

# Hokuto no Ken 5: Tenma Ryuuseiten (Import) FAQ/Walkthrough

by ritchie

Updated to v1.5 on Sep 12, 2006

Hokuto no Ken 5: Tenma Ryuuseiten Ai-Zesshou  
Fist of the North Star 5: Legend of Tenma's Meteor Sorrow - Closing Chapter  
(c) BRONSON - HARA TETSUO  
SHUEISHA - FUJI TV  
TOEI ANIMATION  
1992 TOEI ANIMATION  
SHOUEI SYSTEM

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GUIDE

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VERSION HISTORY

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v1.0 (08/14/03) - Initial release.  
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\*\*\*I added some cheat codes and about the game.  
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Please use these cheat codes.  
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Infinite judoru	7E2ECEFF
	7E2ECCFF
	7E2ECDFF
No Encounter	7E03163D
EXP After Battle	7E6C66FF
	7E6C67FF

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## About the game

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The original story that the original author Bronson supervised. The player becomes the hero, and borrows the power of 10 men or more of Hokuto and Nanto who appeared in the original manga and TV anime to fight against Makoutei's troops. In battle, the secrets of the fimilar Hokutoshinken and Nantoseiken in the original work can be used.  
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Selene  
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Leave the town, and go northeast to Ryuken Cave.  
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Ryuken Cave  
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There will be an event, and Mizumaru will become a friend. Go west to Lesto River.  
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Lesto River  
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Go to Gunjo Army Hideout which is in the upper right corner, and get the prison key on the top floor. Go to the prison which is in front of the hideout, and use the key to unlocked the prison door. Speak to Gonza, then search the treasure chest for Mizumo's paper. Go to the right side of Gunjo Army Hideout, make sure Mizumaru is in front, and let him use Mizumo's paper to cross over the river. Go to Asmint which is nearby.  
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Asmint

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There is nothing to do here. Leave and go northeast to Pernail.  
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Pernail  
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Speak to the guy who is blocking the stairs on the right. The stairs will take you to a bar. After defeating three of men, speak to Mabee who says something about a memo, then speak to her brother, Mint. Go outside of the bar, and go to the upper right corner where the three empty treasure chests are at. Search the middle treasure chest for the memo. At the town's entrance, speak to Ain, then leave, and go to Hotel Town which is nearby.  
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Hotel town  
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Inside of the inn at the back, use the memo when you speak to the guy who is behind the counter. Go in the next room, and speak to Inazuma who will then join as a friend. Search the empty treasure chest in the right corner for a metal piece. After you encounter Ain outside of the inn, go to the Dumping Ground.  
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Dumping Ground  
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Ain will come by to destroy the boulder that is blocking the path, and he will then get hit on the head by another rock and die on the spot. At the back, speak to Gajiran who is blocking the tunnel. After defeating Gajiran, go thru the tunnel, and go up the stairs which will take you in front of Gelba Castle which is inside of Pernail.  
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Pernail  
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Go inside Gelba Castle, and Kuroyasha will then join as a friend. Speak to Gelba, and there will be an battle event. After defeating Gelba and his army, Inazuma will reveal himself as Rei. Leave, then go to the right side of the castle, and speak to the twins. After that, go to the curio dealer shop which is in the lower left corner. Go behind the counter and speak to Keppel who will mention something about the metal piece. Now, go thru the narrow path that is on the eastside of town, and Rihaku will come by to help the group by building a human bridge so that they can cross over the river. After crossing over the bridge, go to east to Harkyurii.  
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Harkyurii  
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There is nothing to do here. Leave and go southwest to Freak Resent.  
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Freak Resent  
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There is nothing to do here. Leave and go further southwest to Geshura Town.  
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Geshura Town  
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Go to the manhole that is on the right side of the Bodyguard Mansion. Search the manhole which is an entrance to a secret factory. Search the buggy that is under construction. Leave the factory, and go to the Bodyguard Mansion. Speak to the 3 men in green who will explode afterwards, then speak to the 3 men (Kitao, Daison, and Tats) who are blocking the path. After the men leave, follow them. Speak to Grant who is blocking the way. Fight Grant. The group will lose while fighting Grant. Then, Raou will come by on his horse to fight Grant in an auto-battle. After defeating Grant, Raou will speak to group then leave. Continue walking to the left, and speak to Toki who will join afterwards when Kuroyasha leaves the group. Walk further to the left, and

Speak to the man who says something about Zenetta. Leave and go south to Zenetta.

