at. The rope.
-Loosen. The rope.
-Walk. (Face the right or the left side of the beam in that same room where Yamanba is at).
-Get down.
-(Go to the left side of that room, and go in front of the prop stick).
-Remove it.
-Walk. (Go in front of the sliding door).
-Open it.
-Shut it. (Quickly press it to confine Yamanba inside).
-Walk. (Go in the front of the prop stick).
-Apply it.
-Walk. (Go to the right side of that room, and go in the front of the prop stick).
-Remove it.
-Walk. (Go in front of the sliding door).
-Open it.
-Walk. (Go thru that door into the room where Oume-chan is confined).

-Talk.
-Talk.
-Move. Down.

THE CLIFF

-Talk.
-Talk.

-Look. Down.
-L. (Quickly press it).
-R. (Quickly press it).
-L. (Quickly press it).
-R. (Quickly press it).
-L. (Quickly press it).
-L. (Quickly press it).
-L. (Quickly press it).
-(Quickly dodge Yamanba's attack by pressing the up button to jump or the down button to slide 5 times. Yamanba's attacks are random).

THE CLIFF 2

-Look. Down.
-L. (Quickly press it).
-R. (Quickly press it).
-L. (Quickly press it).
-L. (Quickly press it).
-L. (Quickly press it).
-R. (Quickly press it).
-L. (Quickly press it).
-R. (Quickly press it).
-R. (Quickly press it).
-R. (Quickly press it).
-R. (Quickly press it).
-R. (Quickly press it).
-(Quickly dodge Yamanba's attack by pressing the up button to jump or the down button to slide 9 times. Yamanba's attacks are random).

THE RAPID STREAM

-Look at. The surroundings.
-Talk to. Oume.
-Use. The card.
-Pray.

GOING DOWN THE RAPID STREAM

-(While being chased by Yamanba, quickly dodge the rocks by pressing the up or down button so that you won't crash into them).
-Look at. Oume.
-Talk to. Oume.

THE ENTRANCE OF THE STRANGE FOREST

-(Go in front of Kurinosuke who is on the left).
-Talk.
-Go now.

THE END

It continues in the latter part...

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Version 1.0

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