

# Kenyu Densetsu Yaiba (Import) FAQ/Walkthrough

by vrapong

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| |Kenyu Densetsu Yaiba Walkthrough V1.2|
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Note: Press Ctrl+f and search for related topics you need.

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1. Introduction  
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This is a walkthrough for the game - Kenyuu Densetsu Yaiba. I started playing this game ages ago when the game was just released. However sadly, I didn't see anyone write an FAQ for this game until now (it's been kind of long), so I decided to write one. I'm pretty new to Japanese Katakana and Hiragana text so please don't blame me for some writing mistakes. If you have any doubts please do not hesitate to email me at: weerence(at)yahoo(dot)com

\*Note:This FAQ is made based on a 1-player game.The recommendation of levels, or story may vary (unlikely) if you play a 2-player game.

\*Note:The recommendation of levels is based on how I play the game. For example, I beat the Spider when I was at level 18. But some people might find it harder or easier to beat him. Since this is more towards an action game and not RPG, it depends on how good you can control your player.

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2. Version Updates  
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- Version 0.4: The first release. Update walkthrough until Chapter 4.7
- Version 0.9: Update walkthrough until Chapter 4.15 Put up Orb Lists and Locations, Level-up Tips, Frequently Asked Questions and Credits sections. Plus a change in some of the chapters' name.
- Version 1.0: Complete walkthrough for the game. Adjust some mistakes/errors. Also, make some decoration in title of the game ^\_^.
- Version 1.2: Adjust mistakes/errors. Add 2 more orbs that have not been discovered yet in the previous version (Light Orb and Wood Orb). Please press ctrl+f and search for "\*UPDATED\*" to find the updates added in this version.

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3. Characters  
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For some reason, the characters in this game are not very helpful in battles. They can sometimes easily get killed and you need to buy an expensive item to revive them. (Aww..) But if you are playing a 1-player game, you may find some of them can be a little of help though.

- Yaiba (Player1)
- Rai (Player2)
- Sayaka - Healing type
- Kagetora (Tiger) - Ride him for a quick run
- Shonosuge (Hawk) - Call him to fly to different locations
- Fuu - Healing type
- Musashi - Battle type, uses two-handed sword (Nitoryu) when he fights
- Kerosaemon - Battle type, uses axe when he fights

Kojiro - Battle type, uses Sword when he fights  
Jubei - Battle type, uses Sword when he fights

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4. Walkthrough  
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4.1 The Beginning  
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The intro story plays, Yaiba and his party go to school and meet Onimaru. After that, you will begin at Sayaka's house. At this point, you have only one helping character: Sayaka, or you can control Rai as player2.

Before you start the game, please take note:

- Get used to the game's control.

Currently, you can only jump, guard and hit (Press Y button to hit, X to guard, and B to jump) and nothing else. Don't worry you will get to learn the special moves very soon.

- Call out your party members

Press L to call out your party members. This including Kagetora (the tiger) and Shonosuge. (the hawk, i think) These two are useful when you need to run away from enemies, or fly to other locations.

- Choose Items

Press R to switch item and A to use the selected item.

- Life recover and Save game

You can go back to Sayaka house and talk to the grandma anytime to sleep and save the game.

- Notes about getting EXP

The EXP points you acquire is the amount you damage the enemies. For example, if you damaged an enemy by 20 points, you earn 20 EXP. However if you use things to throw at them, like dustbin or stuff, you won't gain any EXP as a result.

As you level up, your party members are automatically levelled up too. (But of course, in a slower rate)

Okay, now let's play. Firstly I would advise you to go into Sayaka's house and take the items there if you have not. You would get 1000G of money, a rice ball (use to recover HP) and the first orb you can get in the game - Star orb (for healing 10 HP). This orb can be used by Sayaka. You can call her out to heal you by pressing L. Next, go out and fight the enemies. Now it is probably hard for you to make it through so play around and gain some levels first. It won't take long for you to level up to level 6-7. Press L to call out Shonosuge to bring you back to the house and rest when you need to. Also, take a walk and explore the town, enter item shops and buy stuff you can afford.

When you have finished your training, head to the top most left corner of the map. You will now be at school and face Onimaru.

Boss Fight: Onimaru (with Wind-God Sword)

Apparently, you can't damage him at all. Just don't die, escape his wind slashes, and hit him at certain times. Stay alive until the event brings you to the next stage. Shonosuge will rescue you back to your house where you discuss with your party about the next plan - to get the Thunder-God Sword, and off to Mount Tengu.

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## 4.2 The Thunder-God Sword

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You will start at Mount Tengu, and will automatically recruit a new member, Fuu. She can also use the Star orb to heal you. As your HP is not recovered after the previous boss fight, you may want to call Shonosuge to bring you back and heal first. Also, if you have enough money you may want to buy some items. From Sayaka's house, go down one house, turn right and enter the Mart. You can buy a Map which costs 500G. I recommend having one because it is useful throughout the game. Also, if you want to, you can buy a clock to show the time of the day. (A clock costs 1000G) And before you go on, make sure you level up until at least level 10 or 11 as it will be much harder later on in the cave.

When you are done, continue your journey at Mount Tengu. From the starting scene, walk up a little east to get doryanku M from the treasure box. After that, head to the most western part and jump onto the top terrain. Continue front and you will find the pathway is blocked by a rock. So now head east and jump up the terrain. Get an apple from the stone at top right corner. Continue walking to the west, (don't fall) and get money and a sword from the treasure box/stone (you can equip Rai with this sword and he can use special moves). Head back to where the rock is, and now the pathway can be opened.

Continue your way in the cave. Collect money and rice ball from the treasure box. Walk up all the way until you reach the cliffs. Jump from one platform to another. On the eastern corner you can get money from the treasure box. After that, head to the most western platform you can see, and start going on from there. Jump from one platform to another until you reach the end of the other side. Beware of the flying monster which can hit you down the cliff.

Much to a relief, it is easier now outside the cave. Continue to head up and meet Musashi. He will lead us to his house and the conversation will go on. Until you gain control again, pull out the Thunder-God sword. Musashi will be shocked when he see you pull the sword out. After a little talk, he will join you. Musashi uses a two-handed sword (Nitoryu) when he fights, and he is quite good as a helper. Next, the scene will change to Sayaka's side. She will get kidnapped by Kerosaemon. You will have to follow him to rescue her.

Now that you already have the Thunder-God Sword, here are the moves you can execute:

-Yaiba's Moves-

Swirling Attack - Hold Y Button and let go.

Air-Wheel Sword - Hold Y Button, Jump and let go.

Lightning Blade - Jump and press Y and B button at the same

As for Rai, equip him with the sword you just got from the treasure box, and he will now be able to use techniques.

-Rai's Moves-

Boomerang Blade - Hold Y Button and let go.

Deep Slice - Press Y and B button at the same time.

You can also use Thunder Orb now. Press R to select thunder orb and press A to use. However bear in mind that experience will not be earned when you use any of the orbs to damage enemies.