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Zenetta

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Speak to everyone including the curio dealer (who is behind the counter). Leave and go northeast to Alpania Mine.

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Alpania Mine

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Go into the cave, and speak to the five miners inside. Leave and go back north to Freak Resent.

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Freak Resent

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Speak to Juuza who is standing beside two ladies. Then, go to the curio dealer shop, and buy Alpania ore (50 judoru). Leave and go north back to Pernail.

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Pernail

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Go to the curio dealer shop which is in the lower left corner. Go behind the counter and give Keppel the Arupania ore and the metal piece. Go to the inn, and rest. Return back to Keppel, and speak to him, then search the empty treasure chest for the artificial arm. Leave and go southeast to Geshura Town.

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Geshura Town

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Go thru the Bodyguard Mansion to reach the entrance of Geshura's Castle. Use the artificial arm to open the door. On the top floor, fight Geshura. After defeating Geshura, speak to Gogon and Mabee will come out from the next room. Leave the castle, go outside of the Bodyguard Mansion, and search the buggy in order to get it. The buggy is added to the menu so you can teleport the group to previous towns that have visited. Leave the town, and go further east of Arupania Mining to Bridge Hut.

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Bridge Hut

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As you cross the bridge, the center will explode and collapse, then Juuza will use a rope to rescue you. Cross over the bridge to the other side, and go south to Blood Meria.

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Blood Meria

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Look thru the telescope to see a town which is surrounded by fog, leave and go south to Ruiribelar.

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Ruiribelar

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Go into the Mansion of Tentei, and speak to the four waiting maids. Leave and go south to Hakuronost.

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Hakuronost

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The boy Shiva will quickly greet you at the entrance. Go to Shiva's house that is in the upper right corner. Inside of the burning house, help Shiva's grandmother by pushing the rock that is blocking the door. Follow the father outside. Shiva will be there to thank you for helping his grandmother. After speaking to Shiva, go to the curio dealer shop and buy Mizumo's rope (15 judoru). Leave and go northwest to Gilger Castle.

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## Gilgar Castle

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Make sure Mizumaru is in front, and let him use Mizumo's rope to cross over the moat. Speak to Shiva, then follow him. You will encounter Shuu who will be in a one on one auto-battle with an enemy. Go to the top floor, and Gilgar who killed Shiva will fight Shuu in a one-on-one auto-battle. After Shuu defeats Gilgar, leave the castle, and use the buggy to teleport to Ruiribelar.

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## Ruiribelar

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Go to the Mansion of Tentei, and speak to Louis. Leave the town, and go north to Mesaiya.

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## Mesaiya

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Go to the Mansion of Tentei, and speak to Lynn who will say to use the necklace to get thru the fog. Leave the town, and go west thru the curse fog by using the hero's necklace to reach Red Pirates.

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## Red Pirates

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Speak to Red Shachi who is blocking the path to the ship's harbor, and also Rara who is blocking the path to an empty treasure chest. Leave and go west thru the curse fog by using the hero's necklace to reach Sentold.

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## Sentold

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Speak to everybody inside of the town since several of them mentioned something about Rara who has a scarf, and then go to Kidoushi Mansion. Speak to the man who is behind the counter. Follow the man and Sena. At the back, search the archway. Leave and use the buggy to teleport back to Red Pirates.

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## Red Pirates

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Speak to Rara who will give you the scarf. Leave and go west thru the curse fog by using the hero's necklace to reach Sentold.

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## Sentold

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Go to Kidoushi Mansion at the back, and let Rei use the scarf on the archway. The group will end up underground. At the backroom, speak Zelga whom you will fight. After defeating Zelga, the curse fog will disappear. Teleport to Red Pirates. Exit, and walk south to the Jet-black door.

