

# Kabuki Rocks (Import) FAQ/Walkthrough

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KABUKI ROCKS

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(c) 1994

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GUIDE

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Please use these cheat codes.

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Infinite Ryos   7E5E813F  
                  7E5E8242  
                  7E5E830F  
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## About the game

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Rock who is a true Tokyoite aims at the first-class kabuki actor is the hero. You fight with performers of rich individuality in order to correct the evil doing of General Tensai in a world where the Edo Period and Modern Civilization are united. The production of the kabuki style is enjoyable.

## First: Departure

### Red-Light District

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After the scene, choose yes, and then leave the theater. Now, go to the upper right, and go into Ume's house (the one on the right). In Ume's house, speak to Ume to get Ume's letter & 300ryos. After that, leave Ume's house. Now, go to the upper left, and go into Jigoro's house. In Jigoro's speak to Jigoro (the man on the left) to get the soldier's clothes. After that, leave Jigoro's house. Make sure to buy LV2 equipment for Rock & Mckee (who will join Rock later on) at the weapon & armor shop, and some pickled ginger chips (50ryos) & kabuki fried bean curd (30ryos) of the item shops because you won't be able to enter the town once you leave. Now, go back to Ume's house, and speak to Ume to get the highest-ranking sumo division lunch. After that, leave Ume's house. Now, go to left, and there is a scene. After that, Mckee becomes a friend. Now, fight Roaming Slippers x2. After defeating Roaming Slippers x2, there is a scene. Make sure to equip Rock & Mckee with new equipment. After that, go north to Beginners Cave.

### Beginners Cave

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Now, go to the upper left, and go thru the opening into the next area. In this area, go around to the upper left, and go thru the opening into the next area. In this area, go to the right, and go thru the opening to exit the cave. Now, go northeast to Weak Point Town.

### Weak Point Town

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There is a scene, and choose "yes" to get the ticket for 150ryos. After that, go upward, and speak to the man who is blocking the front door of the theater. In the theater, go upward, and go into the room where the audiences are at. There is a scene, and Rock is taken to Manuke (Stupid) Forest by Tensai's Army.

### Manuke Forest

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Now, go to the far upper left, and search along the top right area of the bamboo fence that's on right side of the man who is selling tools (items) to read Jiraiya's memo. After that, go around to the upper left where the jizo (green looking statue) is at. Now, go behind that jizo which is called Black Jizo, and answer the 8 questions in the order of yes (1-8), yes (2-8), yes (3-8), yes (4-8), no (5-8), no (6-8), no (7-8), yes (8-8). There is a scene. After that, go back to Weak Point Town. Recommend LV5 for the duo.  
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Weak Point Town

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Now, go upward, and there is a scene. After that, go to the upper right, and go to the left side of the wooden fence of Couzukenosuke's Mansion. There is a scene. After that, go to the front of Couzukenosuke's Mansion, and speak to the man who is nearby for he will mention something about a secret passage in the wall of Couzukenosuke's Mansion. Now, go to the right side of Couzukenosuke's Mansion, and go into the secret passage. After that, press the x button to go inside Couzukenosuke's Mansion. In Couzukenosuke's Mansion, go around to the left, and there is a scene. After that, go to the upper left, and there is a scene. Now, fight Couzukenosuke (300HP). In battle, Benkei will join the duo. After defeating Couzukenosuke, Benkei becomes a friend.  
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### Second: Sailor's Song

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Weak Point Town

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Now, leave the town, and go west to Ma Mountain.  
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Ma Mountain

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Now, go upward, and there is a scene. After that, go upward, and go into the cave. In the cave, go to the upper left, and go thru the opening into the outside area of the mountain. In this area, go upward, and go into the cave. In the cave, go to the upper right, and go thru the opening into the outside area of the mountain. In this area, go down the steps, and go into the cave that's nearby. In this cave, go to the upper left, and go thru the opening into the outside area of the mountain. In this area, go up the long steps, and speak to Jiraiya who is blocking the cave. There is a scene, and choose "yes" three times. Now, fight Scythe Frog x3. After defeating Scythe Frog x3, choose "yes" to make Jiraiya becomes a friend. Now, go into the cave that's nearby. In the cave, go thru the opening that's nearby into the outside area of the mountain. In this area, go all the way down the two long steps, and then go downward to exit the mountain. After that, go west to Yono (Four Cloth) Town.  
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Yono Town

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Now, speak to the man who is nearby the entrance, and choose "yes" to read Jingoro's letter. After that, go to the upper right, and go into the big building which is behind the karaoke shop. In this building, speak to the person on the right (music shop) who is behind the counter, and buy a musical instrument for each member of the group. Make sure to equip those musical instruments on the group. After that, leave the town, and go south to Karawake (Empty Tub) Cave.  
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Karawake Cave

