

Yamato Takeru (Import) FAQ/Walkthrough

by ritchie

Updated to v1.0 on Jul 9, 2007

The Imperial Prince of Fire YAMATO TAKERU

Hi no Ouji YAMATO TAKERU

(c) 1995 TOHO CO., LTD

(c) Aya Nishitani-SHIPS

+++++

GUIDE

+++++

Please use these three cheat codes.

Infinite grain 7E11353F

7E113642

7E11370F

No Encounter 7E118100

About the game

Yamato Takeru and Susanoo appear in the game that makes the Japanese myth a theme. The feature is to decide the attribute of the character by using the astrology "five elements" that was developed in Ancient China. It is a purpose to defeat "Tsukuyomi Nokami" who opposes Amaterasu.

Yamato Country

Walk up to the front of the main gate which is locked, make Prince Takeru of Yamato search the gate to over hear the conversation of his elder brother Oousu, and then the main gate will open. Go into Amaterasu Shrine which is on the right, and defeat Prince Takeru elder brother Oousu. After speaking to the Government Official, the Emperor, and Miko who is also called Tsuki no Wa, go to Princess Mizuki's Shrine which is on the right of the Emperor's Palace, and speak to Princess Mizuki who can also recover your HP and MP. Go into the two houses in the lower left, and search inside of the jars for a chiron stone, sanshouyaku (a Japanese pepper medicine), hoshi no magatama (comma-shaped bead of a star), and doku no kessei (poison serum). If you go into Dr. Inyo's house which is behind those two houses, speak to her, choose yes, and she will give you 150 grains of gold. Leave the town, and go upward until you see a tree by itself. Go inside of the forest, make your way to the exit which is on the right side, and go south to Ise Country.

Ise Country

The White Crow will join Takeru in combat to fight Madoushi of Chugoku (Magician of China). After defeating Madoushi of Chugoku (Magician of China), go to Princess Yamato's Shrine. After speaking to Princess Yamato, she will give Takeru Ise Shinto priest's sacred treasure "hoshi no kagami (star mirror)," and then Shirogarasu (white crow) becomes a juma (1-12). To use hoshi no kagami (star mirror), you need chiron stone to summons, change or return a juma. Go into the house in the upper left corner, and search inside of the two jars for doku no kessei (poison serum) and kusunoki no shiro (a camphor tree of white). Go into the house in the upper right corner, and search inside of the two jars for onibi no moto (the basis of jack-o'-lantern) and hoshi no inochi (star of life). Leave the town, and go north to Iga Country.

Iga Country

Go to the curio dealer, and buy some doku no kessei (poison serum),
sanshouyaku (a Japanese pepper medicine), and fukutan (take medicine).
Leave the town, and go north to Akame (Red Mullet) Waterfall.

Akame (Red Mullet) Waterfall

Fight the Witch. After defeating the Witch, walk to the right across the
wooden bridge, choose yes to the dive into the waterfall. Make your way up
thru the underground of the waterfall. Fight Madoushi of Chugoku (China).
After defeating Madoushi of Chugoku (China), speak to Chosuke, then search
the green jar for a chiron stone. After speaking to Chosuke, he will take
you to see Iga's God Sawame who uses water magic. After saying yes to make
Sawame become a friend, Chosuke will give you a chiron stone, then search
the green jar to get sekiei no kona (quartz powder). Leave the waterfall,
and go west to Yuji's Barrier.

Yuji's Barrier

Speak to Yuji, and choose yes to make him become a juma (2-12). Leave, and
go to the village of Lake Biwa which is nearby.

Lake Biwa

Go to the upper left corner where the river flows, and speak to Ikada who
will let you use the raft to go down the river. While going down the raft,
defeat the water horse and water tiger. Afterwards, you will end up in Settsu
Village (Bingo Country).

Settsu Village (Bingo Village)

On the left side of the town, go into the house in the lower left corner,
and speak to old man who will give you a chiron stone. Pay 1 grain of gold
to cross the bridge to get to the right side of the town, then go into the
house in the upper right corner, and search inside of the two jars for a
chiron stone and kishin no tsubu (a grain of fierce god). Pay 1 grain of
gold to cross the bridge to get back to the left side of town, then leave,
and go west to Harima Country.