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## Jet-black Door

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Speak to Bat who will then use the truck to destroy the big door in order to clear the path. Walk southeast to Phantom Land.

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## Phantom Land

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There is nothing to do here. Leave and go further west to the Prison.

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## Prison

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At the entrance, defeat the three watchguards. Go to 5F, and you will see a strange looking block, so walk all the way down, and then speak to No. 99 (the prisoner on the right). Go thru the open wall that is nearby. That wall

will take you back to the entrance where you have to fight the three watchguards again. After defeating the watchguards, speak to No. 5, and then go back to the 5F. Now, push the block up, and go thru that passage. When you reach the top floor (6F), show the hero's necklace to No. 13, and push the block on the right, then go into the room on the right, and search the treasure chest to get the castle key. Leave and go back to Phantom Land.

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#### Phantom Land

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Go in front of Gran Doll's Castle, and fight the two watchguards. After defeating the watchguards, use the castle key to open the door to Gran Doll's Castle. On the top floor, speak to General Gran Doll whom you will fight. This is a tough boss so I recommend LV13 for all members. After defeating General Gran Doll, speak to his confidant. Then, go into the room at the back where you will see a waterway. This waterway is connected to the lake inside of Phantom Land. Use the raft on the waterway which will take you to a secret house on an island. Inside of the secret house, there will be an event, and Rei will separate from the group. Leave the town, and use the buggy to teleport to Red Pirates.

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#### Red Pirates

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Speak to Rei who will rejoin the group. Leave, and use the buggy to teleport to Asmint, then walk northwest to Rihaku City.

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#### Rihaku City

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Go to the house in the upper left corner, and speak to the woman who's lying in bed. After the woman dies, a follower of Shuu will come by with some message, then Rei leaves the group. Exit the city, and use the buggy to teleport back to Red Pirates.

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#### Red Pirates

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Shu who meets you at the entrance will join the group, then go thru the path that was blocked by Red Shachi, and hop into the ship and sail all the way to the west then up until you reach a harbor by itself. Get off the ship, and walk all the way to the north until you reach Odds Miriam.

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#### Odds Miriam

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There is nothing to do here. Leave and go south to Hokuto Castle.

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#### Hokuto Castle

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On the top floor, speak to Hyou. Leave the castle, and use the buggy to teleport to Odds Miriam.

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#### Odds Miriam

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Go to the house which is on the right side of the curio dealer shop, and listen to the gondola store owner's conversation. Attempt to leave, and listen to the gondola store owner's conversation again. Speak to him and he will tell you to search the treasure chest for the gondola key. Leave the store, and go to the gondola which is at the back. Use the gondola key on the gondola to make it move upward. Walk north to Southern Cross.

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#### Southern Cross

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Go to the bar, and buy a bottle for 50 judoru. Give the bottle to the man who

is blocking the path to Shin's Castle. Enter the castle. Go to the top floor, and speak to Hart whom you will fight. After the battle, follow Hart to the back of the room, and search the glittering object to get Julia's ring. Leave the castle, go to the bar, and give Julia's ring to Shin. Leave and walk north to Sauzas.

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Sauzas  
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Speak to everybody in the town. Leave, and use the buggy to teleport to Rihaku City.

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Rihaku City  
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Go to the house in the upper left corner, and speak to Mamiya who will say something about a man dressed in black went to Asmint. Leave, and use the buggy to teleport to Asmint.

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Asmint  
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Speak to everybody in the town, and one of them will mention something about a man dressed in black went to Lesto River. Leave, and use the buggy to teleport to Lesto River.

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Lesto River  
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Go to the food warehouse which is in the upper right corner, and follow Spanjar. Speak to Spanjar whom you will fight. After defeating Spanjar, go to the house which is in front of the weapon shop, speak to Gonza, then search the treasure chest for Mizumo's stand. Go to the right side of Gunjo Army Hideout, make sure Mizumaru is in front, and let him use Mizumo's stand to walk along the right side of the river where Mabii and Mint are at. Search the white paper on the ground to get Ougai's will. Leave, and use the buggy to teleport to Sauzas.