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Now, go all the way down the long spiral stairs, and then go to the right. After that, go thru the open on the top into the next area. In this area, go

down the stairs on the right into the next area. In this area, go downward, and there is a scene. After that, go down the stairs that's nearby into the next area. In this area, go down the stairs that's nearby into the next area. In this area, go thru the opening that's nearby into next area. In this area, go around to the upper right, and go thru the door into the next area. In this area, go thru the opening on the left into next area. In this area, go down the long stairs, and then go to the right. After that, go thru the door into the next area. In this area, go to the upper right, and there is a scene. Rock learns the song of "a good fire departure," Mckee learns the song of "send out energy," and Jiraiya learns the song of "theft bride." After that, Hokkaibo becomes a friend, and Rock becomes able to compose. The group can now use their songs in battle (in the song weapon menu). After that, leave the cave, and go back to Yono Town. Recommend LV8-LV21 for the group.

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#### Yono Town

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Make sure to buy a musical instrument for Hokkaibo at the music shop. Now, go to the upper right, and go into the karaoke shop. In this shop, speak to the woman who is behind the counter, and choose yes to pay 100ryos. There is a scene. After that, go down the stairs to B1. On B1, go to the left, and go thru the door into the big room. In this room, go upward. Now, search the disk changer, and choose yes. There is a scene. After that, press the X button or A button to stop the scene. Then, Rock, Makee & Hokkaibo learn new songs. After that, go back to 1F. On 1F, speak to the man who is nearby, and choose yes. After that, leave the town, and go back to Karawake Cave. Don't enter Karawake Cave, instead just walk into the large group of trees that's nearby the cave to enter the Forest.

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#### Forest

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Now, go to the right, and speak to man to get the musical instrument of live microphone. Make sure to equip Rock with the live microphone. After that, leave the forest, and go east to Izumo Barrier.

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#### Izumo Barrier

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Now, go upward, and there is a scene. After that, go thru the door into the house, and go up the stairs that's nearby to 2F. On 2F, go to the left, and go up the stairs to 3F. On 3F, go to the right, and speak to Dangeau who is blocking the door. Now, fight Dangeau (700HP). In battle, use Hokkaibo & Rock's song weapon of a good fire departure (15S) on Dangeau. After defeating Dangeau, there is a scene. After that, go thru that door, and go down the stairs to 2F. On 2F, go down the stairs that's nearby to 1F. On 1F, go downward, and go thru the door into the yard. In the yard, go around to the top area. Now, search the letter on the ground, and there is a scene.

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#### Third: Sake

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#### Port

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Now, go upward, and search the big vehicle that's nearby to go into the Music Ship (Waiting Cargo Flute).

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#### Music Ship

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Now, walk onto the top yellow flashing square tile that's nearby, and choose "move to Awa (#2)." There is a scene. After that, walk onto the bottom yellow flashing square tile that's nearby to go into the Port.

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Port

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Now, leave, and go northeast to Okajima Town.

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Okajima Town

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Make sure to buy new equipment for the group. Now, go to the lower left, and speak to the old man dressed in blue who is standing in front of the music shop, and choose yes to get the fully exposed scope. After that, leave the town, and go southeast to Mosaic Cave.

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Mosaic Cave

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Now, open the menu, and choose "tools (#2)" + press right on the directional button to go to "others" + "fully exposed scope" to remove the mosaic that's in the cave. After that, go around to the upper right, and go up the stairs to 2F. (To get to the treasure chest that's in the far upper right with the items of William's mail (Rock) on 1F, go thru a wall into a hidden passage). On 2F, go to the upper left, and go up the stairs to 3F. On 3F, go to the left, and go thru the opening at the bottom into the next area. In this area, go all the way around to the far upper right, and go thru the door into the next area. In this area, go upward, and speak to Carpenter Mo. Now, fight Carpenter Mo (900HP). In battle, choose "tools-use" + press right + "others" + "fully exposed scope" to remove the mosaic on Carpenter Mo's face. After defeating Carpenter Mo, there is a scene. Now, leave the cave, and go back to Okajima Town. Recommend LV12-LV22 for the group.

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Okajima Town

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Make sure to go to the karaoke shop to learn new songs for Rock, Makee, Jiraiya & Hokkaibo. Now, go to the inn, and speak to the innkeeper (the man on the left) to get the zakkuri sword (Rock). After that, leave the town, and go south of Mosaic Cave to Sakawa Village.

