

ITEM TRADING & ALLIANCES

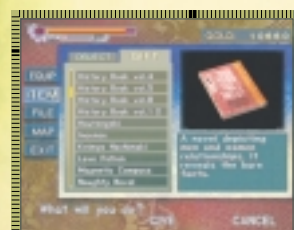
One of the best new features of *Onimusha 2: Samurai's Destiny* is the Gift Exchange system, which adds a lot of depth to the gameplay. As Jubei travels the regions surrounding Yagyu Village and Imasho Town, he will find miscellaneous items that are stored in the "Gift" menu.

After meeting the sub-characters Oyu, Ekei, Magoichi and Kotaro, Jubei can offer these "Gift" items to any of them in exchange for other items. Depending on how the sub-character feels about the offered gift, they might return the favor by giving useful items to Jubei.

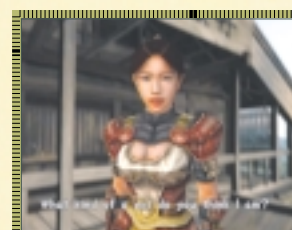
In addition to the trade of gifts, there is also a hidden alliance meter that increases between Jubei and the sub-characters. As more items are offered to a sub-character, and as long as they continue to respond positively, Jubei will become increasingly good friends with that character. The better allied you are with a sub-character, the more often that person will appear during the game to help Jubei as well as offer dialog and advice.

GIFT EXCHANGE BASICS

After triggering the meeting event with Magoichi and Ekei in the mining town of Imasho, Jubei receives the **Gift Exchange** instructions explaining how the system works. Basically, whenever you see a sub-character approach one of them until a small green icon appears in the bottom-right corner of the screen. When this occurs, press the START button to enter the Gift submenu. Select an item from your inventory and press \times to offer the item. After confirming your choice, the sub-character will see the item, react to the offer, and respond accordingly.



Press START to enter the Gift menu. Select an item and press \times to offer it.



The person will react favorable to the item, or not...

You can trade items with the four sub-characters wherever and whenever you see them. If the icon doesn't appear, it means the sub-character isn't interested in trading items at that moment. This sometimes occurs when encountering the sub-characters outside of Imasho Town, depending on the current situation in the game. The easiest place to exchange Gifts is when the sub-characters are relaxing at various positions around Imasho.

REACTIONS TO GIFTS

Each sub-character has a different set of items that they like and items that they hate. Their reactions are all based on their personality traits displayed during the game. For each sub-character, there are at least six possible reactions to each offer.

VARIOUS REACTIONS

If you offer a gift to a person who might enjoy that type of item, they will react favorably and give you a good item in return. If the person requests a certain item, they will be very happy that the item fulfills their desires. This is the way to obtain great items.

Sometimes a sub-character will accept the item, but he or she is somewhat disappointed with the trade. Less desirable items are returned in these situations. If a sub-character is offended by a particular offer, they will reject the trade outright. In such cases, the level of friendship between Jubei and the sub-character will decrease.

UNBALANCED TRADES

On occasion, a sub-character dislikes an item so much that he or she will give Jubei an item in return that they don't like either. Strangely, this is the way to obtain some rare Gift items, volumes of history, Artworks featuring beautiful maidens, and sometimes the extremely rare Fossilized Bones required to obtain the Black Necklace late in the game. Although Jubei benefits greatly from such unbalanced trading, alliance points with sub-characters decrease in the bargain.

CHARACTER-SPECIFIC EQUIPMENT

If you purchase an equipment item at the Imasho Town shop that's marked for use by one sub-character only, offering it to another sub-character will decrease alliances with them. The sub-character for whom the weapon or armor piece is intended will react very favorably to the offer, and will return the favor by giving Jubei his first and second level Technique manuals. With these items in his possession, Jubei can charge the power of his attacks to even higher levels. Giving an armor or weapon piece to the person for whom it is designed increases alliance levels, but only to a small degree.

LEVELS OF ALLIANCE

As Jubei completes more and more favorable gift exchanges with one sub-character, the alliance between the samurai and his new friend will rise to greater levels. The sub-character will begin to appear more often in the game, revealing more of his or her story and assisting Jubei during boss battles and certain combat events.