Harima Country

After speaking to the old man who is nearby the gate, go behind the village
elder's house, and speak to the man who is nearby the well. Then go inside
of that house, and speak to the village elder who will then leave the house
afterwards with Kayo. Then, the Chief of Hamari Chouu will come inside of
that house to talk with you. Fight Chouu. After defeating Chouu, choose yes
to make him become a juma (3-12). Then the village elder and Kayo return back
inside of the house to give you 5 chiron stones and 500 grains of gold. Go
into the house in the upper left corner, and search inside of the two jars
for amatsuchi no shizuku (heaven and earth drop) and matsuba (pine needle).
Go into the house in the upper right corner, and search inside of the two
jars for hisui no omamori (jade charm) and a chiron stone. Leave, and go
north to the village of Sassatoko.

Sassatoko Village

Use the hoshi no kagami (star mirror) to summons the juma Yuji. Choose yes
to use a chiron stone so that he can destroy the barrier that is blocking
the gate. After using Yuji, return him back to the Star Shrine to rest since
the summoned period for a juma is restricted to 190 steps. Fight Torifune

and Haku. After defeating Torifune and Haku, the Commander and the soldiers of Yamato will come into the village. Fight the soldiers of Yamato twice, then the Commander. After defeating the Commander and the soldiers of Yamato, go to the north gate, and speak to Torifune. Choose yes to make Torifune fly you to Izumo Country.

Izumo Country

Haku becomes a juma (4-12). Go into the house in the lower left corner, and search inside of the jars for akagane no suna (copper sand) and a chiron stone. Go into the house in the upper right corner, and search inside of the two jars for hisui no omamori (jade charm) and a chiron stone. Leave, and go to Betsumiya which is nearby.

Betsumiya

Go into the shrine, and fight Kyuuki and Madoushi. After defeating Kyuuki and Madoushi, The shrine sisters Anitachibana and Ototachibana will speak to Takeru and then show him the Star (Hoshi) Shrine. After Ototachibana joins the group, return back to the room and speak to Anitachibana who will give Takeru the akai kimono (red kimono). Leave and go back to Izumo Country.

Izumo Country

Go to the upper left, and speak to the gateman who won't let Takeru into Izumo Takeru Palace because is a man. After Ototachibana disguise Takeru as a woman, speak again to the gateman who will let you thru. Go inside of Izumo Takeru Palace, take the path on the left which will take you to a small room, and search the two jars for honoo no obi (flame obi) and sakaki no shiru (sakaki juice). Take the path on the right which will take you to another small room, and search the two jars for Izumo no omamori (Izumo's charm) and a chiron stone. Take the path up, watch the event in the room, and then speak to Izumo Takeru whom Takeru will fight in a one-on-one battle. After defeating Izumo Takeru, Queen Kouga will speak to you, then follow her into the room at the back. On your way, you will encounter Madoushi of Chugoku (Magician of China). Search the jars for mayoke no ofuda (talismans card), onibi no moto (the basis of jack-o'-lantern), and reisen sou. After speaking to Queen Kouga, she will summon Yamata no Orochi (Yamata's Monster Serpent) with her magic to fight group, but the group will loose the battle. Then, Madoushi comes by to help the group escape back to his house. Apparently, the group needs to get Shinnou's power to defeat Yamata no Orochi (Yamata's Monster Serpent). Leave, and go southwest to the village of Kibi.

Kibi Village

Go to the front of Shinnou's house which is located on the upper right side of the waterfall, and search the statue that is blocking the doorway. Then, a boy will come by yelling out the name "Saru (Monkey)." Now, go to the top right area of the waterfall where the tree is at, and speak to the hunter. Choose yes to Ototachibana's remark about helping the monkey. Return back to the front of Shinnou's house, and search the statue that is blocking the doorway again. The monkey will come by to move the statue from the doorway of Shinnou's house. Go inside and speak to Keimou and Shinnou. Leave, and go east to Iwami Country.

Iwami Country

Go all the way up, and speak to the man who is blocking the path. Leave, and go north to the mine.

Mine

Search the blue jar, and a boy will appear from the jar asking for your help because Princess Niuzu is confined in the back of the mine by the monster called Talos. First, take the center stairs down. On the way, search the jar for a chiron stone, and speak to Funyou who will become a juma (5-12). Return back to the area where the three stairs are at. Next, take the stairs on the left which will take you further down into mine. Use the hoshi no kagami (star mirror) to summons the juma Funyou so that it can destroy the pillar that is blocking the path. Since the summoned period for a juma is restricted to 190 steps, it will return back to the Star Shrine to rest. On the way, search the jars for kishin no tsubu (a grain of fierce god) and a chiron stone. Fight the devil Talos. In the battle with Talos, don't use any kotodama (soul or power of language). After defeating Talos, you will get a chiron stone. On the way, search the jar for a chiron stone. Go to the locked door, and Ototachibana will open it. After searching the jar for shirogane no suna (silver sand) in the room, speak to Princess Niuzu who will give you shu (cinnabar). Leave, and return back to Kibi Village.