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Sauzas  
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Go to Sauzar's Castle, and show the guard who is blocking the door Ougai's will. Go to the top floor, and speak to Sauzar whom you will fight. After the battle, Sauzar will read Ougai's will. Leave, and use the buggy to teleport to Odds Miriam. Walk southwest until you reach Hokuto (Northstar) Cave.

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Hokuto Cave  
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Pass thru the cave, and go to Hokuto Hill which is on the right.

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Hokuto (Northstar) Hill  
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Hyou, Sauzar, Shin will meet you there, then the 7 fighters gather to destroy the 7 seals of the Makoutei. After destroying the 7 seals, the stairs appear, and Sauzar dies. After reviving Kenshirou, Toki dies and Kenshirou is made into a friend. Leave, and use the buggy to teleport to Southern Cross. Walk west until you reach Nanto Cave.

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Nanto Cave  
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Pass thru the cave, and go to Glent Scene.

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Glent Scene  
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Speak to everybody in the town. Leave, and walk northwest to Pelshina.

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Pelshina  
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Speak to everybody in the town. Leave, and walk southwest to South Berth.  
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South Berth  
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Speak to everybody in the town. Leave, and walk south to Tenma's Door.  
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Tenma's Door  
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Speak to Ryuuga. Leave, and use the buggy to teleport to Pelshina.  
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Pelshina  
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Go to the upper left corner, and speak to the kid who will mention something about a truck. Leave, and use the buggy to teleport to Glent Scene.  
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Glent Scene  
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Near the entrance, speak to the man in blue, and agree to defeat Zarigar unit of soldier. After defeating Zarigar unit of soldier, hop into the back of the truck which will take you into Zariga Castle, and speak to the old man who is dressed in green. Go to the top floor, speak to Mabii who is blocking the doorway, and then speak to Zarigar whom you will fight. After the battle, Zarigar will kill Mizumaru, Mabii will become a friend, and a follower of Lynn will come by to speak to you. Leave, and use the buggy to teleport to Mesaiya.  
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Mesaiya  
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Go to the Mansion of Tentei, and speak to the two waiting maids. Leave, and use the buggy to teleport to Ruiribelar.  
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Ruiribelar  
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Go to the Mansion of Tentei, speak to the four waiting maids, and then hear Makoutei's voice. Leave the mansion, and go to the west side of the village to the Holy Place of Tentei. After speaking to Raou and the hero's son, Makoutei will come by to fight the hero in a one-on-one battle. After the battle, the hero dies, and the hero's son becomes a friend. After speaking to Louis and Lynn, leave then use the buggy to teleport to Pelshina.  
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Pelshina  
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Go to the upper right corner, and speak to the man who is nearby the trees. Ryuuga will come by on his white horse. Speak to Ryuuga whom you will fight. After defeating Ryuuga, you get his white horse. Go onto Ryuuga's horse which will take you up the hill, and then walk north to Galdack.  
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Galdack  
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There is nothing to do here. Leave, and walk northeast to Mountain Burn.  
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Mountain Burn  
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Speak to everybody in the town. Go into Fudou's Castle. On 2F, speak to Maidara who is blocking the path. Follow Maidara to the top floor, and speak to Maidara again. Then, speak to Fudou whom you will fight. After defeating Fudou, speak to Maidara who will run away into a secret room. Follow Maidara

into that room. Speak to Lynn who will then turn into Maidara whom you will have to fight twice to really destroy him. After defeating Maidara, leave the castle, and go into the house without a roof and speak to the four people. After speaking to the four people, leave the town, and use the buggy to teleport to Galdak.

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Galdak  
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Go to the upper right side of Gaigii's prison where the trees are at (the trees look like a upside down U shape) to search for the paper of spell. Go inside of the prison, and use the paper of spell to open the two entrances. Go to the top floor and speak to Gaigii (Jagi) whom you will fight. After defeating Gaigii (Jagi), leave and use the buggy to teleport to Mountain Burn.