It should be easier to gain levels now, as you can use your special moves (The amount of EXP gain is same as the amount you damage enemy, remember? So when you use Lightning blade, it can cause about 70-80+ damage to enemies, and you will gain that much EXP! ^\_^). So you might want to train first until about level 13-14, as later on you will be fighting 2 bosses continuously (You can choose to go back half way, but you will have to walk

all the way back again when you come back) When you are ready, head up and go up to eastern side for a boss fight.

Boss Fight: Kerosaemon (With 2 Black demons)

The fight should be very simple if your level is above 10. Kerosaemon will just jump around, use his axe and tongue to attack you. His range of attack is not that long, so not too worry. If you want, you can also use Thunder Orb to shoot thunder slash on him, but it is a little hard to aim when he moves around. Keep using your Swirling blade on him from left to right and right to left, and he should be defeated very soon.

After you win, you will get back Sayaka. Walk up to the northwest corner to enter the hut and have a little conversation with Kerosaemon and leave the hut. You will confront Hebi (Snake), and the boss fight begins. (again)

Boss Fight: Hebi (With 2 Black demons)

Hebi will just jump around and hit like Kerosaemon, but he can shoot out fire too. His attack would deal you about a little more damage than Kerosaemon but it shouldn't be too hard to take him down. Air-Wheel Sword is a good use on him, as well as Lightning Blade. Once you beat him, pick up the key he dropped and Kerosaemon will join you.

You are back in Sayaka's house and you will be discussing with your party about the next destination. You have three choices of where to go now: Town S, City C, or City M. It doesn't matter which location you want to go to first but I will start off with the easiest, City M.

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4.3 Meeting the Spidy  
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Choose City M for your destination:

Firstly, you should be gaining your EXP by using Lightning Blade method. Level 18-19 is recommended before moving on. When you are done, call Shonosuge to fly to the City M. Go southwest and meet Kumo (Spider). He will kidnap Sayaka (Not again -\_-") and run away. Call Shonosuge, and follow him to the new location that appears on your selection menu.

You will now be on the Airship. Walk west to fight Kumo.

Boss Fight: Kumo

Beware of falling down the airship, it will cost you the most damage. Kumo will move around, hit you, and shoot out webs in four directions (North, South, East, West directions). It is easy to avoid them though. Also, the webs can be cut (easily with Swirling Attack or Air-wheel sword). He has quite an amount of HP, so it will take a while before you beat him. However it shouldn't be too hard as his moves are slow. Thunder Orb is a good use on him, it can deal 300 over damage. He can damage you by about 30+HP, so be careful. Once you beat him, he will run away and drop the key, so pick it up. You will now have Sayaka back, and it's time to choose your next destination.

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4.4 The Giant Snail  
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Choose Town S for your destination:

Call Shonosuge to bring you to Town S. Nothing interesting here, except to

fight boss (much like the previous place). It is recommended being at around level 20. Walk North-West until you reach the lake. Jump into the lake and meet Namekuji (A giant Snail!). Get ready for the boss fight.

#### Boss Fight: Namekuji

Namekuji shoots out liquid-like slime on you, and moves around the lake in a slow speed. Air-wheel sword is recommended using against him. Jump to avoid the slime he shoots out, and perform Air-wheel sword through his body, from left to right and right to left. When you aim, your position should be parallel to Namekuji's mouth or slightly above it. Jump not too high or you will miss. Repeat this process and it should be easy to take him out. Again, the Thunder Orb is a good use here too. Beat it and as usual, collect the key. Now you are ready for the last destination.

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#### 4.5 Battle the Batto

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Choose City C for your destination:

Call Shonosuge to bring you to City C. You should be fully prepared before moving on, it's going to be a tough fight here. Be at around level 20-21. Walk South-west to meet Battogai. You will have a little conversation with him, and then you will start in the dungeon.

At the starting scene of the dungeon, head east all the way, and then head down. Continue to the east, and head up to the room with green-colored flooring (don't waste your time to go to the right, it will lead you to the dead end). Head up the staircase. When you reach the cliff, use your Air-wheel sword technique to go across to the other side. Go up one more staircase and meet the boss.

#### Boss Fight: Battogai

Battogai is unlike the previous bosses as he flies and is much faster compared to them. He also can damage you more with his attack. He either rushes to you and hit you or shoots out small bats to attack you. The small bats can be destroyed with your sword. Watch his shadow. When he flies high you can't reach him, so charge up your power and wait until he lowers his level, then execute Air-Wheel sword on him. Repeat this strategy and he should be beaten in no time. Pick up the key he drops.

The scene now plays the leftover creatures that serve under Onimaru - they are Kamakiri (Mantis), Hitode (StarFish), and Namako (Sea Slug?). Don't worry you do not have to fight them ^\_^ . They will drop the key and run away. Pick them all up, and watch the story for the upcoming chapter.

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#### 4.6 Kojiro's Challenge

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The event plays and Yaiba will receive the challenge letter from Kojiro, Musashi's rival (You should know about this if you have read the manga). Okay, the first thing you need to do is to go back to Sayaka's house and rest (Your HP is not recovered from the previous boss fight again, it's so sad). Save your game and train yourself until around level 24-25. Make sure you have some HP recovering items with you as later on the boss fights will be continuous from now until Onimaru Castle. When you are ready call Shonosuge to bring you to the destination that appears on your selection menu.

From the city, head North-east. Walk up beside the castle-like building and now Kojiro appears.

Boss Fight: Kojiro

Kojiro will just jump around and hit you with his sword. His attack power is about the same as Battogai's, so it shouldn't be much of a problem. Just use all your specials on him - Air-Wheel Sword and Lightning Blade. Once you beat him, he will join your party. Now you will straightaway go into Onimaru Castle.

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4.7 Onimaru Castle  
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Straightaway after your victory over Kojiro, you will end up in the Onimaru castle. You will have to fight Battogai once again.

Boss Fight: Battogai

Battogai's moves are all the same as before, just that the fighting place is different. Don't fall down the hole in the center of the area. Lure him into one corner and use the same strategy on him. After you defeat him, Onimaru appears and you will fall down the hole to meet Yakitori (sounds like a grilled chicken to me ^\_^, yummy).

Boss Fight: Yakitori

Yakitori isn't that hard. He will move around in the scene and shoot out some fishes on you. The fishes damage you just a little. They can be killed but they will keep reappearing, so it is kinda irritating. Sometimes, Yakitori will dive in, and you can't damage him. It is a good idea to use Lightning Blade on all those irritating fishes and keep using Swirling attack on Yakitori and he should be done very soon.

After you win, you will be at the castle dungeon. Head upwards, and turn left until you reach 2 separate paths. Head up to take an apple from the treasure box, then go back down. Jump up to the top platform and continue walking (do not fall down). Go down to take rice ball from the treasure box. After that, use your Air-Wheel sword technique to jump onto the right platform. Take Doryanku M from the treasure box. Onto the right there's a shop for you to buy items (there's also a saving statue inside. Yes, the green demon statue). But if you enter, you will have to re-climb the platform from the most western side again. Nevertheless, I recommend you to save first though (You've come this far without saving already, right?). Okay, now continue heading upwards and down the platform. Hit the X-marked door with your sword, continue your way in and head up the stairs.

