

Xak (Import) FAQ/Walkthrough

by ritchie

Updated on May 11, 2004

XAK

The Art of Visual Stage

(c) 1993 SUNSOFT

++++
GUIDE

++++
CHAPTER 1

Fearless Town

The game starts here. Go into the Mayor's house which is on the right side of the church, speak to Ellis, and agree to search for the GLASSES. Go into the church, and search on the right hand side of the middle row in front of the left desk. Get the Mayor's glasses. Give the Mayor's glasses to Ellis. Talk with Pixie. Get the ROYAL FAMILY CREST from Pixie, and 600 GOLD from the Mayor. Leave the town, and go northeast, east, north until you end up in a forest.

Forest

When you go into the forest, take the west path to find the injured Fray who had fallen. Agree to help Fray, and take her back to her father's house which is nearby, meaning the east path in the forest. Carry her on your back, and just walk straight all the way to the right until you reach the house. Enter the house, and speak to her father. Since she is severely injury, agree to take her to the hospital in the town. Walk all the way back to Fearless Town with Fray on your back while advoiding the enemies.

Fearless Town

Go into the hospital which is on the lower right side of the town to drop off Fray. Leave the town, and return back to the house of Fray's father.

Forest

Go into the house and talk with Fray's father who's name is Domic. Agree to get rid of the Tree Spirit. Leave the house, and take the north parth of the forest. Fight the Tree Spirit. After defeating the Tree Spirit, Latok gets 500 GOLD and 300 EXP. Go back to the house, and speak to Domic who will give you 1000 GOLD as a reward. Leave the forest, and go east to Molm Fort.

Molm Fort

Enter the fort, go to the locked door which is on the far right, and talk with the old man who will let you into the room only if you say yes. Then, agree to get an OINMENT from the medicine warehouse on the second floor. Leave that room, and go up the stairs that is on the left which will take you to the second floor. Get the medicine cabinet key in the room. Return back to the first floor, and unlock the door on the right with the key. Basically, the medicine cabinet is next to room with the old man. Get the ointment in the medicine cabinet. Return back to the room with the old man, give him the ointment by pressing the Y button. After that, show him the royal family crest, and he will give you the MASTER KEY. Now, leave that room, and go up the stairs that is on the right which will take you to the second floor. Go right, down, left, up, right, and take the stairs down to the first floor. Go to the room

below and talk to the man who will let you into the room only if you say yes. Agree to take the SOUP in the dining-room on the first floor for the man. Return back to the first floor. Now, from the first floor stairs on the right, go up, left, down until you are in the dining room. Get the soup that's in the pot from the fire. Return back to room with the man, and give him the soup by pressing the Y button. Say yes. Then, show him the royal family crest. Leave that room, and go back to the second floor hallway where there is an opening path that will take you to the center of the floor with two stairs. First take the stairs up to the third floor. Go thru the north door, take the stairs all the way down to the first floor, and check the door which says, "Is is an exit?" Return back to the room with the man who asked for soup, and he will give you the WATER PRESSURE REGULATION ROOM KEY. Go to the water pressure regulation room (the stairs on the third floor will take you to the center of the first floor), speak to the man, and then show him the royal family crest. The man will say, "It seem that something has blocked the valve which goes to the tank room on the third floor cutting the water pressure." Go back up the stairs to the second floor, and take the stairs going up to the third floor where the tank room is at. Fight the Water Dragon. How to defeat the water dragon: since the Water Dragon breathes fire whenever it appears from the water, avoid getting hit. Because the dragon's head is its weak point, apply several shots to the head. After defeating the Water Dragon, Latok gets 1000 GOLD and 600 EXP. Search the statue and there is an event with Mr. Duel. Get XAK DUPLA (BLUE). Go to the water pressure regulation room (the stairs on the third floor which will take you to the first floor) again, and open the exit. When you go to the exit, the straight road to the Sanctuary has collapsed. Talk to Bell Vell who is standing at the edge of the cliff. Go to the library room on the third floor, and search the bookshelf for the martial art book. After reading that book, Latok STR and DEF will be improved. Also, on the third floor, go down the stairs at the back to the second floor, read Nill Baw's letter that says, "I am General Nill Baw of the fort. A ghost has come near this room at last. When one looked at this letter, I want you to send the box which is placed there to my younger sister Fell Baw who is in Banuwa Town." in the room, and get NILL'S BOX. Leave the fort, and go east to Fearless Town.

On the way back to Fearless Town

Talk to Bobby who is injured. Answered "NO" to the questions three times, and you will fight with the petit devil. If you had answered "YES" at that time, it will be GAME OVER.

