

Imoto's Saga: Musya (Import) Walkthrough

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SNES Imoto's Saga: Musya

I) Title Screen, then Intro

Long ago, a pikeman named Imoto survived a great battle. He alone escaped defeat by fleeing to a mountain village. "It's..a village!"

Imoto started for the village but collapsed after a few steps.

"Awaken soldier! I'm Akagi, Mayor of this hamlet."

"This is Tengumura. We're the Gatekeepers of the Abyss."

"Shizuka holds the talisman that seals the Abyss. She was taken away today by a...Guard of the 'Evil One' that is locked

in the Abyss. Please help her!"

"I know why I alone survived, Akagi-san. My destiny lies within the Abyss!"

...And so it begins.

II) Notes

Word is that this game was based on an ancient Japanese legend. Myths & legends often have basis on historical fact, which gives this game a somewhat spooky plausibility. IMHO, this would have been better as a RPG, but to each his own. The creators (Seta USA, Inc.) also created Cacoma Knight which was released for the SNES as well. There are seven stages, 4 levels per stage. On the fourth level of each stage you encounter the sub-boss. 4 thru 6 are basically the first three levels again with a couple new enemies & maybe a few more powerups thrown in. The seventh level is set up the same way, with four levels, & of course on the last one you meet the game boss.

III) Control keys

A = Spin attack w/pike

B = Jump

X = Magic use on pickup (select type in Status menu)

Y = Thrust attack w/pike

Start = Status (Health, Life, Magic)

Select = Pause

L = Crouch & move backwards while facing forwards

R = Same as 'L' except reverse direction

Press Up & A for Super Jump

III) Stages

1) Tengumura Cavern

Use the first level to get used to the control. Search everywhere & collect all powerups that you find. Sometimes the super jump is the only way to get to them. On the third level you'll find your first spell. The name is sometimes 'Aysura', but sometimes it's different. As far as I know, this is the only spell you pick up like this. All the others you will get after the sub-boss

battles. The effect is the same, tho. Imoto uses his pike like a lightning rod. The powerups that have animations are spell power-ups. On the fourth level you'll meet a sub-boss that looks something like a bear wearing a coolie hat, but normal bears don't spit fire at you. He'll be close to death when he turns a brighter shade of red. You'll get the Firespell afterward.

2) Catacombs

Collect powerups & survive. The sub-boss looks like a lump of cookie dough. He jumps around & throws things at you. After the battle you get the Hero's Soul.

3) Palace of Hate

On the first level you'll see some powerups beneath the floor lying on the ground. The layout of the area doesn't allow you to get under there. Howtodoit: By now, if you've gathered all the powerups up to this point (I Think the powerups are part of it), your Thrust attack (Y) will have increased power. Just position yourself where you can reach them & fire away. The items will jump up to the floor & you can scoop them up there.

The third level can be very tricky. There are 3 things to watch for. There are a number of stone statues scattered around the area. Some of them come alive & attack you. Usually it's two at a time. There's also a creature that looks like a banshee flying around throwing things at you. He can be killed, but he'll come back anyway, so just avoid him unless you want the points, or just to get him out of the way. There are 4 statues that are teleports. The first three send you back to the beginning of the level, the third one lets you advance. The third one is located near the second one with some powerups. It's up in the wall, so jump to get to it. The sub-boss looks like a clump of earth, he may be a golem of a sort. Defeating him gives you a Webspell.

NEXT -- The girl you've come to rescue tells you the talisman used to open (or seal) the gate has been stolen by the 'servant of the Evil One'. She powers up your pike to help you in your quest.

4) Cave of Darkness

This next level appears to be the 'Tengumura' level, but there are a few subtle differences. Make sure to search everywhere & get all powerups (as usual). The sub-boss looks like a bird, but he swims a lot (thru the ground), & brags that your efforts are useless & you'll never defeat him...famous last words. You get the 'Lifespell' after you shut his trap.

5) Catacombs of Akuma

3rd level redux? Gather powerups as usual. Sub-boss? Looks like the gingerbread man. Well - that's his first form. After enough damage, he changes into some kind of humanform blob. When he turns yellowish, he's almost history. You don't get a spell afterward.

6) Cursed Palace

Remember the four teleporting statues? The first one puts you at the beginning of the level as usual, but the second sends you back to the beginning of the previous level. The third

one sends you all the way back to the beginning of the stage! To advance, set yourself at the start of the level, & do a super jump to the ledge on the right. It's tricky & somewhat frustrating, but it can be done. There's a powerup here, & a couple of jumps to another statue.

The sub-boss is the revived 'Palace of Hate' golem. Again, no spell. Afterward, Imoto hears a voice which is summoning undead legions to take him down. You'll fight a number of easy enemies as you progress thru this short level. Another sub-boss is here, & he looks like a sunburned samurai. Again, no spell.

7) Watery Prison

The first level drops you falling into a long shaft with a number of bonus powerups floating in it. Then you come into a basic walk/jump/kill enemies level. The second level is a nightmare. There's a lot of skulls impaled on spikes, & you have to make your way by stepping on the skulls. Of course, it's never that easy, with all the flying enemies around... The third level - I was stuck here for ages because by some miracle I managed to make it this far without knowing about the SUPER JUMP!

4th level -- GUESS WHO???

His first form is a giant head which spits energy balls at you. Smack him around a minute, he'll disappear & his second form will show up. It looks like a wierd ball of blue wind with black tendrils running thru it. Boulders will constantly drop from the ceiling, but occasionally a gap will appear on the side. There's your opportunity.

Afterward

Shizuka: "Where will you go?"

Imoto: "I must return to the fight."

"Great soldier, your forces are gone. Please stay here."

The legend of Imoto lives on only as a myth. But not for sleepy Tengu-Mura.

Closing credits follow.

PAR codes

7E103309

Infinite Lives

7E101A10

Infinite Health

7E102E04

Infinite uses of 1st position magic
(Lightning Rod?)

7E102F04

Infinite uses of 2nd position magic
"Fireball" Firespell

7E103004

Infinite 3rd position magic
Seems to be a 'Guardian' of some sort
'Hero Soul'

7E103104
Infinite 4th position magic
'Webspell'

7E103204
Infinite 5th position magic
Invincibility?

Stage / Level Select
WARNING - These codes may cause graphic glitches.
Use at your own risk.

7E08D9xx // Example: 7E08D905 - Catacombs Level 1
dec/hex - name - #
0/00 - Black Screen, game freezes
1/01 - Tengumura Cavern - 1.1
2/02 - " " - 1.2
3/03 - " " - 1.3
4/04 - sub-boss - 1.4
5/05 - Catacombs - 1.5
...& more of the same.

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This doc was written sometime in 2003. I updated it
on 03/21/04.

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The Snes9x development team for programming a decent
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