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Sakawa Village

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Make sure to buy new musical instruments for Mackee & Jiraiya. Now, go to the lower left, and go into the bar (an old man dressed in blue is nearby the front door of that bar). In this bar, speak to the man who is behind the counter, and choose yes. After that, leave the village, and go west to the Restaurant.

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Restaurant

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Make sure to buy new equipment for the group, and a lot of recovery items. After that, leave, and go all the way west to Karezu Cave.

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Karezu Cave

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Now, go downward, and go thru the door. After that, go to the upper right, and speak to En of Shakunetsu (1-4) who is blocking the way. Now, fight En of Shakunetsu (750HP). After defeating En of Shakunetsu, there is a scene. Now, go around to the far upper right, and go down the stairs to B2. On B2, go to the left, and go down the stairs to B3. On B3, speak to Rai of Shikkoku (2-4) who is blocking the stairs. Now, fight Rai of Shikkoku (800HP). After defeating Rai of Shikkoku, there is a scene. Now, go down that stairs to B4. On B4, go down the stairs that's nearby to B5. On B5, speak to Kousen of Fuu (3-4) who is blocking the stairs. Now fight Fuu of Kousen (900HP). After defeating Fuu of Kousen, there is a scene. Now, go down that stairs to B6. On B6, go to the left, and go down the stairs to B7. On B7, go thru the door

that's nearby, and go to the left. After that, speak to Hyou of Seiga (4-4) who is blocking the way. Now, fight Hyou of Seiga (1000HP). After defeating Hyou of Seiga, Rock gets the barrel of great sake. Now, go upward, and search the treasure chest to get the karaoke microphone. On B7, the wall that's in front of the four pillars will take you thru an hidden passage into an area with five treasure chests. After that, leave the cave, and go back to Sakawa Village. Recommend LV15-LV23 for the group.

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#### Sakawa Village

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Now, go to the lower right, and go into the house with the jizo statue on the roof. In this house, go thru the door on the left into the revolving stage, and choose "Awa" + "Okajima Town (#1)" to warp to Okajima Town.

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#### Okajima Town

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Make sure to go to the karaoke shop to learn new songs for Makee, Benkei, Jiraiya & Hokkaibo. After that, go back into the house with the jizo statue on the roof. In this house, go thru the door on the left into the revolving stage, and choose "Awa" + "Sakawa Village (#2)" to warp to Sakawa Village.

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#### Sakawa Village

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Now, go back to the bar, and speak to the man who is behind the counter to get the delicious water. After that, leave the village, and go northwest to Narukami's Tower.

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#### Narukami's Tower

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Now, go to the upper left, and speak to En of Shakunetsu who is blocking the stairs. There is a scene. Now, fight Eekarada's Shintennos (1800HP). After defeating Eekarada's Shintennos, there is a scene. Now, go up that stairs to 2F. On 2F, go around to the lower right, and go up the stairs to 3F. On 3F, go to the upper left, and go up the stairs to 4F. On 4F, go up the stairs that's nearby to 5F. On 5F, speak to Narukami. Now, fight Narukami. In battle, choose "tools-use" + press left + "use in battle" + "delicious water" on Narukami. Since you cannot defeat Narukami, you need to use the delicious water three times on Narukami to end the battle. After that, there is a scene.

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#### Fourth: Half Girl

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#### Narukami's Tower

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Now, search the grey door that's nearby to exit the tower, and go west to Iida Bridge.

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#### Iida Bridge

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Now, go to the left, and there is a scene. Now, fight Bandit x2. After defeating Bandit x2, there is a scene. Choose yes to get Batsuyuma's ornamental hairpin. After that, go to the left to exit the bridge, and go northwest to Koyama Town. Recommend LV17-LV24 for the group.

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#### Koyama Town

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Make sure to go to the karaoke shop to learn new songs for Rock & Jiraiya, and buy new shoes for the group at the footwear shop (the house behind the karaoke shop). Now, go into the curio dealer (tool or item) shop, and speak to the man on the left who is behind the counter to give him Batsuyuma's

ornamental hairpin. After that, leave the town, and go north to Jiraigusa (Land Mine Grass) Cave.

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#### Jiraigusa Cave

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Now, search the top wall, and there is a scene. After that, go thru the opening into B2. There are two hidden passages (one is on the far lower left & the other is on far lower right) that have treasure chests. On B2, go all the way around to the far upper right, and there is a scene. After that, go upward, and go thru the opening into a dark passage. In this dark passage, go all the way to the right into the next area. In this area, there is a scene with a trolley. After that, go to the right, and go up the stairs to B1. On B1, go upward, and there is a scene. Then, the severely injured Jiraiya dies. After that, go thru the opening at the top into Awa Barrier.