Kibi Village

Go, and speak to Shinnou who will become a friend, and Keimou who will become a juma (6-12). Since the summoned period for a juma is restricted to 190 steps, it will return back to the Star Shrine to rest. Leave, and return back to Izumo Country.

Izumo Country

Go inside of Izumo Takeru's Palace into the room at the back, and speak to Queen Kouga who will summon Yamata no Orochi (Yamata's Monster Serpent) with her magic to fight group again. At the beginning of the battle, use shu (cinnabar) to slow the movement of Yamata no Orochi (Yamata's Monster Serpent). After defeating Yamata no Orochi (Yamata's Monster Serpent), Queen Kouga will also die. Shinnou will give Takeru 10 chiron stones, and separate from the group. Leave, and go southwest to Nagato Town.

Nagato Town

Go to the harbor, and speak to the Captain. Choose yes to his question, and the ship will take you to Kyushu.

Kyushu Town

If you go to the Hoshi (Star) Shrine which is in the upper left, donate 500 grains of gold and get a hoshi no inochi (star of life). Go to the upper right, and speak to Old Man Jusei who is standing between three trees. Choose yes to Ototachibana's question about giving him 5 grains of gold to buy something to eat, and then he disappears. Now, go into the palace nearby, and speak to the Leader who is the room on the left. As Sawame leaves the group to go outside, she is captured by Landa's large eagle. Leave, and go west to Landa's Castle.

Landa's Castle

Go into the cave on the right, and search the jar for sennin no tsubu (hermit's grain). Walk all the way to the lower right, go into the hole, and fight Purushada and Gandaruba. After defeating Purushada and Gandaruba, Purushada will then put a curse on Takeru's entire body by poisoning him with his blood. Now, Ototachibana will have to open the watergate to flood the surrounding area of the castle since Takeru who is seriously injury cannot

fight in battle. Walk all the way around to the lower left, and go in the boat which will take you to the castle's entrance. Apparently the guard won't let you pass. Hop back on to the boat, and walk all the way up until you see Old Man Jusei. Old Man Jusei will make Princess Ototachibana invisible, and then teleport himself with the seriously ill Takeru back to the palace. Ototachibana who is now invisible will be by herself. Now, return back to the boat, and make Ototachibana sneak into the castle. On your way inside of the castle, search the jars for kisen no shizuku (), and ryuu no kiba (dragon's fang). In the underground, speak to Sawame who will rejoin Ototachibana, and also Baron will become a juma (7-12). Since the summoned period for a juma is restricted to 190 steps, it will return back to the Star Shrine to rest. On the top floor, fight Landa. After defeating Landa, you get kintan (gold elixir). Leave, and go south to Kyushu Town.

Kyushu Town

Go to the palace, and Ototachibana will give Old Man Jusei the kintan (gold elixir) to cure Takeru. After speaking to Old Man Jusei, he will give Takeru the Ususama no tate (Lord Usu's shield), then he disappears. Leave, and go southeast to the Cave.

Cave

Go into the niche along the left side wall of the cave until you find a dark hidden passage. Go thru that passage, and then enter the next area of the cave. Go into the niche along the lower left wall of the cave until you find another dark hidden passage. Go thru that passage, and search the jar for shiranui no moto (sea fire thing). On the way, three tsuchigumo (earth spider) will appear, and fight you. After defeating the tsuchigumo (earth spider), search the jar for a chiron stone. Then go below the jar into the niche that is in the wall until you find a dark hidden passage. Go thru that long dark passage, and at the end of the passage you will encounter Takeru's younger brother, and one of Greece's soldier. Leave the cave, and go south to Hyuga Country.

Hyuga Country

Go into the house that is at the top middle row, and search inside of the jars for two chiron stones. Go to the mansion which is in the center middle row, and speak to Takeru's younger brother who is in the room on the right. Leave, and go northwest to Hippou's Barrier.

Hippou's Barrier

Go into the lava cave. The small stones that you step on will teleport you to different areas of the cave. Go in the order of up, right, down, right, up, up, up, up, up, left, down, then speak to Hippou who will become a juma if you give it a chiron stone. Choose yes, and Hippou will join the jumas (8-12). The group will automatically teleported to the outside, and the barrier will disappear. Go east to Aso Country.