Now, the surrounding looks much like a forest. Head up on western side to get 1000G. Then from there, head right to get another 1000G. Head right again to get 100G. And now head to the most eastern side to get a rice ball. Head north towards the plain area to meet Chameleon.

Boss Fight: Chameleon

Chameleon is quite a lame boss. He walks very slowly and uses his tongue to attack which has very short range. For his speed, he is so much of a target for the Thunder Orb Attack. Uses all your special on him. This should be one of the most simple boss fights in the whole game.

Once you are done with him, you will now be in the dungeon once again. Walk along the path, climb onto the top platform. At the eastern side, walk down until the center and jump down the platform. Go on upwards, turn right, walk down along the way and go up the staircase. From the staircase, ignore the west side because it will lead you to dead ends. Head up north until you reach 2 X-marked doors. Use your sword to hit the left door, and walk up. You will find 2 X-marked doors again. Now, go into the right door and hit through one more X-marked door, take 1000G and a sword from the treasure box. Go back to the second 2 X-marked doors part and now go through the left door. There will be an item shop and saving statue for you again. After you are done, head right all the way and meet Dorai, you will have to fight him.

#### Boss Fight: Dorai

Dorai is hard to target (due to his size -.-"). He flies fast and attack with fairly high damage. Keep walking and luring him to one side and when he punches (that will make him pause for a while), use Air-Wheel sword on him. Repeat this process and he should be defeated very soon. Go up the staircase.

From the staircase, go up, left, hit the X-marked door and go up. From there, go right to take 1000G and then head left all the way until you reach the corner, then go down once and go left. Cut through the X-marked door and go in to take Niku (a very useful item which heals 999HP). Head back to where you came from and now go up. Head left all the way, then go up and follow the pathway until you reach the staircase.

From the staircase, take the right path up all the way. Follow the path until you come across an X-marked door. Hit it to open and go in. Now it's time for you to face last boss of this chapter.

#### Boss Fight: Tootasu

Tootasu will keep shooting out the mini-turtles to attack you. Go parallel to his head and use swirling attack or Air-Wheel sword on him (do a low jump or you will miss) from left to right and right to left. When you execute your moves, at the same time you can destroy the mini-turtles. Once you beat him, go up the staircase.

I know this has been long, but you have come far so not too worry, you are already almost there. From the staircase, go to the most western side to take 1000G. Then go up the platform and go up again all the way. Next, turn left then go down to find 3 treasure boxes. Collect a sword, a rice ball, and Doryanku S from there. Next, go right all the way, down and jump on to the platform, and go down. Walk left, head up, hit X-marked door and make your way up until you reach upstairs.

You are now on top of the castle and you will meet Onimaru again. After a little conversation, you are back at Sayaka's house. You should be prepared for the upcoming journey - to search for the Dragon Orb. This journey will be the most enjoyable part in the game (That's what I find ^\_^). Anyway, you will be looking at the map with many destinations. Select any of them first and quickly from there, ask Shonosuge to fly you back, rest and save your game first (Remember, your HP is still not recovered after you exit the dungeon again! - This is what I dislike about this game -\_-). Now you are ready to move onto the next chapter.

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#### 4.8 The new journey-Search for the Dragon Orb

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Once you are ready, press start to open up your menu and use Kakejiku (the new map that you have just got). You will find many destinations marked with X there.

Locations from the top to bottom are:

1. Hokkaido
2. Aomori
3. Nigata (and Dark world)
4. Biwako Lake
5. Nara
6. Mount Tsurugidake
7. Mount Asozan

respectively.

The details of the bosses and orbs that you are going to find at different locations:

-Hokkaido-

Boss Fight: Benkei

Orbs: Ice Orb, Power Orb

-Aomori-

Boss Fight: Basho

Orbs: Guess Orb, Moon Orb

-Nigata (and Dark world)-

Boss Fight: Hachi, Najisoko

Orb: Dark Orb, Wood Orb \*UPDATED\*

Other Necessities: Recruit Jubei, Weapons (from Weapon Shop)

-Biwako Lake-

Boss Fight: Octopus

Orb: Water Orb

Other Necessities: Weapons (from Weapon Shop)

-Nara-

Boss Fight: Goemon

Orb: Big Orb, Light Orb \*UPDATED\*

-Mount Tsurugidake-

Boss Fight: Fuma

Orbs: Golden Orb, Pearl Orb

Other Necessities: Armours (from Armour Shop)

-Mount Asozan-

Boss Fight: Amakusa

Orb: Fire Orb

Other Necessities: Weapons (from Weapon Shop)

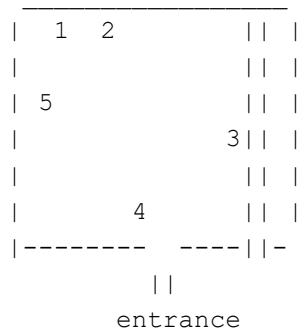
Take note that you do not have to follow the order of the places I pick. Your order of picking won't affect any Orbs or items you are going to get later on. For example, you might want to go to some places to collect orbs or buy necessary weapons or armours, or recruit Jubei without fighting the boss of that particular place. Also, training yourself until at least around level 35 before you start off with any location is a good idea. Once you are ready, let's get going.

## 4.9 Versus the Ninja

Head to the 6th location, Mount Tsurugidake. From the starting scene, head left and enter the armour shop. Buy an armor to increase your defense (I would recommend the golden colour one if you can afford as it gives you more defense). Onto the left of the armour shop you can find the mart and onto the right you will find an item shop. So buy the things you need and continue your journey. Head upwards and you will end up in a forest-like place. Get used to the new enemies here, they are tougher than before. But with the new armour and level at around 35 (recommended level), they can cause you only about 10+ damage or so ^\_^.

Anyway, go up and enter the staircase. You are inside some sort of cave. Just walk along the path and go up the staircase. From the staircase, head upwards and turn right at the first point you see and go down the staircase. Walk along the path and go up the staircase. From the staircase, walk upwards and go down another staircase. (Million of staircases up and down here, huh? -\_-) From the staircase, head up and left to collect 1000G from the treasure box. Go right to collect another one. After that, make your way west and go up to enter the staircase. Head left, down into the cave again. Walk along the path and take staircase up. Now walk right all the way. You will have a little conversation here. Once you gain control, you can go in and rest in the Inn which will cost you 1000G. You can save your game here.

From Inn, head north. At the starting point, head a little right and go up all the way (do not enter any staircases first, I will guide you later). You will find a stone with bushes surrounding it. Jump in and search the stone to get a new orb - Pearl orb. This orb is used by Sayaka or Fuu to recover 50HP. Okay, from now there are altogether 5 staircases. Refer to the diagram below to find out more.



-A rough diagram of where the staircases are located-

Staircase1 (the most northwest staircase that is located on a lighter green coloured grassland) will take you into a cave where you will find Doryanku L, and the boss fight!

Staircase2 (the staircase onto the right of the most northwest staircase) will lead you to a small cave with a rice ball in the treasure box.

Staircase3 (the staircase located on the most eastern side, beside river) will lead you to a small cave with a sword in the treasure box.