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#### Awa Barrier

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Now, go to the lower right, and there is a scene. Then, Kagekiyo who is uraitako can bring along an evil spirit such as a monster becomes a friend. After that, Rock becomes able to compose using "Eighteenth (#3)" which is on the menu. As a reminder Hokkaibo can also use the Eighteenth to attach a monster to a member of the group. After that, go up the stairs that's nearby to 2F. On 2F, go to the left, and go up the stairs to 3F. On 3F, speak to Kurotsuka who is blocking the door. Now, fight Kurotsuka (2000HP) who is troublesome with his double attack. After defeating Kurotsuka, there is a scene.

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### Fifth: Festival

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#### Port

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There is a scene, and Fujimusume becomes a friend. After that, go upward, and go thru the opening into B1. On B1, go upward, and go up the stairs into Kyou Barrier.

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#### Kyou Barrier

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Now, go thru the blue door that's nearby, and there is a scene. Then, McKee leaves the group temporarily. Now, choose "Benkei + Hokkaibo + Fujimusume + Kagekiyo." After that, go thru the door at the bottom into the Capital District.

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#### Capital District

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Recommend LV19-LV25 for the group. Make sure to buy new equipment, musical instruments for the group, and songs for Rock & Hokkaibo. Now, go to the inn. At the inn, go upward, and there is a scene. Then, Mackee rejoins the group. Now, choose "Benkei + Hokkaibo + Fujimusume." After that, go up the stairs that's nearby to 2F. On 2F, speak to the master of the inn who is behind the counter, and choose "yes." After that, try to go back down the stairs to 1F, and there is a scene. Then, Benkei leaves the group. Now, choose "Hokkaibo + Fujimusume + Kagekiyo." After that, leave the inn. Now, go to far lower left, and go to front of the small house which has a green manhole cover on the left & right side of that house. After that, walk onto the manhole cover on the left, and then search it to go into B1. On B1, go all the way around to the far upper right, and go down the stairs to B2. On B2, go all the way around to the center, and go down the stairs to B3. On B3, go upward, and there is a scene.

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### Sixth: Rainbow Capital

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## Buddhist Temple District

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There is a scene, and Jirokichi becomes a friend. Now, choose "Hokkaibo + Fujimusume." After that, go around to the top left side of the building that's nearby, and speak to the fortune-teller Babaa. Now, go to the far upper right, and search the lantern post to go into B1. On B1, go downward, and go up the stairs into the Capital District.

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## Capital District

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Recommend LV20-LV25 for the group. Make sure to buy new equipment for Jirokichi, and a song for Rock. Now, go around to the right to where the spaceship is at, and there is a scene. After that, go to the far lower left to the house with three doors, and go thru the first door (counting from left to right) of that house. In this house, go down the stairs that's nearby into B1. On B1, go downward, and go up the stairs into Hinokuni Barrier.

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## Hinokuni Barrier

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Now, go downward, and speak to one of the koujins who is blocking the door. There is a scene. Now, go up the stairs that's nearby to 2F. On 2F, go to the left, and go up the stairs to 3F. On 3F, go to the right, and speak to Takehira who is blocking the door. Now, fight Takehira (3900HP) who is troublesome. After defeating Takehira, Rock gets the anywhere wicket gate & Jingoro's tools. After that, go back down the stairs on the lower left, and go back to 1F. On 1F, go thru the door on the bottom right. Now, go back to the Capital District.

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## Capital District

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Recommend LV22-LV26 for the group. Make sure to get new songs for Jirokichi, Kagekiyo and Fujimusume. Now, go back to where the spaceship is at, and speak to Jingoro. After that, go to the inn. At the inn, go up the stairs to 2F, and speak to the man who is behind the counter. Choose yes to rest. After that, leave the inn, and go back to where Jingoro is at. Now, speak to Jingoro, and there is a scene.

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Seventh: I want to meet you

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## Port

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There is a scene. After that, leave the port, and go all the way east to Satsuma Village.

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## Satsuma Village

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Make sure to buy new equipment for the group. After that, leave the village, and go northeast to Hikawa (Ice River) Cave.

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## Hikawa Cave

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Now, go to the upper left, and go thru the opening into the next area. In this area, go all the way up, and go thru the door into the next area. In this area, go to the left, and go thru the opening to exit the cave. After that, go southwest to Futamata (Bifurcation) Village.

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## Futamata Village

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Make sure to buy new equipment for the group. Now, go to the upper left, and

go into Futamata (Bifurcation) Cave.

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Futamata Cave

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Now, go to the left, and then go downward. There is a scene. Then, Rock & Jirokichi get separated from Mackee, Hokkaibo & Fujimusume. After that, go west to Araumi (Rough Sea) Village.