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Mountain Burn  
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Go to Fudou's Castle, and speak to Fudou. Leave, and walk east to Fudou's Cave.

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Fudou's Cave  
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Fudou will move the boulder that is blocking the path. Pass thru the cave, and walk southwest to Flash Heaven.

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Flash Heaven  
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Go to Falco's Castle. You will encounter Jakou on 4F. Go to the top floor and speak to the carpenter. Leave the town, and walk west to Pasarii Mine.

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Pasarii Mine  
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Go into the cave, speak to Shino & Jask, and reply with no. Fight Shino and Jask. After defeating Shino and Jask, pick up the prison key. Use the prison key to open the door. Make sure that the hero's son is in front so that he can search the shiny object since he is the only one who can pick up the golden stone. There will be an event, and Shuu who is holding back a boulder will remain inside of the cave. Leave the cave, and use the buggy to teleport to Flash Heaven.

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Flash Heaven  
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Go to Falco's Castle, and on 4F, let the hero's son use the golden stone on the lion statue in order to pull the switch to destroy the castle. Outside of the destroyed castle, search the shadow under the flying rabbit which will take you to a path to a underground. Speak to Falco who will then join the group, then search the open treasure to get the Mantle of light. Leave the town, and walk far southwest to New Chiito.

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New Chiito  
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There is nothing to do here. Leave, and use the buggy to teleport to Flash Heaven, then walk west to Pasarii Mine.

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Pasarii Mine  
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Speak to Saiya. Leave the cave, and use the buggy to teleport to New Chito.

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New Chito  
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Go to Judah Castle. When you reach the 2F, do not open the treasure because it is a trap. On the top floor, speak to Judah whom you will fight. During the battle, Judah will escape, and Kuroyasha will come by with some information. Leave the town, and walk west to Babara.

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Babara

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At the gate, speak to the two guards who will then explode. Go into the hut that is in the lower right corner, pass thru the secret passage, and go inside of the General's Castle. On the top floor, speak to Judah whom you will fight again along with the 3 Generals. (Recommend LV +27). After defeating the 3 Generals, you get the crystal ball. Kuroyasha will come by to give you information. After the event, leave then use the buggy to teleport to Ruiribelar.

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Ruiribelar

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Go to the Holy Place of Tentei, and go in front of the hero's grave. Then, Raou will come by to speak to you. Leave, and use the buggy to teleport to South Berth, then walk south to Tenma's Door.

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Tenma's Door

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After the door has been destroyed, go thru the it, then go south to Endless Scene.

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Endless Scene

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Speak to everybody in the town including the fighters at the arena (you will get 9,000 EXP for defeating the two fighters). Leave, and walk west to Deyu Denamu.

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Deyu Denamu

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There is nothing to do here. Leave, and use the buggy to teleport to South Berth, then walk south to Tenma's Door.

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Tenma's Door

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Go down the stairs into the secret base, and speak to the follower to call forth or rest a friend. For this occasion, make Falco into a friend. Leave, and use the buggy to teleport to Endless Scene, then walk all the way south-southeast to Chadolar Castle.

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Chadolar's Castle

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Go to the top floor, and speak to Chadolar whom you will fight. (Recommend LV34+ to defeat this boss). After defeating Chadolar, go into the room at the back, and make Falco search the treasure chest to get the cross of Gento. Leave, and use the buggy to teleport to Endless Scene, then walk north to Tenma's Door.

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Tenma's Door

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Go down the stairs into the secret base, and speak to the follower to call forth or rest a friend. For this occasion, let Falco & Kenshirou rest, and make Fudou & Shuu into a friend. Leave, and use the buggy to teleport to Endless Scene, then walk south to the Secret Cave.