Aso Country

Go to the far upper left area near by the bridge, and help the man who is being picked on by the two soldiers. After the two soldiers run away, the man will give you a chiron stone for helping him. Leave, and go north to Kumaso Takeru's Castle.

Kumaso Takeru's Castle

As you make your way up thru the castle's underground, search jars for a hoshi no inochi (star of life), unmo no kona (mina powder), a chiron stone, ryuu no kiba (dragon's fang). As you reach to top where the castle is at, speak to Kusmaso Takeru, and Heron. First, Yamato Takeru will fight Kumaso Takeru in a one-on-one battle. After defeating Kumaso Takeru, you get the gin no tsurugi (silver sword). Then, the group will fight Otomata (Heron's robot). After defeating Otomata, Heron will escape in an air balloon. Leave, and go back to Hyuga Country.

Hyuga Country

Go to the mansion which is in the center middle row, and speak to Old Man Jusei who is in the room on the left. Old Man Jusei will give you kagutsuchi sword, and then disappear. Next, speak to Takeru's younger brother who is in the room on the right, and he will give Takeru his boat. Go to the harbor which is at the far right, and speak to the Captain. Now, you will be able to navigate the boat. Leave, and sail northeast to Iko Village.

Iko Village

At the gate, choose yes to Sawame's question about looking around the village. Go to the top area where the beach is at, and speak to the old man. Go to the inn to take a rest. During the night, the group will hear a barking sound of a beast. Go southwest inside of the village. Go into the cave, and encounter Kouga and Orobasu. Fight Orobasu and Haagesuto. After defeating Orobasu and Haagesuto, Takeru will destroy the mirror with Kouga's shadow. Leave the village, and sail further east to a harbor. Go downward until you see a tree by itself. Go inside of the forest, make your way to the exit which is on the left side, and go to Yamato Country.

Yamato Country

You will be escorted to the Emperor's Palace by two soldiers. The Government Official, the Emperor, and Miko will speak to the group. The shops are selling new weapons and armors. Leave the town, go east thru the forest, and go south to Ise Country.

Ise Country

Go to Princess Yamato's Shrine, and she will give Takeru the amenomurakumo no ken (rain of gathering clouds sword). Leave the town, go thru the forest again, passing by Yamato Country, and go thru the next forest. Go south to Ichimokuren's Barrier.

Ichimokuren's Barrier

You need to find the true Ichimokuren who created the barrier. In order to make the other fake Ichimokurens disappear, talk to them only at the side or at the back. Ichimokuren is the second one below the one at the top. Make your way up to the top area, and let the fake Ichimokuren blow you into the real Ichimokuren. Speak to Ichimokuren, and choose yes to give him 50 grains of gold to join the jumas (9-12). Since the summoned period for a juma is restricted to 190 steps, it will return back to the Star Shrine to rest. When you exit the area, the barrier will disappear. Now, go southeast to Kigawa.

Kigawa Town

Leave the town, and go north to North Waterfall.

North Waterfall

Use the hoshi no kagami (star mirror) to summons the juma Yuji. Choose yes to use 10 chiron stones so that he can destroy the barrier that is blocking the gate. After using Yuji, return him back to the Star Shrine to rest since the summoned period for a juma is restricted to 190 steps. Takeru will speak to Jofuku whom he will fight in a one-on-one battle. After the battle, Jofuku will join the group. Return back to Kigawa.

Kigawa Town

Go to the harbor, speak to the captain, choose yes, and he will sail the boat to Suruga Town.

Suruga Town

Go to the mansion at the top, and speak to Kuninomiyakko. Leave, and go north to the Juma's Barrier.

Juma's Barrier

Apparently the barrier driving the jumas mad, and each one of the eight jumas will attack the group. After defeating the jumas, the barrier will disappear. Leave, and go further north to the North Swamp Land.

North Swamp Land

Speak to the soldier at the entrance who will let you passby. Inside, pass the soldier who is blocking the path on the left. Search the jar for a mizu no kubikazari (water necklace). Walk further up and take either one of the three paths which will lead you to another area with several caves. Along the way, search jars for a sennin no tsubu (hermit's grain), hoshi no inochi (star of life), and a chiron stone x2. Speak to the soldiers who will take you to the location of the monster Dagon. Fight Dagon. After defeating Dagon, return back to area where the soldier is blocking the path on the left. The soldier will take you to Kuninomiyakko. After Kuninomiyakko leaves, the group will be attack by Greece Fire. After defeating Greece Fire, leave and go to the Mansion which is northeast of Kigawa Town.