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Araumi Village

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Make sure to buy new equipment for the duo. Now, go to the left, and speak to Tatsugoro who is standing nearby the monument. There is a scene, and then Tatsugoro accompanies the duo. After that, leave the village, and go north-northeast to Volcano Cave.

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Volcano Cave

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Now, go to the upper left, and go thru the opening into the next area. In this area, go around to the far upper right, and there is a scene. Then, Mackee, Hokkaibo and Fujimusume rejoin the duo.

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Eighth: Two People

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Volcano Cave

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Now, choose "Hokkaibo + Jirokichi + Fujimusume." After that, go to the left, and go thru the opened door on the left into the next area. In this area, go up the steps that's nearby, and go thru the top opening into the next area. In this area, go to the upper right, and then go up the steps. After that, go thru the opening that's nearby into the next area. In this area, go to the upper right, and go thru the opening into the next area. In this area, go to the right, and go thru the opening to exit the cave. Now, go to Aso Town which is nearby.

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Aso Town

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Now, go to the right, and there is a scene. Make sure to buy new musical instruments for the group. After that, leave the town, and go south into Nobika (Prairie Fire) Fields.

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Nobika Fields

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Now, go downward, and there is a scene. After that, go southeast to Douka Bridge.

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Douka Bridge

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Now, go all the way to the right to exit the bridge, and then go north to Hinokuni Barrier.

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Hinokuni Barrier

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Now, go upward, and there is a scene. Then, Rock gets the ice of Ice River. After that, leave the barrier, and go back to Douka Bridge.

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Douka Bridge

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Now, go to the left. There is a scene, and Tatsugoro & Oshichi die.

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Ninth: Friends



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Port  
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The group receives the duet song weapon of Tatsugoro & Oshichi. After that, leave the port, and go southwest to Utoro Village.  
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Utoro Village  
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Make sure to buy new musical instruments for the group. Now, go to the weapon shop, and speak to the man who is behind the counter to get Benkei's long sword. There is a scene. After that, make sure to buy new equipment for the group. Now, leave the village, and go west to the Restaurant.  
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Restaurant  
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Make sure to buy a lot of recovery items. Now, go to the upper right, and speak to Itako. There is a scene. After that, choose "Fujimusume," and there is a scene.  
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Long Sword World  
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Now, go around to the top, and walk into the warp circle to teleport to the next area. In this area, go to the lower right, and walk into the warp circle to teleport to the next area. In this area, walk into the warp circle on the right to teleport to the next area. In this area, go around to the bottom, and walk into the bottom warp circle to teleport to the next area. In this area, go around to the top, and walk into the bottom warp circle to teleport to the next area. In this area, go around to the left, and walk into the top warp circle to teleport to the next area. In this area, go around to the right, and walk into the top warp circle to teleport to the next area. In this area, go around to the left, and walk into the warp circle to teleport to the next area. In this area, go upward to the top, and walk into the warp circle to teleport to the next area. In this area, walk into the warp circle that's nearby on the left to teleport to the next area. In this area, go downward, and walk into the warp circle to teleport to the next area. In this area, go downward, and walk into the warp circle to teleport to the next area. Recommend LV25-LV29 for the group. In this area, go upward, and there is a scene. Now, fight Knife Demon, Dark Master, Melting Monster. After defeating Knife Demon, Dark Master, Melting Monster, there is a scene. During the scene, Jirokichi dies, and then Benkei rejoins the group.  
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Restaurant  
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There is a scene.  
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Tenth: Separation  
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Izumo Barrier  
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Now, leave the barrier, and go west to Karawake Cave  
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Karawake Cave  
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Now, go all the way down the long spiral stairs, and then go to the right. After that, go thru the open on the top into the next area. In this area, go down the stairs on the right into the next area. In this area, go downward, and there is a scene. After that, go down the stairs that's nearby into the next area. In this area, go down the stairs that's nearby into the next area. In this area, go thru the opening that's nearby into next area. In this area, go around to the upper right, and go thru the door into the next area. In

this area, go thru the opening on the left into next area. In this area, go down the long stairs, and then go to the right. After that, go thru the door into the next area. In this area, go to the upper right, and there is a scene. Now, go upward, and search along the upper right side of the top wall (the right side of the green looking jizo) to find the hidden door in order to exit the cave. After that, go to Suterare (Throw Away) Island which is nearby.

