

Gandhara – Enix -1988

Holy War of Buddha



First screen of game:

* OPENING. You are asked to enter your name, but it will be in Japanese, so do not type anything, just hit the ENTER key, and your name will be JAMES.

* START: to start the game directly.

Useful keys:

Arrow keys = move

Left CTRL = kneel down to pray

F1 key = pause - resume with Enter

ESC = Menu (load - save - warp) and status

SHIFT = use magic to immobilize enemies

SPACE = fight with the sword

As the game is very slow, using an emulator you can increase the speed.



You have been recruited for the Jihad of Peace, you are a "Buddha warrior".

The game has six worlds and the principle is identical in each.

Bring back the ashes of Buddha which are found in the dungeons by killing the false god, which returns peace back to the world.

Do not leave the world with the ashes in your hands because this raises the false god.

Go see the Tathagata of the same world who gives you the highest rank in gratitude.

Go to Acala to get the new weapons.

You can buy 2 Maximum Potions from the Healing Buddha to give sick characters in exchange for an item or help.

You also need to buy Moonstones to light the dungeons.

Crystals (MP) are used to use magic which immobilizes enemies.

FOODS decreases with time, then health (HP) deteriorates.

BEADS are used as bargaining chips.

Objects obtained by killing monsters:

FOODS



15



30



30



40



60

BEADS



Magic
Crystals MP



Poison (world 3)

The texts are displayed as:

- _ White for the characters,
- _ Red for Buddha's messages,
- _ Green for your words,
- _ Blue for computer indications,
- _Purple to indicate the person visited

1 - World of Humans

You start the game in front of Akasagarbha's tomb.

Go right, into Acala's tent who tells you that Maitreya will give you the Ring of Power of Buddhism. Go back and go to the right, there is a tree LINDEN where you can regain energy (HP) while kneeling in front of it (cost 100 Beads). Enter the Temple of Maitreya (below) to get the Magic Ring and 100 Magic Crystals (MP). Raise the character to level 1 (LVL1: 100 exp) by killing monsters while staying close to the Tree of Life. Acala will then tell you the experience necessary to go up to the next level (level 2: 400 exp). In the case of death of the character, you keep the same status and you resume the game at the starting place (the tomb of Akasagarbha.).

To raise MAX MP to 500, and MAX BEADS and FOODS to 5000, it is necessary to find the merchant who has 3 bags in front of him (cost 100 Beads each), then go to the seller of Moonstones to the south because they are useful in lighting the dungeons. Take a dozen because they disappear with use and with 6 the screen shrinks. Archaeologist Kumara tells you that you have to read before having problems with your sight, that you will only be able to go to the underground worlds when the World of Humans is free. He asks you to bring him some medicine (POT) that is sold at the Healing Buddha. But says you have to save the World of Humans first. Go to the Dungeon where you get a key by destroying the 3 flames. There is also a ball of power (JEWEL) that allows you to teleport to the entrance of the labyrinth or of the world, it depends on where you use it by pressing Esc (WARP). Kill the Thunder God using Magic (Shift key) to immobilize him and then use the sword. You get ASHES that must be brought back and placed on the Buddha shrine (* Stupa) while kneeling. Soon after, peace returns to the World of Humans and the doors of the shops and mine are open. To earn money (BEADS), you have to go to work at the coal mine. To pick up FOODS, go buy it at the grocery store, for magic crystals, go to the MP vendor. Buy two "Buddha Potions" (POT) 500 beads from the Healing Buddha and bring one to Archaeologist Kumara who does not see well. In gratitude he tells you that he will be able to read the old documents (BOOK) when you bring it back him back. Go and get this book from Bimarak, who holds a letter in his hand (enter 2 times in a row) and bring it back to Kumara for him to read to you.

Go down south where Tartar is in front of a big stone. He tells you he won't do anything because you do not know his grandfather. Then go back to meet the old man who is sitting. As he is sick, he asks you for medicine (POT), give it to him. To thank you, he tells you his name and sends you to talk to Tartar.

You then tell the young man the name of his grandfather and he pushes the big stone.

You enter, Vairocana appoints you Grandmaster "Great TEACHER" and asks you to return to see Acala who congratulates you and sells you the Sword of the White Lotus (PURE) for 1000 beads which allows you to fight in Hell. But as you enter this world, Buddha tells you that you must have the Amulet to use your weapons in the underground worlds. Archaeologist Kumara may have told you what to do: "Go to the Stupa and pray to BODHISATTVA". At that point a woman will appear in this area and you must talk to her. She tells you that her mother who is sick needs a Buddha potion (POT) but she has no money.

If you have any, give it to her and she will offer you her Amulet as a thank you.

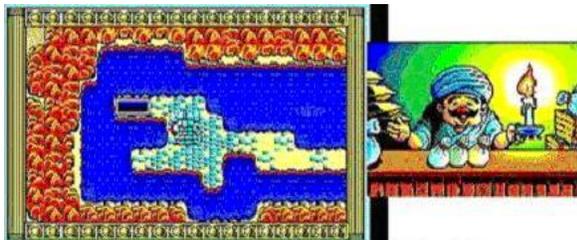
You can now visit all the underground worlds.