Mansion

Speak to Kuninomiyakko, and choose yes to his question. Search the jar for a sennin no tsubu (hermit's grain). After Kuninomiyakko leaves, go up the stairs. Along the way, search the jars for kasumisou (baby's-breath), a chiron stone, and kagami no tate (mirror shield). On the top floor, speak to Prince Takeru elder brother Oousu, and Prince Takeru will fight him in a one-on-one battle. After defeating Prince Takeru elder brother Oousu, Prince Takeru will be injured, and Heron will come by to fight the group. After defeating Heron, leave and go back to the North Swamp Land.

North Swamp Land

Go back inside of the cave, and go to the path on the left where the soldier was at to exit the swamp land. Leave and go north to Kai Country.

Kai Country

Go to the Star Shrine which is in the upper right corner, and speak to Princess Konohanasakuya who will heal the seriously injured Prince Takeru. Leave and go south to Mt. Fuji which is near the sea of trees.

Mt. Fuji

Inside of the mountain, go to the upper right corner, and search the walls at the bottom for a hidden dark passage that will take you to a ridge outside of the mountain. Search the jar for gin no yari (silver spear). Go to the right, and help Kim Yamabiko who is being chased by a tiger demon. Fight the tiger demon. After defeating tiger demon, choose yes to Kim Yamabiko's question, and he will give you shinsa no ken (cinnabar sword), then leaves. Search the jar for kagami no muneate (mirror breastplate). Go all the way to the right, and walk thru the narrow walls to the other side. Search the jar for rekka no moto (). On the right side of the jar, search the walls on the right for a hidden dark passage that will take you to another ridge outside of the mountain. Make your way thru the dark passage by going up, right, down, and right. Search the two jars for chiron stone x2. Go to the upper left corner, and search the walls on the left for a hidden dark passage that will take you to final ridge outside of the mountain. Inside the top of the mountain, you will encounter Kouga and Shuu. Fight Shuu. After defeating Shuu, Yakeru will destroy the mirror with Kouga's shadow, and the mountain will begin to erupt. Then, Kim Yamabiko will come to save the group from the lava. Go east to Suwa Town.

Suwa Town

Go to the mansion which is at the top, and speak to Takezo (or Musashi) Runizou. During the conversation, Kuroikazuchi who is a subordinate of Asura will appear. Defeat Kuroikazuchi. Leave, cross the wood bridge, and go northwest to Village.

Village

At the gate, speak to the boy Sukanda who will fight Sawame in a one-on-one battle. After defeating Sukanda, you will get a chiron stone from his mother Kaari. Go to the hut that is in the upper left, and speak to the man who sitting down for he will put some of the earthenware powder on Takeru and Jofuku to protect their body from the electric barrier. Leave and go south to Asura's Castle.

Asura's Castle

There is an electric barrier nearby the gate, and only Takeru and Jofuku can go thru it. The castle door will take you to a section of the first floor to a jar with sentan (elixir of life), and section of the a second floor to a jar with rekka no fuuin (). The stairs on the left will take you to a jar with chikara no jufu (). The stairs on the right will take you to a dead end. The stairs on the upper right corner will take you to a jar with matsunomi no shiru (). The stairs in the upper left corner will take you to another area of the underground where you have to fight Kuroikazuchi (Black Thunder). After defeating Kuroikazuchi, go up the stairs to the first floor of the castle. The stairs on the right will take you to a jar with a sennin no tusbu (hermit's grain). Search the jar for hayate no yumi (), and a chiron stone. The stairs on the far right will take you to the top of the castle where you have to defeat Ooikazuchi. Go down the stairs on the right, and speak to Asura who will then escape by teleporting. When you exit the castle, it will disappear. Now, return back to Suwa Town.

Suwa Town

Takezo (or Musashi) Runizou will meet you at the entrance to give you some information. Leave, and go west until you see a tree by itself. Go inside of the forest, search the jars for a chiron stone and taiseishintan, make your

way to the exit which is on the lower left side, and go to Sagami Country which is nearby.

Sagami Country

Go to the inn which is in the lower left, and take a rest. During the night, the tree spirit will speak to Takeru in his dreams. The next morning, go to the harbor which is in the upper right, and speak to the captain. Choose yes to his question, and the ship will take you to Awa Country. At sea, the sea god Wadatsumi will attack the boat, so defeat Wadatsumi.