Staircase4 (the staircase just a little northwest from entrance) will lead you to a small cave with Niku in the treasure box.

Staircase5 (the west staircase, around the center of the area) will lead you

to a small cave with a rice ball in the treasure box.

Collect all items and when you are finished, enter staircase1. Head upwards and walk along the pathway until you find two separate paths. Head west to take Doryanku L first, then go back and head up. Walk along the way and when you reach the part with Tanuki Statue, you will have to fight the boss, Fuma.

Boss Fight: Fuma

Fuma is moderately hard as a boss and I recommend at least about level 39-40 when you fight him. He will walk around and hit you. He also has an ability to teleport (to vanish and reappear). The strategy when fighting him is you must not stand still. Keep walking and jumping around at the center area slightly south of the statue. When he appears, use Lightning Blade on him. You can also use the Thunder Orb to damage him more as he got loads of HP. He can cause you about 30+ damage even you are with armour, so be careful. After you hit him for a while, he will transform into an eagle. In his eagle form, he can fly and attack you. Lightning Blade still works and you can use Air-Wheel Sword as well. His second form has low HP, so hit him a while more and you can beat him.

Pick up the Orb that he left behind - the golden orb! This orb can turn enemies into money or items when used ^\_^ (it can even turn a normal enemy into revive item or Niku sometimes!). Rest and save your game. Now you are left with 6 places to go.

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#### 4.10 Basho's Trap

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Before you go on, play with the golden orb you have just got first. You can turn enemies into some useful items before you move on (At this point, I have collected about 3 revive items and 1 Niku in about 3 minutes ^\_^). Once you are ready, select the 2nd location - Aomori on the map.

In this place onto the east side there are some tough enemies like Lion statues, they can cause you about 30+ damage, so watch out for them. At the starting scene, use the small map you bought for 500G to see the map of the place. Do not walk up to the northwest side first, that will lead you to see the boss very soon so, head east all the way. At the MOST northeast corner you will find one sealed stone on the grass. Search on it to obtain the Moon Orb. This orb can be used by Sayaka and Fua to heal 100HP (very useful). A little south of the sealed stone lies the signboard-like object. Search on it to get a rice ball.

Now look at the map once again. You will see two obvious pathways located northwest that lead to dead ends. Those two pathways have the treasure boxes containing rice ball and Doryanku L. Once you are done, head to the Inn located at the west side, around the center of the map and the event follows.

Onimaru sends threatening messages to villagers not to offer Yaiba and his companion rest at any case. So what now? One old man will appear and offer you to stay at his place. That old man is Basho! You will have to fight him.

Boss Fight: Basho

Basho is more towards an easy boss. If you have bought an armour and are at around level 35, you should have no problem defeating him. (If you have been following the order of this FAQ you should already be at around

level 40, which will even be easier, compared to Fuma). All he can do is to jump around and use his scythe to attack you. It is not hard to avoid his attack but he can deal you about 30+ damage though. Use your Lightning Blade and Air-Wheel Sword on him. You can also use your Thunder Orb if you want to.

Once you beat him, you will get the Guess Orb. This orb can't be used in this game. All it can do is talk, talk and talk -- (If you have read the manga, I think it is quite understandable). Now you are down to 5 destinations.

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#### 4.11 Fighting the Octopus

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Select the 4th location on the map - Biwako Lake. From the starting point, walk up past 2 houses and one building to reach an item shop, an Inn and a weapon shop respectively from left to right. Enter the weapon shop to see some new swords and axes. The weapons here are VERY costly and are not necessary to buy as Yaiba himself has got the best sword in the game, the Thunder-God Sword, from the start. But it is also okay if you want to get a sword for your party members like Musashi or get an axe for Kerosaemon (if you can afford it).

Once you are done, head north and enter the Station. You will now be at the other side of the map. Head to the most northeast side and go up. From there, go into the lake and jump onto the bridge, then head north a little. The boss of the stage will appear and he will transform into an octopus.

#### Boss Fight: Octopus

Be at least around level 38-39 for this boss. This boss has lower attack and speed than the other bosses but can be very irritating. When you perform special moves like Air-Wheel sword or Lightning Blade on him, most of the time you will hit his tentacles and lose HP yourself and his tentacles has got some attack range. I HIGHLY recommend you to use Thunder Orb against this boss, as it is the BEST and EASIEST way to defeat him. Go beside him (left or right side) and from there, use your Thunder Slash on him. If you are dying, do not forget about the Moon Orb you obtained from the previous place (if you have been following the order of this FAQ, you should have gotten it by now). Call out Sayaka to heal you by 100HP (^\_^ very useful!).

Once you defeat him, you will get Water Orb. This orb can shoot out water in one vertical (upwards) line. And now, you are down to 4 destinations.

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#### 4.12 Confronting the world-class thief

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The next destination you are heading to is Nara - the 5th destination on the map. The map that you bought for 500G (aka the town map) can't be used in this place. From the starting point, there is a mart on the east side if you want to pay a visit. Besides that, there is nothing interesting in this place. Head north all the way until you reach the temple. Goemon is waiting for you there.

#### Boss Fight: Goemon

For this first fight, Goemon will just walk around doing nothing else. But beware: his attack power is HIGH. He can cause you about 40 damage or above

even you are at level 40 with armour. The problem is when you hit him, he will be moved backwards a little and this means when you use Air-Wheel sword or Lightning Blade on him, you can hurt yourself. It is best to stay away and use your Thunder Orb on him. With a few hits of Thunder Slashes, he will run away leaving the Big Orb behind. But.. the orb is fake!

The scene will change and you will restart at another place, Osaka. Firstly, you can sleep at an Inn (at the east side) and save your game. But if you do not want to waste your money, you can also call Shonosuge to bring you back to Sayaka's house to rest for free ^\_^ and once you are done, call him to bring you back to Osaka again.

\*UPDATED\*

After midnight (if you have a clock, use it to see the time [as 00:00]), you will find a floating orb at the grass field area to the right of Goemon's castle. This orb is the Light Orb which can be used by Sayaka or Fuu to heal you 999HP!! (The most useful healing orb in the game!).

Once you are done preparing yourself, head into Goemon's castle located northwest.

Okay, this dungeon is kind of a maze so follow the guide carefully. From the entrance of the dungeon, make your way left, left, up, then go up the staircase. From there, make your way right and go down the staircase. Head west to go up another staircase. From the staircase, walk right, up and enter another staircase. In this big room, there are 6 treasure boxes located on the northwest and southwest side. Collect Doryanku M, a sword, 100G, a rice ball, Niku and 1000G from there. Then head up the staircase at the center west.

You have reached the top most floor, so walk right all the way. You will see one square painted black aka a square-hole at the center of the room. If you fall down that hole, you will go to meet the boss right away. But there are some more items to collect (if you want to..) so ignore that hole first and walk right some more and enter the staircase on the most eastern side. In this big room, there are another 6 treasure boxes containing 3 1000Gs (3000G in total), a rice ball, 100G and an apple (from the staircase, head up and down to find them). After you collected the items, head up the staircase where you came from and walk left. Fall down the square-hole to meet Goemon.