If the alliance level between Jubei and the sub-character rises to a required degree, then the sub-character will become playable for a brief period of time during the game. The differences between playing as Jubei and playing as one of the sub-characters is fully discussed in the "Side Quests" chapter.

SPOTTING YOUR LEVEL OF FRIENDSHIP





Sub-characters indicate something about the level of alliance between themselves and Jubei at the start of each gift exchange transaction. At the beginning of the game, when Jubei has no alliance with any of the sub-characters, the person who you offer an item to will enter the transaction with his or her back turned to Jubei. The person seems almost bothered by your presence, but that person's tune soon changes when he or she see a likeable item.

During your first visit to Imasho Town, several favorable item trades are required to increase your alliance with a sub-character to the point where he or she no longer starts with their back turned. When a sub-character starts each transaction facing Jubei respectfully, it means that Jubei and the sub-character are friendly enough that the person might appear in cut-scene events during the game, as well as lend assistance in combat. Upon achieving this level, trade around a half-dozen more gifts in a favorable fashion and the sub-character might even become playable for a short time!

Oyu is different than the male sub-characters, because her alliance level with Jubei starts at the respectful level. She will enter each transaction already facing Jubei. However, if you offer her insulting items, the alliance level with her will decrease. After a few bad offers, she will turn away from Jubei at the start of each new trade.

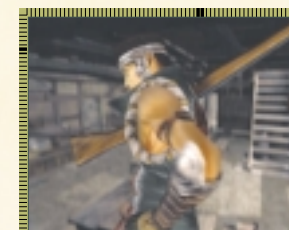
BONDING WITH SUB-CHARACTERS

The highest level of alliance possible between Jubei and a sub-character is realized when the person starts each transaction with a familial gesture. The following describe those gestures:

-  Ekei waves hello.
-  Magoichi salutes with his gun.
-  Oyu smiles coyly.
-  Kotaro drops from hanging upside down.

If one of these animations occurs at the start of each new transaction, you have achieved a level of "bonding" with the sub-character. The bonding level indicates that you can definitely see all of that character's events and get their help in many of the boss fights.

Keep in mind that it's possible to reach the bonding level with more than one sub-character! In such a case, you will see some of one sub-character's events and some of the other, but the results are tied to the difference between exactly how many favorable transactions you have had with one bonded sub-character over the other. As you trade items, it's a good idea to keep a tally sheet by your side, and give yourself a checkmark for each favorable trade with each character. This is the surest way to know who your best ally is.



The person is turned away, so you know that the alliance level is very low.



When facing Jubei right away, a level of respect has developed.



When the sub-character performs a friendly gesture, Jubei has "bonded" with the character and the alliance has solidified.

SUB-CHARACTER POLITICS

Alliance levels are hampered by the differences between the sub-characters, which Jubei can't do anything about. For example, Magoichi and Ekei display a strong hatred toward one other, and this enters into the story line over and over again. Therefore, the more friendly Jubei gets with Magoichi, the more his alliance level decreases with Ekei. The reverse is also true. If Jubei gets too chummy with Ekei, then Magoichi will appear less in the game.

In a similar sense, Kotaro is distrustful of Oyu, so he will become less and less friendly if Jubei continues to trade items favorably with the young woman. It is possible to be friendly or even bonded with both of them, but your alliance with Kotaro will always take precedence over your alliance with Oyu and he will be a bigger part of the game. Thus, to make Oyu enter the story line more often, you must ignore Kotaro completely in the gift exchange system. On the other hand, you can still be very friendly with Oyu and trigger several of her events and still have Kotaro as an ally. The catch is that you must trade just a few more items favorably with Kotaro than Oyu.

ITEM EXCHANGE TABLES

Learn where to obtain all of the Gift Exchange items in this section! In the following tables, each gift exchange transaction is rated with a letter scale. The letter indicates how many alliance points are lost or accrued by giving the item to one of the sub-characters. If the amount of actual points accrued is different somehow, the points are listed as a (+) or (-) next to the letter.