Fearless Town

Go to the hospital, and get the PROTECTION RING from Fray. The protection ring raises Latok DEF to 15. Leave the town, and go southeast, west, west, until you reach a poison swamp area. In the swamp area carefully look for a open route that goes down for it will take you into Nolmana Town.

Nolmana Town

Speak to one of blue hair men who will say something about a gondola. Then, go to Mayor's house and speak to him for he will tell you how to use the gondola. Go to the magic shop and buy about 10 pieces of DIS-INTEGRATE magic because you will needed it in the underground. Since your physical strength will not recovered in the underground even when you stand up, go to the item shop and buy the LIFE MANTLE which can recover your physical strength also in underground. Also, buy a GAUNTLET to raise Latok STR to 15. Speak to Pixie who is nearby the exit. Leave the town, and go back to the poison swamp area, and this time walk all the way to the west until you reach a cliff. Take the gondola all the way down into the underground cave.

Underground Cave

Enter the cave. Make your way up thru the cave until you reach two path. Take the path at the top which is blocked by a rock. Use the dis-integrate magic to melt the obstructive rock. Rescue Zoon who is confined in the prison, and return back to Nolmana Town by walking or using the teleport magic.

Nolmana Town

Enter the town. When you speak to Zoon who will say, "He wants to become an ally," choose NO as the answer. If you choose YES, it is game over. Fight Zoon. How to defeat Zoon: Just continuously hit him. After defeating Zoon, Latok gets 600 EXP and 100 GOLD. Go to the Mayor's house an get the ESP MEDAL. Speak to Pixie. Leave the town, and return back to the underground cave.

Underground Cave

Enter the cave. Take the path on the right to the area of the thief's hideout. The pirate who is near the entrance wants you to bring him sake. Go to his hideout, and get the PIRATE'S SAKE on the table. Pass the pirate's sake to the pirate. After he drinks it, speak to him three times, and the pirate will says that he wants more sake. Return back to the hideout, and get the pirate's sake on the table. Pass the sake to the pirate once more. After he drinks it, speak to him three times, and you will get the PIRATE'S TREASURE KEY. Return back to the hideout, and open the two locked treasure chests with the pirate's treasure key for 1000 GOLD and "RED JEWEL." Now, there is another path in the cave that takes you to a door like wall which has a crest above it. When you equip the ESP medal, you can pass thru that gate 1. When you equip the royal family crest, Rock Biter (1) will let you pass thru its mouth. When you equip the ESP medal, you can pass thru that gate 2. When you equip the royal family crest, Rock Biter (2) will let you pass. Fight the Fire Elemental and Water Elemental (Combine Elemental). How to defeat the Fire Elemental, Water Elemental, and Combine Elemental: Since the Fire Elemental and Water Elemental deliver fire and ice, stay close to the right or left side of the wall, and avoid getting hit by them. Because the Fire Elemental and Water Elemental's arms are there weak point, apply several hits to their arms. After that, these two elementals will then fuse together to form Combine Elemental. Just quickly hit Combine Elemental's body. After defeating the Fire Elemental and Water Elemental (Combine Elemental), Latok gets 4000 GOLD and 800 EXP. The two statues won't let you thru, but you can pass them when you equip the red jewel. When you equip the royal family crest, Rock Biter (3) will let you pass. Since you cannot return back to that area, walk all the up until you reach Memun Town.

CHAPTER 2

Nemun Town

Speak to everyone inside of the town including Yui and the Mayor. Then, go to the weapon shop and attempt to buy the broadsword. Make sure to buy a lot death spell magic (10) to get rid of some of the annoying enemies that cannot be killed with the sword inside of the tower. Then, go to the upper left side of the town into the cave which will take you to the area of Zeglard Tower.

Zeglard Tower

Speak to Ryun Grade who is making a fire at the cave entrance. Enter the tower. Some of the treasure chests (on the 1st, 2nd, 3rd, 7th, and 8th floor) are traps which can cause damage. Go to the fourth floor, and open the treasure chest in the south area for it will take you the Nome's house. After talking to the father nome, go to the second floor, and search the skull that is moving

back and forth. Talk to the child nome who is under that skull and reassuring him by saying "NO" to his remark. Go back to the fourth floor, and return the child to the nome's house. The nome will give you DISPEL MAGIC as gratitude. Go to the third floor, and go into a room where you will see a ghost standing in one position. Speak to that ghost who will proclaim himself to be the Magician Caine. Release his transformation with dispel magic. Go to the fifth floor, talk to the ghost (the skeleton that's on the floor) that says, "Tell my message to the younger sister Yugu in Nemun Town." Then, use teleport magic to return back to the town.