Awa Country

Go to the mansion which is in the center of the village, and speak to Takezo (or Musashi) Runizou who will give you the [medicine] sentan (elixir of life). Leave, and go northeast to a tree by itself. Go inside of the forest, take the path on the right all the way up. When you see a monkey guarding a jar, use hoshi no kagami (star mirror) to summons the juma Baron who will scare the monkey away. Search the jar for a sennin no zuki (hermit's hood). -Walk further up, passing the deer, and Quetzalcoatl who appears will fight Takeru in a one-on-one battle. After Quetzalcoatl is defeated, Baron will take him back to his country. Leave the forest, and return back to Awa Village. Go to the mansion, and speak to the messenger of the Imperial Court. Afterwards, go to the harbor, and speak to the soldier. Choose yes to his question, and the ship will take you to Mutsu Country. At sea, the ship will be attack again by the sea god Wadatsumi who has level up his powers with the god of moon, and the group will lose to the battle. Princess Ototachibana will sacrifice herself to suppress the anger of the sea god saving Takeru.

Mutsu Country

The scene switches to the seashore where Takeru is looking for Princess Ototachibana but instead found only her shinsa no ken (cinnabar sword). Leave, and go to Owari Country which is nearby.

Owari Country

Go into the house that is nearby the entrance, and search inside of the two jars for fukutan (take medicine) and rentan (elixir of life). Go to the palace, and go into the room on the left and right. Search the jars for ryuu no ikari (dragon's rage), chiron stone, kasumisou (baby's-breath), and sennin no tsubu (hermit's grain). Now, go and speak to Runizou of Owari, Princess Miyazu, and the Government Official. After that, the Government Official will take Takeru to a resting room. In that resting room, the ghost of Princess Ototachibana appears. After the scene changes over to Princess Miyazu, go and speak to Takeru in that room where he resting. Now, return back to the room where Runizou of Owari is at, and speak to him. Choose yes to his answer. Jofuku and Sawame will be serve with wine and food. In that room, the ghost of Princess Ototachibana will appear to warn Jifoku and Sawame about Princess Miyazu's true intention. Princess Miyazu who ran into the room where Takeru is resting transforms into Kouga. Then, Takeru suddenly falls thru a trap door into the underground prison of the palace with Black Dragon and Black Tiger. After that scene ends, Kouga transforms back into Princess Miyazu, and return to the room where Jofuku and Sawame are at. Speak to Princess Miyazu who will transform back into Kouga to fight Jofuku and Sawame. In battle, use Jofuku and Sawame's magic (soul of language) to defeat Kouga who will retreat afterwards. Speak to Runizou of Owari who will show you a secret stairs that leads to the underground of the palace. Go down into the underground until you reach a room with two stairs that goes down. Either stairs will take you to the underground prison. When you take the stairs on

the right, search the jars for hoshi no inochi (star of life), kasumisou (baby's-breath), and kodai no hijutsu (ancient mysteries). When you take the stairs on the left, search the jars for sennin no tsubu (hermit's grain). Once you reach the prison where Takeru is at, fight Black Dragon and Black Tiger. After defeating Black Dragon and Black Tiger, speak to Takeru who will rejoin the group who will automatically teleport back to the palace. Go outside of the palace, and speak to the soldier who is nearby Princess Yamato's boat. After talking to Princess Yamato, speak to the soldier again, and choose yes to his question about using the boat. Now, you are able to navigate the boat for the second time. Leave, and sail toward the west side of the continents going all the way up to the north side until you reach Tango Village.

Tango Village

There is nothing really to do here except to buy new armor and weapon for the group. Leave, and sail a little to the east to Echizen Village.

Echizen Village

Leave, and go south to the Mountain Cave.

Mountain Cave

At the entrance, take the path on the right which will lead you to a stair. Go down the stairs, and search the jar for kogane no suna (golden sand). Return back to the entrance, and take the path on the left which will lead you to a area with two stairs. The stairs on the left will take you to a jar with a chiron stone. Now, take the stairs on the right until you reach a dead end. Oonamuchi will appear, and speak to you. After speaking to Oonamuchi, the group will automatically end up at the front of the cave. Leave, and sail further southeast to Mutsu Country.

Mutsu Country

Go into the house that's in the lower left corner, and search inside of the two jars for mizu no kubikazari (water necklace) and shinsen no shizuku. Go into the house that is behind that house, and search inside of the two jars for a chiron stone and rajingeki (thunder god attack). Leave, and go southeast to Baron's Barrier.

Baron's Barrier

You will encounter Baron inside. You will be playing a game with Baron that is similar to hide-and seek. There are three paths. After speaking to Baron, it will take the path on the left, instead just take the path in the center. When Baron is found, it will take the path on the left again, this time just follow behind Baron. When Baron is found, it will take the path on the right to hide. There is a secret dark passage at the end of the path on the right. In the dark passage, go up, right, up, and left. When Baron is found, it will continue to hide. Just follow the same path that Baron is going until you reach a dead end. Quetzalcoatl will appear. Sawame will talk to Quetzalcoatl. After that, Baron will rejoin or return back to the jumas again. When you leave, the barrier will disappear. Go southeast to a village.