LOCATIONS

Imasho Town is the default location for all gift exchange results in the following tables. If a location is specified in the "Special Traits" column, it means that you will experience a different result if you offer that item to the character at a location outside of the Imasho mining town. The letter value of the trade is specified after the forward slash.

COMBO

When you see "Combo with" in the Special Traits column of the table, it means that if you give the specified item to the sub-character first, then give the item for which this description appears, the second item trade will build upon the result of the first, and an entirely unique reaction will occur as opposed to giving the two items separately at different times. It seems that sometimes, Watermelon is just more favorable with Salt...

BENEFITS OF ALLIANCE

Sometimes a sub-character's reaction to an item will be modified when Jubei is already bonded tightly with that person. Good friends will be more accepting of a lesser gift than someone who is almost a complete stranger!

ITEM TRADING & ALLIANCES

GIFT EXCHANGE RANKS

VALUE	POINTS	SUB-CHARACTER REACTION
A	+50	Receives an extremely favorable item
B	+30	Receives a good item
C	+10	Accepts a so-so item
D	-10	Angrily accepts an unwanted item
X	-70	The item was received from the sub-character it is offered to, so it's rejected
Y	-30	Sub-character gently rejects an item
Z	-50	Sub-character firmly rejects an item

COMPLETE ITEMS LIST

NAME	DESCRIPTION	OBTAIN FROM
Ashura Garment	Armor for Ekei	Kotaro
Loaded Dice		Gold Mine Entry, Searching Miner after Gifu
Oolong Tea		Item box, Yagyu Village Tearoom
Vodka		First shop list
Emblem	Chalk (from Devoted Son), get Tale of the Heike (from Ekei), get Emblem (from Magoichi), get Melon (from Kotaro), get Orange Necklace (third trip to town)	Magoichi
Crown		Oyu
Blue Parrot	Appears in first item shop list only	First shop list (sold out in second shop list)
Red Parrot	Appears in second item shop list only	Second shop list (sold out in third shop list)
Green Parrot		Third shop list
Incese		Castle Gifu Entry Hall 1F
Fairy Tale Book		Second shop list
Music Box		Ekei
Pirates Costume	Armor for Magoichi	Oyu
Pocket Watch		Third shop list
Frog		Yagyu Village, Dragon God Pond, ground
Sake from Kaga		Oyu
Mirror		Gold Mines NE Treasure Cave
Sponge Cake		Magoichi
Gabishi	Weapon for Kotaro	Third shop list
Beetle		Imasho Town Mountain Path (Appears if you press <input type="checkbox"/> button continually during the cutscene)
Hair Oil		Kotaro
Hair Ornament		Second shop (sold out at third shop)
Cameo		Magoichi
Playing Cards		Oyu
Dead Flowers	Changes over time from Bouquet	
River Fish		Fog Valley, Mountain Stream
Pickled Plum		Magoichi
Pipe		Item box, Imasho Town Save Point
Silver Coin		Kotaro
Golden Egg	Turns into Golden Chick over time	Laid by Brown Chick
Golden Chick	Turns into Golden Chicken over time	Changes from Golden Egg
Golden Chicken		Changes from Golden Chick
Rotten Fish		Changes over time from Raw Fish
Comb		Imasho Town, Marketplace, third merchant
Rouge		Magoichi
Glass		Imasho Town Stables, man near Iron Horse
Black Beer		Imasho Town Bar, bartender after Gifu (pay 100 gold)
Keimyo Hachimaki	Armor for Kotaro	Second shop list
Fur Skin		Imasho Town Bar Upper Level, first miner (After Kotaro appears)
Tea		Kotaro
Chinese Fiddle		Oyu
Ancient Coin		Oyu