Nemun Town

Go and speak to Caine who will give you his pet's RABBIE. Speak to the everybody including Pixie who is nearby the weapon shop. If the Pixie is not there, please make sure to speak to Nimei (the guy with the sailor cap) who will mention something about the Pixie. Go to Yui's house to tell her the message. Then, talk to Yui three more times. Go to the item shop and buy some BENURA. Go back to Zeglard Tower.

Zeglard Tower

Enter the tower. So, go back to the fifth floor, talk to Yugu's ghost (the skeleton that's on that floor) who will give you a BROADSWORD (LV 19 required) several times. Finally, a sword that can damage some of the monsters. The ghost will then go into an eternal sleep. The rusty treasure chests on the fifth and sixth floors can only be open by using benura. Go to the eighth floor, and go up the stairs. Fight Necromancer. Necomancer will summons his group of undead monsters such as zombie and skeletons to attack you. After Necromancer is defeated, he will ask you a question. Just say NO as your answer. If you answered with "Yes," it is Game Over. Go into the back room which will take you into the Lava Zone.

Lava Zone

Take the path on the left to Rachel's Hideout which is at the back.

Rachel's Hideout

Talk to the old man and Rachel. Answer YES to Rachel's request, and she will give you FIRE-RESISTANT MANTLE. Leave and go west, then north to Flame Fort.

Flame Fort

Enter the fort. Take the stairs on the right to the second floor. Open the treasure chest on the left to the GAS MASK from inside. Take the stairs on the left to get to the other side of the first floor. Put on the gas mask before entering the room to open the treasure chest to get the PLATE MAIL (level 23 is required). On the second floor, put on the gas mask and go into the back room. Talk to Rachel's father who has fainted. Go back to look at the collapse bridge. Return and talk to Rachel's father several times. Help carry Rachel's father into the middle room. Once inside the room, say yes to Rachel's father, and you will get the MIRACLE MEDICINE. Go back to the area where the bridge had collapse, and a new bridge will appear. Go further right inside of that gas room until you reach a clear area with stairs going up to the third floor. Try to go up those stairs, but you can't. So, leave the fort, and teleport back Rachel's Hideout.

Rachel's Hideout

Give Rachel the miracle medicine. Speak to the old man about the third floor

and Bard about the dragon ring. Leave and go back to Flame Fort.

Flame Fort

On the first floor, go back to the second floor where you got the gas mask in that room, and search the left side of one of the beds to get the DRAGON RING. You cannot get the ring if you don't have the rabbie equip. Go back to the first floor into the room with the four beds, four treasure chest and a fireplace. Search the fireplace several times to extinguish the flames with water. Take the stairs on the left, and go to the gas room on the second floor. Go further right inside of that gas room until you reach a clear area with stairs going up. Take the stairs to the third floor. Go inside a room that has two images of a dragon on the floor. After Xak duple (blue) and Nill's box shine by reacting to this room, you will receive XAK DUPL (RED). Equip the dragon ring (level 25 is required), go up the stairs toward the edge, press the Y button to summon the green dragon. You will be shooting and dodging enemies on the dragon until you encounter a boss which is a fire dragon. After defeating the fire dragon, Latok gets 1500 GOLD and 2000 EXP.

Sanctuary

The injured Ryun Grade will give you the GREAT SWORD and XAK DUPL (GREEN). Now, it is time to solve the warp trap to get to the other side of the sanctuary. You will notice that there are crest marks and alphabeth letters above several of the buildings. There are two ways of getting out of the warp trap. For the first way, go thru the door with the letter G. Then, go to that same door (but do not go thru that door) because you are only trying to reset it back to zero count. Now, go thru the doors in the order of A, C, E, G, F, B, D, CREST will take you to the back of the Sanctuary. For the second way, go thru the door with the letter D. Then, go to that same door (but do not go thru that door) because you are only trying to reset it back to zero count. Now, go thru the doors of the building in the order of C, E, A, D, F, B, G, CREST will take you to the back of the Sanctuary. After passing thru the warp trap, Duel who will talk to you for a moment will power up your equipment. Now, go to the back of the sanctuary, speak to Pixie, then, fight Badow.

THE END

On a sad note: this SFC version which was released by SUNSOFT in 1993 only covers the first half of the PC-ENGINE 'XAK I' game, but its sequel 'XAK II' (which was released also for the PC-ENGINE) wasn't released for the SFC.

++++
Version 1.0
By Ritchie (hidall@hotmail.com)