() Stupa : Pile of dome-shaped stones containing the remains of a deceased.*

ITEMS:



- 1) KEY: key to open doors in dungeons
- 2) MOONLIGHT STONE: bright moonstone to illuminate basements (World 1 - store)
- 3) POT: Buddha Potion to heal the Sick (World 1 – Healing Buddha)
- 4) JEWEL: Ball of power to use to teleport to the entrance of a world or a dungeon
- 5) ANTIDOTE: (world 3 - store)
- 6) AMULET: Amulet obtained near the stupa, necessary to fight in the underground worlds. (World 1)
- 7) BOOK: old documents to report to Archaeologist Kumara for guidance. (World 1-Bimarak)
- 8) Green BOOK: ditto (World 5 – sick Tenno)
- 9) SUN STONE: Illuminates dungeons continuously. (World 4 – sick Octopus)
- 10) ANGEL ROBE: Angel Habit (Penguin - World 3) to access Heaven.



store of bags, to raise
MAX MP, BEADS, FOODS



Bimarak gives the archives (BOOK)



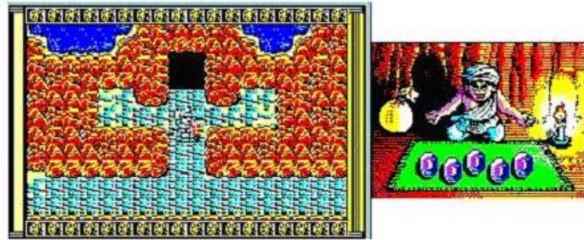
magic crystals store (MP)



FOODS store



the mine to earn Beads



Moonlight Stones shop

JAMES
Buddha warrior



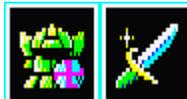
World of Humans
(Cupronickel)

Great TEACHER



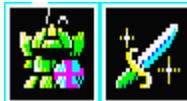
Pure Sword World 2
(White Lotus)

WISDOM KING



Verdure Sword World 3

BODHISATTVA



Greening Sword World 4

KANNON



Success Sword World 5

TATHAGATA



Flame Sword World 6

2-Hell

The principle is identical to the World of Humans. Find the dungeon and kill the God Kojin, then bring the Ashes back to the Stupa. Buy the new 500 bead bags at the Bone fencer to increase the "MAX". Then destroy a mound in one place and go see Varja Vairocana who rewards you by naming you Wisdom King. Now go see Acala (*) to get the new weapon (Verdure Sword).

(*)You can go to Acala in any world



3 – World of Preta (Hungry Ghosts World)

Principle is identical to the other worlds. The entrance is in World 2. Go north to give a potion (POT) to the Sick Penguin to get the Angel robe. If you are afflicted by the poison, your sword is unusable for a while unless you own the antidote purchased from the store. After fighting the ogress Hariti in the dungeon and getting the ashes, lay them on the Stupa. Go see Maha Vairocana by breaking a block of ice with the magic named BODHISATTVA. She sends you to Vidya-Raja ACALA for the new weapon (Greening Sword).

If you have « Power Ball Warp », you can teleport from world to world...to the World of Humans to go to the world (4) World of Animals..

4 – World of Animals (Beast world)

The entrance is to the southeast in World 1, go buy potions at the healing Buddha before.

The principle identical to the other worlds.

Buy the bag to increase your MAX MP to 2000 at the Ogre.

Go give a Potion to the sick Octopus to get the Sun Stone.

Use magic on some monsters to destroy them. To defeat the God Ganesh, you must move forward and then immobilize him with magic, pass behind and hit his eyes. Return the Ashes and go see Akshobhya who calls you Kannon (*). You can then buy the new 2500 MP bag from the Ogre for 2500 beads.

Acala sells you the new weapon (Success Sword).

(*) Goddess Of Mercy



5 – World of Asura

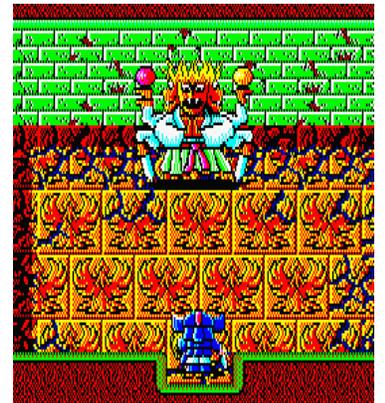
Principle identical to other worlds. Upon arrival, the place is divided into two parts (attached map).

To the east are Prabhutaratna, a tree of life and the Stupa. To the north crossing a bridge, there is a magic Crystal store (MP), sick Tenno, Acala and the dungeon.

Collect the Ashes in the dungeon by killing Asura by hitting the 2 balls he holds in his hands. Then go and drop them on the Stupa by taking the underpass that connects the two parts to avoid making a grand tour.

The doors that were closed open. You are named Tathagata and Acala sells you the Flame sword.

Give a Potion to sick Tenno to get the Green Paper. Coming out in world 4, you can go and then buy the new 3000 MP bag for 3000 Beads at the Ogre store.



World 1 – Humans

Return to the World 1 (Human) to go see Kumara and show him the Green Paper. He tells you that to go to Heaven, you must have the rank of Tathagata, the Angel robe and pray at Mount Sumeru. But he doesn't know the word to say. Go see Bimarak and then Vairocana who tells you to go to the highest mountain and pray to "Birushana". Now you can go.

6 – Heaven

It is located in the northeast of the World 1.

Principle is identical to other worlds to finally be named BUDDHA by Amitabha.

First meet the Dragon King trapped in a hole to increase your magic powers with the ring « Double power of Buddhism » (Cost 20000 Beads and 20000 Foods).

Then fight the man-bird deity Garuda to get the Ashes.

There is also an underground passage to go from east to west indicated on the map.

DJANGO – COMPLETE TRANSLATION - FEBRUARY 2015

Django's French guide/walkthrough translated to English by Zandig Slaytanic