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Secret Cave

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As you go thru the path along the east cliff, Fudo will catch the boulder so that you can pass, then walk all the way to the east, then north to Kaure Village.  
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#### Kaure Village

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Go into the hut that is near the entrance. Inside of that hut, go thru an underground passage which will take you into Blues' Castle.  
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#### Blues' Castle

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Go to the top floor, and speak to Blues whom you will fight. (Recommend LV38+ to defeat this boss). After defeating Blues, go into the room at the back, and make Shuu search the large object to get the mirror of Nanto. Leave, and use the buggy to teleport to Endless Scene, then walk north to Tenma's Door.  
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#### Tenma's Door

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Go down the stairs into the secret base, and speak to the follower to call forth or rest a friend. For this occasion, let Fudou & Mabii rest, and make Kenshirou & Falco into a friend. Leave, and use the buggy to teleport to Deyu Denamu, then walk southwest to Muhado's Castle.  
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#### Muhado's Castle

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Go to the top floor, and speak to Muhado whom you will fight. After defeating Muhado, go to the room at the back, and make Kenshirou search the treasure chest to get the Great Bear treasured sword. Leave, and use the buggy to teleport to Flash Heaven.  
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#### Flash Heaven

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Go to the Mansion of Gento, and stand in the center of the four statues, then let Falco use the cross of Gento. Now, go thru the door that appeared to enter the cross-shaped room. In this room, search the treasure chest that's in the south to get the legendary boots of Gento. Leave, and use the buggy to teleport to South Berth.  
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#### South Berth

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Go to the Mansion of Nanto, and let Shuu use the Mirror of Nanto on the blue star, then search the treasure chest to get the legendary shoulder Pad of Nanto. Leave, and use the buggy to teleport to Odds Miriam. Walk southwest until you reach Hokuto Cave.  
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#### Hokuto Cave

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Pass thru the cave, and go to Hokuto Spring which is on the left.  
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#### Hokuto Spring

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Go to the edge, and let Kenshirou use the Great Bear treasured sword on the water, then search the open treasure chest to get the legendary dress of Hokuto. Equip the hero's son with the legendary clothes of Hokuto, the legendary shoulder pad of Nanto, and the legendary boots of Gento. Leave, and use the buggy to teleport to Deyu Denamu, then walk south to Tenma's Cave.  
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#### Tenma's Cave

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As you pass thru the cave, go thru the beams, then go to Hokuto's Holy Palace which is nearby.

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Hokuto's Holy Palace  
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Go inside, and speak to Juukei who will then explode. Exit thru the room at the back, and go to Shuken's Cave.

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Shuken's Cave  
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Pass thru the cave, and walk east to Makoutei's Castle.

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Makoutei's Castle  
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When you find a dead end room with a man, look for a hidden path below the two pillars. You will fall down into another room with four pillars. Go to the top floor, speak to Makoutei (the leader behind the scene) whom you will fight, but unfortunately he will send you back into the room with four pillars. On the way, you will encounter Kaiou. Speak to Kaiou making him a friend. Make sure that Kaiou has on his equipment. You cannot leave the castle until you defeat Makoutei. (Recommend LV43+ to defeat this boss). Now, return back to the top floor to fight Makoutei again. After defeating Makoutei, Kaiou dies, and the castle is destroyed. Go southwest to Hokuto's Holy Palace.

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Hokuto's Holy Palace  
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Go inside, and speak to Julia who will die afterward, then fight each of your 13 friends. After parting from the 13 people, you have master Tentei-Totomoki. Leave, and go south to the Magic Palace.

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Magic Palace  
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Speak to the 13 people who will destroy the barrier wall on the palace. On 6F, you will encounter Makoutei's guards whom you will have to fight. Afterwards, go to the top floor, and speak to Makoutei whom you will fight again. By the way, Makoutei is the last boss, and he is around LV58. (Recommend LV51+ to defeat this boss). When the battle starts, use Tentei-Totomoki to call forth three of your friends (Kenshirou, Shuu and Falco) to help fight against Makoutei. After the battle, Makoutei is defeated, and Julia is revived. Each of the 13 people will speak to the hero's son then leave. The hero's son will automatically teleport to Ruiribelar.

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Ruiribelar  
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The hero's son goes to the Holy Place of Tentei, and reports in front of his parents' grave.

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THE END

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Version 1.5

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