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Suterare Island  
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Now, go to the lower right, and go thru the opening into the next area. In this area, go thru the thin wall that's nearby on the left which has an hidden passage. After that, go downward, go down the stairs to the next area. In this area, go all the way to the right. Then, go up four flights of steps to the top, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the door into the next area. Recommend LV28-LV31 for the group. In this area, go upward, and there is a scene. Now, fight Dorman (6000HP) who is troublesome. In battle, use "song weapon" + "duet (#2)" + "journey at the inn (#4)" + "Rock" for Mackee to fully recover the group's HP. After defeating Dorman, there is a scene. After that, go thru the door at the bottom back into the other area. In this area, go to where the water is at, there is a scene. During the scene, Hokkaibo dies, and the group learns the length of the composition becomes long.

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Eleventh: Snowy Country  
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Suterare Island  
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Now, choose "Benkei + Fujimusume + Kagekiyo." After that, search the green looking jizo on the right with the pink color, and choose "yes" to leave that cave. Now, go back to Karawake Cave.

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Karawake Cave  
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Now, search the green looking jizo with the pink color that's nearby, and choose "yes" to leave that cave. Now, go north back to Yono Town.

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Yono Town  
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Now, go into the house with the jizo statue on the roof. In this house, go thru the door on the left into the revolving stage, and choose "Hinokuni" + "Aso Town (#4)" to warp to Aso Town.

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Aso Town  
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Now, leave the town, and go south into Nobika (Prairie Fire) Fields.

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Nobika Fields  
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Now, go downward to exit the fields, and go southeast to Douka Bridge.

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Douka Bridge  
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Now, go all the way to the right to exit the bridge, and then go north to Hinokuni Barrier.

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Hinokuni Barrier  
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Now, go into the house, and go up the stairs that's nearby to 2F. On 2F, go to the left, and go up the stairs to 3F. On 3F, go around to the top, and go

down the stairs to 2F. On 2F, go down the stairs that's nearby to 1F. On 1F, go downward, and go thru the door into the yard. In the yard, go around to the top, and go into the Port.

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Port

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Now, go upward, and search the Music Ship to go inside.

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Music Ship

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Now, walk onto the top yellow flashing square tile that's nearby, and choose "move to Ezo (#2)." There is a scene. After that, walk onto the bottom yellow flashing square tile that's nearby to go into the Port.

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Port

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Now, leave, and go northwest of the Restaurant that's nearby Utoro Village to Hyousetsu (Ice and Snow) Village.

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Hyousetsu Village

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Now, go upward, and there is a scene. Then, Tatsugoro rejoins the group. Now, choose "Benkei + Fujimusume + Tatsugoro." Make sure to buy new equipment and musical instruments for the group. After that, leave the village, and go south to the hole called Toyah Lake.

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Toyah Lake

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Now, go downward, and go down the stairs to B2. On B2, go downward, and go down the stairs (incidentally, there is a hidden passage on the left & right side of this stairs each with a treasure chest [phoenix's egg - left & singing voice clothes (Rock) - right]) to B3. On B3, go around to the lower left, and go down the stairs to B4. On B4, go all the way around to the upper right by gliding on the ice slides, and go down the stairs to B5. On B5, go upward, and search the treasure chest to get the temple bell of drift ice. After that, go downward, and search the green looking jizo with the pink color that's nearby the stairs, and choose "yes" to leave that lake. Now, go around to the south to the cave called Seikan (Fearless) Tunnel.

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Seikan Tunnel

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Now, go downward, and go down the stairs to B2. On B2, go all the way to the right, and go up the stairs to B1. On B1, go up the stairs to exit the cave. Now, go northeast to Ezo Barrier. Recommend LV32-LV33+ for the group.

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Ezo Barrier

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Now, go into the house, and go up the stairs that's nearby to 2F. On 2F, go to the left, and go up the stairs to 3F. On 3F, go to the right, and speak to Kiyomi who is blocking the door. Now, fight Kiyomi (9200HP) who is troublesome. In battle, the temple bell of drift ice will only protect the group on the first three turns. Also, use "Mackee" + "song weapon" + "duet (#2)" + "journey at the inn (#4)" + "Rock" to fully recover the group's HP. After defeating Kiyomi, there is a scene.

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Twelveth: Reunion

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Thirteenth: Blue Mountain Range

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Port

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Now, search the Music Ship to go inside.  
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#### Music Ship

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Now, walk onto the top yellow flashing square tile that's nearby, and choose "move to Muts (#2)." There is a scene. After that, walk onto the bottom yellow flashing square tile that's nearby to go into the Port.

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#### Port

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Now, leave, and go around to the eastside to Kuchiyose (Spiritualism) Village which is nearby.