NAME	DESCRIPTION	OBTAIN FROM
Koban (gold coin)		Dog at Imasho Town, Gold Mine Entry
Ancient Documents		Imasho Town Stables, First Peasant
Goraishinki	Weapon for Magoichi, Book of Secrets Decision	Third shop
Confetti		Imasho Town Main Street, First Peasant
Dice		Gold Mine Entrance, Searching Miner
Deer Antler		Ekei
Fancy Paper	Reaction Item for Ekei	Ekei (exchange for Calligraphy Kit)
Potassium Nitrate	Involves event for Magoichi	Three locations in Gold Mines, marked on special map
Plant Book		Second shop list
Calligraphy Kit		Third shop list
Silver Armor	Armor for Oyu	Second shop list
Watermelon		Ekei
Crystal Ball		Item Box, Castle Gifu Commons, bottom of spiral ramp
Scarf		Ekei
Stamina Drink	Involves event for Ekei	Found in Oni Sacred Place B1F Torture Room, during event
Folding Fan		Item box, Imasho Town Bar Upper Level
Abacus		Yagyu Village, Mansion Closet
Strategy Book		Kotaro
Black Pill		Third shop list
Taizo Mandala		Imasho Town Marketplace, Drunk Monk
Taiheiki	A Tale of Great Peace	Oyu
Egg	Turns into Chick over time	First shop list
Pandora's Box		Third shop list
Dumpling Cake		Kotaro
Textile Fabrics		Ekei
Globe		Item box, Imasho Town Marketplace
Brown Egg	Turns into Brown Chick over time	Laid by Chicken
Brown Chick	Turns into Brown Chicken over time	Changes from Brown Egg
Brown Chicken	Lays a Golden Egg over time	Changes from Brown Chick
Pickled Vegetables		Kotaro
Pick		Imasho Town Bar Upper Level, second miner after Gold Mines
Tengu Mask		Imasho Town Stables, item box
Salt		First shop list
Copper Coin		Magoichi
Raw Fish	Turns into Rotting Raw Fish over time	Kotaro
Broken Bell	Involves event for Ekei	Imasho Town Stables, girl thief
Western Boots	Armor for Magoichi only	Second shop list
European Hat		Magoichi
Collected History Book	Gather all History Books Vol. 1-10 and they become this	Appears after gathering all 10 History Books
History Book Vol. 1	Gather all 10 to make Collected History Book	Gifu Castle 1F Stairs
History Book Vol. 2	Gather all 10 to make Collected History Book	Imasho Town Stables, Yellow Dressed Woman
History Book Vol. 3	Gather all 10 to make Collected History Book	Oyu
History Book Vol. 4	Gather all 10 to make Collected History Book	Imasho Town Gold Mine Entrance, item box
History Book Vol. 5	Gather all 10 to make Collected History Book	First shop list (sold out in second shop list)

NAME	DESCRIPTION	OBTAIN FROM
History Book Vol. 6	Gather all 10 to make Collected History Book	Ekei
History Book Vol. 7	Gather all 10 to make Collected History Book	Kotaro
History Book Vol. 8	Gather all 10 to make Collected History Book	Third shop list
History Book Vol. 9	Gather all 10 to make Collected History Book	Imasho Town Bar Upper Level, man asleep on balcony, First trip only (after meeting Kotaro)
History Book Vol. 10	Gather all 10 to make Collected History Book	Second shop list
Chicken	Lays a Brown Egg after a long time	Changes over time from Chick
Cloth		Imasho Town Blacksmith's, item box
Hard Boots	Armor for Oyu	Magoichi
Chalk	Chalk (from Devoted Son), get Tale of the Heike (from Ekei), get Emblem (from Magoichi), get Melon (from Kotaro), get Orange Necklace (third trip to town)	Devoted Son in item shop, after Gold Mines
Tube for Pigeon Leg	Item from Kotaro event only	Barawashya located at Fog Valley, Mountain Stream
Bouquet	Becomes Dead Flowers over time	Imasho Town Stables, walking man, after Gold Mines
Bread		Oyu
Hien Kyahan	Armor for Kotaro	Ekei
Gourd		Gifu East Area, God of East Shrine
Chick	Becomes Chicken over time	Changes over time from Egg
Naughty Novel		Third shop list
Phirangi	Weapon for Oyu	Third shop list
Wind Bell		Magoichi
Recorder		Oyu
Fork		Yagyu Village, Mansion Food Storage
Fudo Leg Guard	Armor for Ekei	Second shop list
Fish Rice		Kotaro
Pair Ring		Third shop list
Tale of the Heike	Chalk (from Devoted Son), get Tale of the Heike (from Ekei), get Emblem (from Magoichi), get Melon (from Kotaro), get Orange Necklace (third trip to town)	Ekei
Persian Carpet		Ekei
Telescope		Imasho Town Mountain Path, item box
Houtengeki	Weapon for Ekei	Third shop list
Conch		First shop list
Love Potion		Second shop list
Kaleidoscope		Item box
Unique Mushroom	*Value changes at random	Ground of Imasho Town Mountain Path, Oni Sacred Place Torture Room, dropped by demons
Melon	Chalk (from Devoted Son), get Tale of the Heike (from Ekei), get Emblem (from Magoichi), get Melon (from Kotaro), get Orange Necklace (third trip to town)	Kotaro
Grilled Fish		First shop list
Compass		First shop list only
Lemon		Second shop list
The Analects		Ekei
Wine		Magoichi
Wasabi		Yagyu Village Mansion Backyard, on ground
Wonder Flower	The change in bond from the item just handed over is negated	First shop list, dropped by demons