Boss Fight: Goemon (Bear Form)

Goemon will fight in the form of a wild bear this time. His attack power is still high as usual. He will walk or jump around and use his weapon to hit you. This time he will NOT be moved backwards when you attack him, so there is no problem in using special moves on him (surprisingly, he is way EASIER in this form). Keep using Lightning Blade (recommended) on him and he will be defeated in no time.

After you win him, pick up the Big Orb. You think you can use it to enlarge yourself like what you've seen in the manga, don't you? Too bad that in this game it can't be used in that way. In fact, it has no use at all. -.-' (After a long maze and a stupid boss, this is what you get. Kinda pissed off, isn't it?) Anyway, you are left with 3 places to go.

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4.13 In the Volcano  
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Head to the 7th destination of the map - Mount Asozan. Okay, in this place

you will find a Weapon shop located north, and two Inns - one on west and another on northeast(I don't know what is the purpose of having two Inns in one town though). The weapon shop is the same one as what you see in Biwako Lake. After you are done preparing yourself, head to southwest and go to the next scene.

Okay, you are now on the pathway to Mount Asozan. The town map can be used in this place, so use it to view roughly where you are. Just refer to the map and make your way to the white square you see, that is the destination you have to go to (I don't think a walkthrough guiding the way left and right will be useful when you can actually refer to the map, so I will not do it here. If you do not have a map, please get one from a mart. It is cheap and useful). If you want to take an axe for Kerosaemon, it is in the treasure box at the dead end located just southwest from the destination. There is one more treasure box containing a rice ball at the most western side's dead end, around the center of the map. Other than these two treasure boxes, there are no more things so don't bother checking other dead ends. Once you have reached the destination, you will meet Hitode (StarFish) once again. He will tell you the way to Mount Asozan. Once you regain control, walk north of Hitode's shop to go to the next scene.

Okay, now we are going to do a little hiking here. The map still CAN be used here though, but I will guide you through. Please take note that if there is rain, it will be a little hard for you to see the pathway. Anyway from the starting scene, walk left a little and jump onto the platform. Jump to the right, then jump left all the way. Make use of your Air-Wheel Sword to go from one isolated platform to another. After you make your way to the most left side, you should be heading up, which the scene will change to next part.

Okay now, head right all the way, use your Air-Wheel sword to go over. Go up north and take a Doryanku L from the treasure box. After that, head back to where you come from and use your Air-Wheel sword to go right. Keep heading right and up to the next scene. Walk left all the way and go up to the next scene again. Now there are two separate pathways. There is a treasure box containing 1000G on the right. After that, make your way left and then up.

Open up your map and you should see you are at the dark blue colour area on the upper part. At the east side of this area lies two staircases (as you can see the lighter blue square in the map). Both will lead you to the same place but starting at different location so I will only guide you starting from one staircase - the upper staircase.

From the staircase, walk up and jump to the next platform. Don't fall down the lava as you will lose HP. In this platform there is a treasure box containing a rice ball so pick it up. From the platform where you take a rice ball, head right, jump from one platform to another. You will pick up a sword from the treasure box located on the eastern platform. After that, head back to the center platform and head up all the way until you go to another scene. The boss scene music plays and yes, you will fight the boss here. Head north and pick up the Fire Orb first and Amakusa will show up.

**Boss Fight: Amakusa**

Amakusa is moderately hard because of his attack power, so be at least at around level 40. (I guess you would be at least around level 45 or above now if you have followed the order I picked). He will jump and use his claw to attack you or use fireballs. I recommend using your Air-Wheel sword on him but be careful not to fall down the lava. There is a trick here:

stay at the first platform and when Amakusa jump to you, use your Air-Wheel sword to pass through him and you will land on the second platform. Then, he will jump back to the second platform so use your Air-Wheel sword to pass through him back to the first platform. Keep repeating the process and you will beat him easily.

Once you've defeated Amakusa, your prize is the Fire Orb. It can shoot out a ring of fire. Now, you only left 2 destinations to go.

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4.14 Matador's Game  
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Time to head for the first location on the map - Hokkaido now. You can use the town map for this place. Anyway, walk up, go right and up (there are many dead ends without treasure boxes and Golem guarding there, so it is a waste of time to check out all the dead ends). Let's continue then, when you see another two separate paths (up and right), go right all the way and up to take a rice ball from the treasure box, then head back and take the center path up. When you reach three separate paths, make your way right and go up to the next scene.

From the starting point of this scene, head up and when you see two separate paths, walk left and go up. When you reach three separate paths, go right to take Doryanku L from the treasure box. After that, go back and take the left path up. Head right all the way when you see two separate paths and then go up to the next scene.

Head left and go into the area surrounded by the fence. Head up all the way to find two treasure boxes containing Doryanku M and 1000G. Continue your way up and go out of the fence area. Walk right from there and take the center pathway up and now enter the fenced area (this time the area is painted in darker colour) on the right. Walk along the left edge of the fence just a little north to find the sealed stone containing the Power Orb. This orb increases your attack power by 2 times when used but it lasts only for about 9 seconds. It is a very good orb for help you gaining experiences! From the sealed stone, walk right and down to find two treasure boxes containing 100G and Niku (I have 5 Nikus right now ^\_^). Anyway, continue your way up and walk out of the fenced area and go up to the next scene.

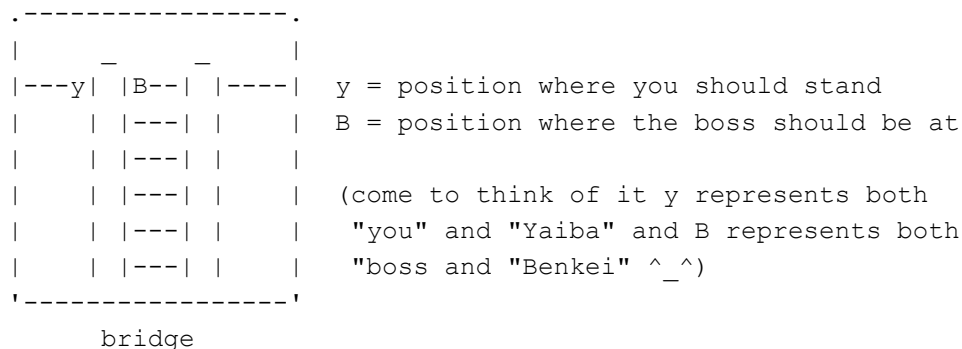
This scene contains only grassland and a pathway now. Go to the left grassland area and walk up. You will find two treasure boxes containing 100G and 1000G. From there, go right and make your way up the grassland area on the right side. Go up and you will find the mart there. Stop here and sell useless items and buy some good ones ^\_^). After that, head up to find the Inn there. Rest and save your game here (yeah!). When you are finished, go up some more until you reach the bridge and confront Benkei.

Boss Fight: Benkei

Let me warn you that Benkei is one of the hardest boss among all the orb guardians. His attack is second to none and he moves fast. I recommend you to be at least at level 50 before fighting him (and with armour, of course!). Benkei will run, chase you all the way and whack you with his weapon (looks like a baseball bat to me ^\_^). Fight him for a while and you will know that he is difficult to beat. Okay, enough talking now, let me reveal you the best trick that will make it extremely easy in defeating him.