Village

Go inside of the cave, and the boy Sukunahikona who appeared before the group will open the sun gate and teleport the group back to the Mountain Cave where Oonamuchi is at.

Mountain Cave

After speaking to Oonamuchi and Sukunahikona, leave the cave, and sail west to Tango Village, but do not go inside of the village yet. Just walk around on the field and use the star mirror that has the 12 constellations to check up on the location of the sun until the sun reaches the position of Aries (the ram). Once it reaches on that position of the ram, quickly go inside of Tango Village.

Tango Village

Go in front of the healing shop which is on the left, but do not go inside of the shop. Instead, just go to the far right hand side of the healing shop until you see a small rectangle area with four steps. Walk up those steps, and Princess Toyoke will appear. Choose yes to her question, and she will make the rainbow bridge which will take you to Hida Village.

Hida Village

Go into the house that's in the lower left corner, and search inside of the two jars for senshi no tate (warrior shield) and ryuu no ikari (dragon's rage). Leave the town, and go to South Mountain which is nearby.

South Mountain

Go inside and speak to Sukuna Ryomen whom will fight Yakeru in a one-on-one combat. After defeating Sukuna Ryomen, search the jar for chiron stone, and kasumisou (baby's-breath). Leave, and return back to Hida Village.

Hida Village

Use the rainbow bridge to return back to Tango Village.

Tango Village

Leave, and sail further southeast to Mutsu Country.

Mutsu Country

Go into the house that's in the lower right corner, and speak to Niyannian. Choose yes to her question about buying her for 200 grains of gold. Then, she becomes a jumas (10-12). Go to Juma's Shrine which is in the upper right corner, and Sukuna Ryomen's wife, Princess Tamayori. Speak to Princess Tamayori, and choose yes twice to her questions. Leave, and sail further west pass Tango Village in order to go to Izumo Country.

Izumo Country

Leave, and go to Betsumiya which is nearby.

Betsumiya

Go into the shrine, and speak to Anitachibana who will give Takeru the konjiki no fuku (golden dress). Leave and sail east back to Tango Village.

Tango Village

Leave, and sail further east to Mutsu Country.

Mutsu Country

Go to Juma's Shrine which is in the upper right corner, and speak to Sukuna Ryomen's wife who is Princess Tamayori. Choose yes twice to her questions to give her the konjiki no fuku (golden dress) and amenomurakumo no ken (rain of gathering clouds sword). Leave and go to Tango Village.

Tango Village

Go to the upper right corner to beach, and speak to the fisherman. Choose yes to his question to buy Ningyo (mermaid) for 50 grains of gold. Then, Ningyo joins the jumas (11-12). Leave, and sail further east to Mutsu Country.

Mutsu Country

Go to Juma's Shrine which is in the upper right corner, use the hoshi no kagami (star mirror) to summons the juma Ningyo (mermaid), and speak to Princess Tamayori. After choosing no to her question about eating Ningyo (mermaid), Takeru will get the shiohiki houju (tide influence gem). Leave, and sail west to Tango Village, but do go inside of the village yet. Just walk around on the field and use the star mirror that has the 12 constellations to check up on the location of the sun until the sun reaches the position of Aries (the ram). Once it reaches on that position of the ram, quickly go inside of Tango Village.

Tango Village

Go inside of the house that is in the upper right, and speak to Quetzalcoatl who will join the jumas (12-12). Go in front of the healing shop which is on the left, but do not go inside of the shop. Instead, just go to the far right hand side of the healing shop until you see a small rectangle area with four steps. Walk up those steps, and Princess Toyoke will appear. Choose yes to her question, and she will make the rainbow bridge appear. While crossing over the rainbow bridge, the group will meet Sukunahikonaho who will open the sea tide with the shiohiki houju (tide influence gem), and send the group into a cave with a dungeon. The cave is basically on a island by itself.

Cave

Go down, until you reach an area with two paths. Search the jar for kasumisou (baby's-breath), and suishou no kona (crystal powder). Take the path on the right, and touch the rock that is nearby the signpost to open the gate on the left. Touch the another rock that is in the lower left corner to open the another gate on the left. Search the jar for hadou no udewa (hadou bracelet), and hasha no tate (champion shield). Now, return back to the area with the two paths, and this time take the path on the left. Walk all the way down into the next area, and speak to the ferryman. Choose yes, then no to his questions, and a raft will take Takeru to the other side of the river. Go up, until you reach an area that has three openings which lead into Dead City.

