

# GOOFY YAJI KITA – HAL -1987

## SECRETS ON THE WAY

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ASCII 8



The game:

The story takes place during the Edo period in 1603.

You must find the 5 secret letters that were stolen, and get into the boat with the tag "TAG" in your bag

To do this, you will need objects to open doors. These items are on sale in stores throughout the adventure. But since you will need gold coins (koban), you will have to deliver letters and parcels in the city to get them.

Take these objects that you are offered in certain houses (1 at a time), and bring them to the recipients against the amount indicated. 5 packages (BOX) and 2 letters (LETTER) to be delivered in the first city. But beware, there are sometimes two houses with the same name. Each delivery will increase your virtue (VT) but decrease your strength (STR). Do not let your "Virtue", your "Strength" or your "Life" go down to zero, otherwise you will die.

In the spy house (SPY), with DRUG in a bag and 10 coins, you will raise your Virtue (VT) by 10. After 3 times, he will give you a secret letter (SECR).

In the HP house, for a coin given, you get 1 HP (life point).

There are also 4 small shops:

UDON (noodles): for a coin, you improve STR (strength) by 1

SAKE (alcohol): do not drink too much because the movements can be reversed for a while.

ODEN (pot au feu): for a coin you get food and a hit point (HP).

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In the house of the ORACLE (divine lottery) you can increase your virtue (VT) by 2 or 4 and also get one of the 5 SECRET messages.

Example:

In the first house "TAJIMA" you are asked to deliver a letter to HATO to win 50 coins, go to "DO" to agree to make the delivery.

The answer will be REGISTERED, otherwise if you already have an item to deliver, the answer will be:

"HEY YOU HAVE ALREADY SOMETHING".

You have to look for the right house now. If you find it, the object is displayed and you are thanked. Otherwise the message "Get out" is displayed.

You choose from the Menu (GRAPH key - Alt) the objects you want to wear.  
2 bags are available for this.

1. DANGO (rice dumpling)
2. TAG
3. PIN (hairpin)
4. SWORD (to be stronger in fights)
5. DRUG (medication)
6. HAT (Bamboo hat)
7. KEY (to open doors with lock)
8. SHOE (sandals to jump higher)

tips:

To go to the second city, and open the wooden door, you have to select in BAG1: KEY and in BAG2: TAG. Choose KITA who jumps higher to pass over the water.

F1 key to quit the game: gives a CODE to resume the game later.

This code is not accepted every time, so you must insist.

The game was sold with this card:



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