Here is the trick: Benkei will always chase you, chase, chase and chase.

And because of that, you are supposed to lure him to the edge of the bridge.



When the fighting begins, hit him once to make him pause a while and quickly make your way to the position you see on the diagram above. Benkei should be on the other side, trying his best to get you from there. But too bad that the edge of the bridge becomes an obstacle for him and this shield you from getting his attack (don't go so close to him though as he can hit you from close range). Stay away a little and he can never hit you now. Okay, now he is just a good-for-nothing mad bull ^\_^ and is easy to target. The orbs comes in handy here (except for the thunder slash which will be blocked by the edge of the bridge too -\_-). Stay at where you are and keep shooting the fire orb on him (fire orb may not damage him much but it uses less MP so keep shooting). Or you can also use the power orb which you have just got to increase your attack. Then stay at certain range that he can't get you from there and use normal attack or Lightning Blade on him. Easy now!

Collect the orb he drops after you defeat him. This time, it is the Ice Orb. It shoots out a chunk of ice in a straight row which is useful and easy to target enemies (my favourite orb in this game ^\_^). Now prepare yourself for the last destination.

#### ----- 4.15 The Dark World Visit -----

You have come very far and now it's the last destination you have to go. Before you go on, I have to warn you...

**\*\*WARNING!! YOU ARE REACHING THE POINT OF NO RETURN\*\* (READ BELOW!)**

If you have been following the order of this FAQ and this is your last destination, please read:

- This is the last stop before you go straight into the Dark World and Fuji mountain (final dungeon) WITHOUT resting and saving your game so please train yourself as much as possible. Level 80 and above is recommended in the upcoming dungeon! I don't really want to say this but I would prefer you to be at level 99 ^\_^ . For easy way of gaining levels please refer to the "Tips: Easy ways to level up". Also, buy more items (do not save your money until the last minute) like Niku, or you can use the Golden orb to turn enemies into items. There is an Inn to rest at later on before you fight Hachi and that is probably your LAST save point before the final chapter (although in the final dungeon you will come across some save points but there is NO turning back from there). So be prepared!

If you have not followed the order of this FAQ, please take note too:

- ..that after you finish the last destination that you pick for this Searching-for-Orb journey, you will be going straight into Fuji



mountain WITHOUT resting and saving as well so train yourself too! And you may want make sure that your last destination have at least an Inn to save your game there.

When you are ready, pick the 3rd place in the map and head to Nigata station.

You will start inside the train station. Before you go on, please take note that this place has many undead enemies which are useful in gaining EXP so you might want to level up some more before you go on. (You can read more about this at "Tips: Easy ways to level up" section).

- At the most northeast location lies a treasure box containing 1000G.
- At the most northwest location lies a treasure box containing 100G.
- At the most southwest location lies a treasure box containing 1000G.
- At the most southeast location lies a treasure box containing a golden axe for Kerosaemon.

Pick them all up first and then go around the center area to find the path with arrow pointing up. Make your way up that path by jumping and jumping.

The scene will change now that you are out of the train station (the town map can be used here).

\*UPDATED\*

From the most northern side, outside the train station, walk straight down to find a tree and a mark indicating something lying underground. Hit that mark to obtain a Wood Orb which can be used to raise your defense 2 times.

Oh well, besides the orb, nothing interesting here other than going on to recruit Jubei and fight the boss. Make your way to the overhead bridge located on the south location. Meet Yagyu Jubei, the last member to recruit. After that, cross the bridge and go east and down. There's a Weapon Shop and an Inn located south so make a stop and save your game there (please do so as later on you will be going to the Dark World. You will also be going to Fuji mountain if you pick this place as a last destination to go).

Walk right from the Inn (most southeast location) to find the Orb Shop. You will have a little conversation here before you fight the boss.

Boss Fight: Hachi

Hachi is moderately hard (because of his attack power) and you should be at around level 40 when fighting him. If you have been following the order of this FAQ, then he is not much of a problem (you should have already train yourself right?). Hachi will jump around and shoot mini-bees at you. If you have power orb, use it and hit Lightning Blade on him. He should not be much of a problem.

Once you beat him, pick up the Dark Orb. Now, just like what you have read in the manga, you and Jubei will be sucked into the Dark World (but somehow, you can still call out your other party members). Your HP has NOT recovered after the fight with Hachi so use some recovery item or call out Sayaka to heal you.

You will start at the hut in the Dark World. Basically, there are no treasure boxes here so just walk north from the hut, along the river. When you reach the most northern area, you will have to fight another boss, Najisoko.

Boss Fight: Najisoko

Fighting in the lake may be hard to move but don't worry, this will be an

easy fight. Najisoko will jump around and hit you. When Najisoko jump to you, jump away from him (jumping make it easier for you to move in the lake). Sometimes he will shoot out four objects which will explode (easy to avoid though). You might want to use Air-Wheel sword or Lightning Blade to hit him. Ice orb can also be used against him for an easy aim. Beat him and you will be back in the real world.

You have already gone to every single destination on the map. But where on earth is the Dragon Orb? Now you are heading into Fuji mountain straightaway to find out more (what's with Yaiba and his hurrying? Can't he just rest first or something? --).

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4.16 To Fuji Mountain!  
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You are back at Sayaka's house and you will have a little conversation with the Guess Orb (I guess that's the "use" of this orb --). After that, you will be heading into Fuji mountain - the final dungeon. You are near the end of the game now!

Just like I warned you on the previous chapter: I would advise you to be at around level 80 or if possible, more!!! (level 99 preferred ^\_^) as in the upcoming dungeon, enemies like the blue spiders are quite strong (it can still damage you about 9 HP when you are at level 99!) and you also will be going through a few tests before you can get the Dragon Orb (the first test will be hard as you have to cross hundreds of isolated platforms).

Anyway, someone wrote to me to ask about Yaiba's full stats (level 99). This is the stats I have when I reached level99,most probably the full stats:  
HP: 999  
MP: 600  
Attack (with Thunder-God Sword Equipped): 176  
Defense (with Golden Armour Equipped): 51

Okay now let's start making our way down the Fuji mountain. This dungeon is a maze but not as much as the upcoming one which is a nightmare. Take note that in this dungeon,look for the staircase that leads you downstairs and not upstairs and you should not find it confusing.

From the starting point, make your way down the staircase at the center of the room. Then from the staircase, head down, right, up and go down another staircase. From the staircase, go left, down and make your way up the open path. You should reach another 'going-down' staircase at the center of the room. At this floor, the staircase is located at south, so make your way out and go down south then enter the staircase. Then from the staircase, head right, down and up the open path. Then when you reach two separate paths, head east to go take 1000G from the treasure box. After that, head west and walk along the path until you reach another two separate paths (down and right). Go down to take a sword from the treasure box. After that, head right to enter another 'going-down' staircase.