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#### Kuchiyose Village

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Make sure to buy new equipment (man in green & man in blue who are standing nearby the totem pole), and musical instruments (man in blue who is in the item shop) for the group. After that, leave the village, and go around to the northeast to the Waterfall of Purification.

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#### Waterfall of Purification

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Now, go upward, and speak to Itako (Yuunagi). There is a scene. After that, go thru the opening that's nearby into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go thru the opening at the top into the next area. In this area, go thru the opening at the bottom (lower right) into the next area. In this area, go all the way around to the left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the left, and go thru opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go downward, and there is a scene. Then, Yuunagi who is omoteitako can bring along a human spirit becomes a friend. As a reminder, Yuunagi can use the Eighteenth to attach a human spirit such as Jiraiya, Jirokichi, Hokkaibo (last spirit), Oshichi to a member of the group. After that, choose "Benkei + Fujimusume + Yuunagi." Now, go all the way south to the Restaurant.

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#### Restaurant

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Make sure to buy new equipment (shoes) for the group. Now, leave, and go south to Osore (Terror) Mountain.

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#### Osore Mountain

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Now, go to the upper left, and speak to one of the old women who are blocking the way. There is a scene. (Incidentally, there is a hidden passage in wall on the upper right with a treasure chest [dome microphone (Rock)]). After that, go to the lower right, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into the next area. In this area, go around to the lower left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the

next area. In this area, go around to the lower right, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go all the way to the right, and go thru the opening into the next area. In this area, go all the around to the upper left, and there is a scene.

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#### Fourteenth: Grudge Song

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#### Osore Mountain

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There is a scene, and Kagekiyo rejoins the group. Now, choose "Fujimusume + Yuunagi + Kagekiyo." After that, go to the left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go all the way around to the lower left to exit the mountain. After that, go around to the southwest to the Restaurant.

#### Restaurant

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Make sure to buy a lot of recovery items. After that, leave, and go northwest to Nikkou (Sunlight) Town.

#### Nikkou Town

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Make sure to buy new equipment for the group. Now, go into the bath house which is on the left side of the weapon & armor shop. In the bath house, go thru the blue curtain on the left into the ladies' bath, and speak to Hokkaibo's ghost. There is a scene. After that, leave the town, and go southwest into the Crack Ground.

#### Crack Ground

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Now, go downward, and there is a scene. After that, go downward, and there is another scene. Now, go back to Nikkou Town.

#### Nikkou Town

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Now, go to the lower right, and go into Master Jinjuuro's house. In Master Jinjuuro's house, speak to Master Jinjuuro to get the spirit power glue. After that, leave the town, and go back to Crack Ground.

#### Crack Ground

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Now, go downward, and there is a scene. Choose "yes" to (make Yuunagi & Kagekiyo) use the spirit power glue on the crack. After that, go to Muts Barrier which is nearby. Recommend LV35-LV37 for the group.

#### Muts Barrier

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Now, go into the house, and go up the stairs that's nearby to 2F. On 2F, go to the left, and go up the stairs to 3F. On 3F, go to the right, and speak to Goemon who is blocking the door. There is a scene. Now, fight Kiyomi (13500HP) who is troublesome. In battle, use "Mackee" + "song weapon" + "duet (#2)" + "journey at the inn (#4)" + "Rock" to fully recover the group's HP, and use "Yuunagi" + "song weapon" + "solo (#1)" + "high tune weapon (25S)" to raise a member's defense & "Teppeki's mother (20S)" to raise a member's attack. After defeating Kiyomi, there is a scene. After that, go around to the top, and go down the stairs to 2F. On 2F, go down the stairs that's nearby to 1F. On 1F, go downward, and go thru the door into the yard. In the yard, go around to the top, and go into the Port.

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Port

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Now, speak to Jingoro who is nearby, and there is a scene.

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Fifteenth: Sky

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Music Ship

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There is a scene, and the music ship transform into Kabuki Robot. Now, fight Dark Robot (20000HP). In battle, use "Mackee" + "song weapon" + "duet (#2)" + "journey at the inn (#4)" + "Rock" to fully recover the group's HP, and use "Yuunagi" + "song weapon" + "solo (#1)" + "high tune weapon (25S)" to raise a member's defense & "iron wall of mother (20S)" to raise a member's attack. Dark Robot weakness is thunder (Fujimusume's song weapon of young Buddhist priest thunder song (45S)). After defeating Dark Robot, there is a scene.

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Sixteenth: Oed

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Port

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Now, go upward, and go thru the door into I Town.

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I Town

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Now, go to the music shop (a small building nearby the central area), and speak to Ujigami Ichiban who is nearby the door to get "chorus" which increases the length of the composition. After that, go to the far upper right, and go across the bridge into Ni Town.