Dead City

For the opening on the left, you will have to defeat Sphinx and Seto who are blocking the stairs to another cave area with two opening. Search the jars for oni no kanabou (demon's iron rod) and a chiron stone. For the opening in the middle, you will have to defeat Heru and Roki who are blocking the way to another cave area with two openings. Search the jars for shiranui no tate (sea fire shield), a chiron stone, megami no namida (goddess' tears), and shiranui no yoroi (sea fire armor). For the opening on the right, just search the top green-looking ball, and choose "yes" to make it roll into the

jar that's in the water. Then, the water is removed, but you will have to defeat Keruberos who are blocking the way in a cave that has dark hidden passages in the walls to get to the other side of the cave where there is a star-like teleporter on the ground. This teleporter will take the trio to a cave. In this cave, you will have to defeat Purutoon who is blocking the way to another cave area with two openings. Search the jar for doku no kessei (poison serum), chiron stone x2, seirei no zukiin (spirit hood), taiseishintan, and seirei no tate (spirit shield). I would choose the opening in the middle because you will find better shiranui equipment for Jofuku in the jars. As a reminder, all three openings will take you into same cave area that has two openings. Once you have reached this same cave area, Susanoo will speak to Takeru, and then disappear. Now, go thru the opening on the left into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the upper right, and go thru the opening into the next area. In this area, Oousu's spirit will speak to Takeru. Then, Takeru will fight Oousu in a one-on-one battle. After defeating Oousu, go thru the small hidden passage that's nearby on the right into the right side of the cave. Now, go down, and go thru the opening into the next area. In this area, go around to the top, and go thru the opening into the next area. In this area, go up, and go thru the opening on the left into the next area. In this area, go to the upper left, and go thru the dark hidden passage. In this dark hidden passage, go down into the next area. In this area, Heron will speak to Takeru. Fight Heron who is troublesome and annoying. In battle, rotate using "fight" + "attack (number one counting from left to right)" and "fight" + "charge (number four counting from left to right)" on Heron. After defeating Heron, go around to the top, and go thru the opening into the next area. In this area, Ototatibana will talk to Takeru, and choose "no." After that, Susanoo will speak to Takeru, and then disappear. Now, go thru the opening that's nearby, and go into Susanoo's Palace.

Susanoo's Palace

Susanoo will talk to the trio, and then the trio will ride on Swan who will take them to the Moon's Orbit.

Moon's Orbit

The two jars that are in the house on the right have taiseishintan and reisen sou. The two jars that are in the house on the left have hoshi no inochi (star of life) and a chiron stone. Now, go into the house on the left. In this house, speak to Miko's spirit (the girl on the right) for she will mention something about the five gems that will open the five beast doors, and then Takeru gets the suishou no hogyouku (crystal gem). Make sure to buy a lot of sentan (3500 grains of gold) and goddess' tear (3800 grains of gold) from the lady on the left. Now, leave that house, and go into the Shrine.

Shrine

In the shrine, there are 8 doors. Five of the locked doors are beast (horse, cat, monkey, goat, eagle) doors that can only be open with the gems (sapphire, emerald, crystal gem, agate, ruby) that are found in jars nearby statues in the shrine except for the crystal gem. Search the jars for megami no namida (goddess' tears), emerald (the gem to open the cat's door), sapphire (the gem to open the horse's door), tsuki no ken (moon sword), agate (the gem to open the goat's door), eikou no kabuto (helmet of glory), megami no namida (goddess' tears), eikou no tate (shield of glory), ruby (the gem to open the eagle's door), eikou no yoroi (armor of glory), hoshi no inochi (star of life), and taiyou no ken (sun sword). After you have opened the eagle's door with the ruby gem, go thru that door into the next

room. In this room, Kouga and Satan will talk to Takeru. Fight Satan. After defeating Satan, go thru the opening that's nearby into the next room. In this room, Kouga will talk to Takeru. Fight the final boss Kouga. After defeating Kouga, she will talk to Takeru. Fight Kouga and Tsukiyomijin. In battle, attack only Kouga. After defeating Kouga and Tsukiyomijin, Susanoo and Tsukiyomijin will talk to Takeru, and choose "yes."

++++
THE END

++++
Version 1.0

By Ritchie (hidall@hotmail.com)

This document is copyright ritchie and hosted by VGM with permission.