From the staircase of this floor, head left all the way and go down the path to take Doryanku M from the treasure box and then go back and go down the middle path. Turn right at the separate paths and take a rice ball from the treasure box, then go back and walk down. Now make your way clockwise or anti-clockwise to enter the staircase located north.

This floor looks similar to one of the floors you have gone through so don't be afraid that you have taken a wrong way back - you didn't. You will also

find two 'going-down' staircases here in this room. Anyway, from the starting point, walk left, down, and go up the first open path you see. Walk along the path until you reach two separate paths (up and right). Make your way up and walk along the path. You will come across one staircase northwest but do not enter first, continue walking right to get a rice ball and a sword from the treasure box. You will also find another 'going-down' staircase located northeast. Both staircases lead you to the same floor but starting at different location, so it does not matter which you take but I will go with the one on the northeast.

From the staircase, walk up and left all the way until you see an opening (painted in black) at the center of the room. Enter it to find a shop and a SAVE POINT!!!(oh yeah!! After a long way since your last save point, how relieving!!) Buy your items and save please! Once you are done, continue making your way left and walk along the path. Do not enter the staircase you see, it leads you upstairs(where you came from). On the way, take Doryanku L from the treasure box. Go down when you reach two separate paths and then turn left and go down the first path you see. As usual make your way clockwise or anti-clockwise to go down the staircase located north.

At this floor you should see some different enemies like the undeads. Make your way clockwise and go up the open path in the center. Go right and walk along the path until you reach two separate paths (up and down). Go down to take a rice ball from the treasure box. Then go back to where you come from (at the center of the room) and go left until you reach two separate paths (up and down). Go down to take Niku from the treasure box. From here, walk up and along the path until you reach another separate paths (up and right). Go up and from there you can see another separate paths (left and right). The path on the right lead you a long way to the treasure box containing a rice ball. Once you are done,take the path on the left which would lead you to the end of this dungeon. Jump down the hole to go to the entrance of the the next dungeon.

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4.17 The 1st Test: Crossing the Wooden Platforms  
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You will have a little conversation with the Guess Orb which he will tell you that you have to go through the test whether you are qualified to be the owner of the Dragon Orb. At this point, you are forbidden to use the 7 orbs you have obtained from the guardians (Fire Orb, Water Orb, Ice Orb, Golden Orb, Big Orb, Dark Orb and Guess Orb. Errm.. the last 3 are useless before this anyway). The healing orbs and power orb still remain though so do not worry.

Now you are in for the first test - Crossing the Wooden Platforms! It is different from the cliffs you have gone through in the cave when you were on your way to take the Thunder-God Sword. The standing platforms are smaller and it is a DAMN long way to reach the other side. Now you know why I advise you to be at a super high level,correct? ^\_^. If you keep falling down the platforms, please heal yourself with some items or call out Sayaka or Fuu to heal you but make sure they don't fall down the platforms too (it will kill them fast -\_-").

There's no point guiding the way here as all you have to do is to reach the other side. Be careful with the flying monsters which can hit you down the platforms. Erm.. you are in for the test so don't expect any treasure boxes inside the dungeon. Anyway stay alive.. I wish you all the best ^\_^.

Once you reach the last platform in green, Kerosaemon will help you to cross over to the other side and he will fall down himself (just like what you have read in the manga). Anyway do not hurry on into the door first. Make your way left and go into the opening hole (painted in black) for the shop and the save point (this is the LAST save point in the game). After you are done, continue on to the second test.

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4.18 The 2nd Test: The Coffin Room  
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You will be in the room with coffins lie all over the place. Not much of a problem in this test, you just have to kill all the enemies that appear and keep going up until the exit. There are many of Black demons over here and they move faster than usual. If you are at level 80 or above the monsters can't damage you so don't worry. Kill all the Black demons that keep appearing (if you ignore them and walk up, the scene will stuck) and make your way north.

Once you reach the door of the other side, Kojiro will fall down the hole. Continue make your way north past the bridge (there are some irritating flying enemies here, just walk up as you hit them).

Once you reach the end of the bridge, Jubei will make his sacrifice this time, jumping down the bridge with the enemies. Continue on to the next test.

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4.19 The 3rd Test: Through the Maze  
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You will be in the dungeon which is a real maze here. From the starting point, walk along the path all the way until you see two separate paths (left and up). Make your way left and walk along the path until you reach another two separate paths (down-left and down-right). Make your way right and down to get 1000G from the treasure box. After that, head left, down and walk along the path until you reach another separate paths (left and right). Make your way left, and walk up the first path you see. You will end up at another two separate paths (left and right). The right path will lead you to the treasure box containing a rice ball. After that, take left path and walk along until you see two separate paths (left and up). The upper path will lead you to the treasure boxes containing Niku and Doryanku L. After that, take the left path to continue on. Walk along the path until you reach another two separate paths (up and right). From here it is a real maze so follow the way carefully.

Make your way right all the way and go up to find another two separate paths (left and right). Go right and up all the way until you reach the dead end, then head left to take Niku from the treasure box. After that, go back and down. Turn left at the second path from top and walk along the path until you reach another two separate paths (up and down). Head up and walk along the way until you see another two separate paths (right and down). Go down to see 3 separate paths (left, right and down). Walk down until you reach the dead end (ignore the other separate paths) and walk left. Walk along the path until you come across another separate paths (down-left and down-right). Make your way down-left and walk until you reach another two separate paths (left and right). If you want Niku and Doryanku L, go right to take them. After that, head left and down. When you reach another two separate paths (left and right), go left. Follow the way north and east and you will reach the exit.

This time, Musashi will be the one who fall down the hole. You will continue on to the fourth test.

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#### 4.20 The 4th Test: Choosing the right Rope

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Walk along the white pathways until you reach the end. You will see two ropes. Sayaka will make her sacrifice here, jumping on the left rope and fall down. You will jump onto the right one and continue your way up.

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#### 4.21 The 5th Test: Dragon Orb or Your Friends?

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Well you are in the room with two choices: Dragon Orb or your friends. It appears that the friends who make sacrifices for you are not died yet. The Dragon God will ask you to choose between taking your friends back into your party or the Dragon Orbs. Errm.. you won't get to choose though, the story will automatically play the scene that you have chosen your friends just like what you have read in the manga (although some of you evils may want to choose the Dragon Orb, heh heh!). The Dragon God who seek for those with pure hearts, see the light in Yaiba and he will let you pass the test with the Dragon Orb in your hand.

Frequently Asked Question: How can I use the Dragon Orb?

Errm.. The Dragon orb gives you the power of the 7 orbs in the manga and that means you would gain that too. Easier to say, you gain the powers in the form of getting the 7 orbs back and you can use them like before. There is no extra features, but it's just that you are actually using the Dragon Orb (or the power of 7 orbs) to fight ^\_^.

Next, the Final Battle!

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#### 4.22 The Final Battle

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Boss Fight: Onimaru

You have reached the Final Battle in the game. The last boss, as expected is Onimaru. I hope you are packed with Niku and Doryanku L and ready to rumble. You have the Dragon Orb which you can use the power of the seven orbs again (Fire Orb, Water Orb, Ice Orb, Golden Orb, Big Orb, Dark Orb and Guess Orb. Err.. wait.. the last 3.. still have no use -\_-).