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Ni Town

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Make sure to buy new weapon & armor for the group. After that, go to the far upper left, and go across the bridge into Ro Town (North). [Incidentally, there are two Ro Towns (one is on the northside, and the other is on the west side)].

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Ro Town (North)

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Make sure to buy new shoes and musical instruments for the group, and also a lot of recovery items. Now, go across the middle bridge that's at the bottom into a Fake Room. Recommend LV37-LV39 for the group.

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Fake Room

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This small room has four opened doors. In this room, go thru the door on the right into the next room. In this room, go back thru the same door on the left into the next room. In this room, speak to Jingoroo who is blocking the top door. There is a scene. Now, fight Jingoroo (20000HP). In battle, use "Mackee" + "song weapon" + "duet (#2)" + "journey at the inn (#4)" + "Rock" to fully recover the group's HP, and use "Yuunagi" + "song weapon" + "solo (#1)" + "high tune weapon (25S)" to raise a member's defense & "iron wall of mother (20S)" to raise a member's attack. Jingoroo weakness is thunder (Fujimusume's song weapon of young Buddhist priest thunder song (45S)). After defeating Jingoroo, there is a scene. After that, go thru the door on the right into the other room. In this room, go thru the door on the left into the other room. In this room, go thru the door at the top into the next room. In this room, go thru the door at the bottom into the other room. In this room, go thru the door at the bottom into Oed Castle.

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Oed Castle

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Now, speak to one of the Gatestars who are blocking the gate. After that, fight Gatestar x2 (4500HP). In battle, use "Mackee" + "song weapon" + "duet (#2)" + "journey at the inn (#4)" + "Rock" to fully recover the group's HP, and use "Yuunagi" + "song weapon" + "solo (#1)" + "high tune weapon (25S)" to raise a member's defense & "iron wall of mother (20S)" to raise a member's attack. After defeating Gatestar x2, there is a scene.  
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#### Seventeenth: Last Song

##### Oed Castle

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Now, go around to the bottom, and go inside the castle. In the castle, go upward. Now, go thru the door on the left. Now, go to the lower left, and go down the stairs to B1. On B1, go thru the hidden passage that's nearby the stairs, and search the treasure chest to get last bass (Kagekiyo/Yuunagi). Now, go around to the upper right, and go up the stairs to 1F. On 1F, search the treasure chest that's nearby to get last keyboard (Mackee/Fujimusume). After that, go to the upper right. As you go around to the left, try to avoid the weak tiles that are on the floor, and go up the stairs to 2F. On 2F, go around to the lower right, and walk into the weak tile that's on the left side of the treasure chest to make Rock fall into B1. On B1, go up the stairs that's nearby to 1F. On 1F, go to the left, and go up the stairs to 2F. Recommend LV43-LV45 for the group. On 2F, go all the way to the lower right to the dead end wall, and there is a scene. Now, fight Goemon (19500HP). In battle, use "Mackee" + "song weapon" + "duet (#2)" + "journey at the inn (#4)" + "Rock" to fully recover the group's HP, and use "Yuunagi" + "song weapon" + "solo (#1)" + "high tune weapon (25S)" to raise a member's defense & "iron wall of mother (20S)" to raise a member's attack. After defeating Goemon, there is a scene. After that, go thru the door that's nearby into the room, and go up the stairs to 3F. On 3F, go to the right, and speak to Maskman who is blocking the way. There is a scene. Recommend LV44-LV46 for the group. After that, go around to the lower right, and go up the stairs into Tensai's Room.  
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##### Tensai's Room

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Now, try to speak to Maskman who is blocking the door, and there is a scene. Now, fight the final boss Tensai (22000HP) (first form). In battle, use "Mackee" + "song weapon" + "duet (#2)" + "journey at the inn (#4)" + "Rock" to fully recover the group's HP, and use "Yuunagi" + "song weapon" + "solo (#1)" + "high tune weapon (25S)" to raise a member's defense & "iron wall of mother (20S)" to raise a member's attack. After defeating Tensai, there is a scene. Now, fight Tensai (1000HP) (second form). After defeating Tensai, there is a scene. Now, fight Tensai (30000HP) (final form). In battle, use "Mackee" + "song weapon" + "duet (#2)" + "journey at the inn (#4)" + "Rock" to fully recover the group's HP, and use "Yuunagi" + "song weapon" + "solo (#1)" + "high tune weapon (25S)" to raise a member's defense & "iron wall of mother (20S)" to raise a member's attack. (It is going to be a long battle against the final form). After defeating Tensai, there is a scene.  
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#### Eighteenth: Main Theme

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THE END  
+++++  
Version 1.0  
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