Anyway as what the last boss supposed to be like, Onimaru has an extremely high attack power. His wind slashes can damage you 99 HP even when you are at level 99! He will jump around, hit you and shoot out wind slashes on you. Give it everything you have got here, use the Thunder Orb against him, as well as putting Power Orb on yourself and use Lightning Blade on him. Heal yourself with Niku when you need to. It won't take too long for you to defeat him. Once you defeat him, he will run away.

Congratulations! You have completed the game Kenyuu Densetsu Yaiba! Sit back, relax and enjoy watching the ending! (a short one though).

\*\*THE END\*\*

There is only one ending to this game as far as I know. And sadly, there are no new game+ or any special features after the ending. But after all you have already completed this game. Thanks for using my walkthrough. Congratulations on your ending and hope you enjoyed the game!

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5. Orb Lists and Locations  
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-Star Orb (MP:10)-

Used by Sayaka or Fuu to heal 10HP. Collect it at Sayaka's house at the beginning of the game.

-Pearl Orb (MP:20)-

Used by Sayaka or Fuu to heal 50HP. Get it at Mount Tsurugidake, from the stone surrounding by the bushes.

-Moon Orb (MP:50)-

Used by Sayaka or Fuu to heal 100HP. It can be found at the most northeast side of the Aomori.

-Light Orb (MP:100)- \*UPDATED\*

Used by Sayaka or Fuu to heal 999HP (VERY USEFUL!). It can be found after midnight (clock item will display the time as 00:00) to the right side of Goemon's Castle in Osaka.

-Power Orb (MP:30)-

Raises your attack power (2 times) for a short while of about 9 seconds. It is a good orb for gaining more EXP. Get it at Hokkaido around the area that is surrounded by the fence (the area is dark brown in colour) onto the right side of the map.

-Wood Orb (MP:10)- \*UPDATED\*

Raises your defense power (2 times) for a short while of about 9 seconds. It can be found near the tree in Nigata, outside Nigata Station. Use the sword to hit the area where you see a mark indicating something lying underground.

-Thunder Orb (MP:35)-

Shoots out thunder slash. Will receive this orb after Yaiba gets a hand on the Thunder-God Sword at Mount Tengu.

-Water Orb (MP:25)-

Shoots out water in one vertical (upwards) line. Get it after beating the octopus at Biwako Lake.

-Fire Orb (MP:20)-

Shoots out a ring of fire. Beat Amakusa in Mount Asozan to get it.

-Ice Orb (MP:25)-

Shoots out an ice in a straight line. Get it after beating Benkei in Hokkaido.

-Golden Orb (MP:15)-

Shoots out a small ball which turns enemy into money or item. Beat Fuma at Mount Tsurugidake and you will get this orb.

-Big Orb (MP:None)-

Beat Goemon in Nara to obtain this orb. Sadly, in this game you can't make yourself big like what you have read in the manga, so it is useless.

-Dark Orb (MP:None)-

Beat Hachi in Nigata and you will get this orb. It will automatically suck you into the Dark World. There is no other use of this orb.

-Guess Orb (MP:None)-

Beat Basho in Aomori to win this orb. It can't be used to do anything fancy in the game. (All it can do is talk, talk and talk, much like in the manga).

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6. Tips: Easy ways to level up  
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Gaining EXP in the game

- You don't need to kill an enemy to earn EXP points in the game.
- The amount of damage the enemy receives is the amount of the EXP you earn.  
eg. When you damage an enemy by 20 points, you earn 20 EXP points.

You will NOT gain EXP under the following conditions:

- Use things like dustbin or stuff to throw at enemies.
- Use attacking orbs like Thunder Orb, Water Orb, Fire Orb, Ice Orb and Golden Orb to shoot at enemies.

Easy ways to gain EXP

- Focus on the enemies which have lower defense. You do not have to hit those stronger enemies as they take less damage (and the less EXP you gain). They might also kill you easily when you train half way.
- Use special moves like Lightning Blade, which damage enemy the most to gain more EXP.
- Be around areas where there are plenty of enemies to hit. Examples of such areas are at the school of the first town, Hokkaido, Nigata station, etc.
- Use the Power Orb to increase your attack power as you train.

The best place/strategy to gain levels in the game

- Go to Nigata station and walk around. There are numbers of undead enemies (the skull with Samurai outfit) walking around this place. Lure about 4-5 of them to one corner (make them queue up in a row ^\_^) and hit them with Air-Wheel sword or Lightning Blade. They can revive themselves so keep repeating the process. Do not forget to use the power orb on yourself when you hit them. You will gain tonnes of levels in no time! (I used this trick to gain levels until level 99 (max) before I finish this game).

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7. Frequently Asked Questions  
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Question: Is this a multi-player game?

Answer: Yes, it is.

Question: Is this game hard?

Answer: Moderately hard I would say. It depends on how good you can control the players too.

Question: Is the story in this game same as what I read in the manga?

Answer: Similar. You will see some different characters which do not appear in the manga like Rai and Fuu. Also, the story is similar but not the same.

Question: I do not understand Japanese. Can I still make it through the game?

Answer: Yes. Since this game is not much of a chit-chatter RPG game and more towards an action game, you do not need to understand Japanese to play this game.

Question: Can I control the characters I 'summon'?

Answer: No. You can play a 2-player game and control Rai as player2. But you can't control the characters you called out by pressing L button.

Question: Can I get Fire Orb first instead of Water Orb?

Answer: Yes. You do not have to follow the order of places I pick in this FAQ when you play the searching for Dragon Orb chapters. That means you can pick any order of the orbs you would like to get first.

Question: I missed out an orb at a certain place. Can I still get it?

Answer: Yes. Call Shonosuge to fly you back to that particular place, it will still be there.

Question: Would it be okay if I recruit Jubei, and leave the place without defeating the boss of that place?

Answer: Yes. You can recruit him earlier if you want to. You can also collect the collectible orbs in some places without fighting the bosses first.

Question: What is the use of Big Orb and Guess Orb?

Answer: No use... -\_- It's sad..

Question: Where/What is the best place/strategy to gain levels?

Answer: Nigata station. Lure about 4-5 undead (enemies in samurai outfit) to one corner and use your techniques like Lightning Blade or Air-Wheel sword on them. They can revive themselves so keep repeating the process. You will gain tonnes of levels in no time (for more information on this please read the "Tips: Easy ways to level up" section).

Question: Does this game have multiple endings?

Answer: As far as I know, nope. There's only one ending in this game.

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8. Credits  
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- Banpresto: the company who made this wonderful game.
- Owner of this FAQ: vrapong
- Friends of mine who help me translate Kanji characters and name of places. Including my sis ^\_^!
- Someone special who has been supporting me and help me correct my English mistakes :P. Thanks a million!
- www.gamefaqs.com: For putting up this guide.
- You, who are reading this message! Thanks for using the guide I made all this time. Hope you enjoyed the game!

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Kenyu Densetsu Yaiba WALKTHROUGH & FAQ - Version 1.2 By vrapong  
Email: weerence(at)yahoo(dot)com  
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