ITEMS OFFERED TO OYU

NAME	VALUE	SPECIAL TRAITS
Ashura Garment	Z	
Loaded Dice	Y	
Oolong Tea	B	
Vodka	D	
Emblem	Y	At 600 alliance points/D
Crown	X	
Blue Parrot	D	Outside Imasho Town/A (+100)
Red Parrot	A	At Gifu East Area Waterfall/D

NAME	VALUE	SPECIAL TRAITS
Green Parrot	D	
Incese	B	
Fairy Tale Book	D	
Music Box	A	
Pirates Costume	X	
Pocket Watch	B	
Frog	B	
Sake from Kaga	X	
Mirror	A	Combo with Comb/A (+100)
Sponge Cake	C	Combo with Sponge Cake/A (+100)
Gabishi	Y	
Beetle	B	
Hair Oil	B	Combo with Comb/A (+100)
Hair Ornament	A	
Cameo	A	
Playing Cards	X	
Dead Flowers	D	
River Fish	C	
Pickled Plum	B	
Pipe	Z	
Silver Coin	A	
Golden Egg	A (+100)	
Golden Chick	A (+150)	
Golden Chicken	A (+200)	
Rotten Fish	D	
Comb	A	If it's the first item traded/A (get Super M. Liquid)
Rouge	A	Always gives Pirates Costume
Class	A	Combo with Wine/A (+100)
Black Beer	C	
Keimyo Hachimaki	Z	
Fur Skin	A	
Tea	A	Combo with Lemon/A Combo with Sponge Cake/A (unique dialogue)
Chinese Fiddle	X	
Ancient Coin	X	
Koban (gold coin)	Z	
Ancient Documents	D	
Goraishinki	Z	
Confetti	B	
Dice	C	
Deer Antler	B	
Fancy Paper	B	
Potassium Nitrate	Z	At 700 alliance points/C
Plant Book	B	
Calligraphy Kit	Z	At 900 alliance points/C
Silver Armor	A (+80)	Always receive Tech. Manual
Watermelon	Y	At 600 alliance points/D
Crystal Ball	A	
Scarf	A	
Stamina Drink	Z	Combo with Naughty Novel/Z (unique dialogue), Combo with Love Potion/A (+100)
Folding Fan	C	
Abacus	C	
Strategy Book	D	
Black Pill	B	
Taizo Mandala	Y	
Taiheiki	X	
Egg	D	
Pandora's Box	D	Outside Imasho Town/A (+100)
Dumpling Cake	D	Outside Imasho Town/A (+100)
Textile Fabrics	A	
Globe	Y	
Brown Egg	B	
Brown Chick	Z	
Brown Chicken	D	Outside Imasho Town/D (unique dialogue)
Pickled Vegetables	C	
Pick	Z	
Tengu Mask	Z	Combo with Naughty Novel/A (+100), Combo with Love Potion/A (+100)

ITEM TRADING & ALLIANCES

NAME	VALUE	SPECIAL TRAITS
Salt	C	
Copper Coin	C	
Raw Fish	D	
Broken Bell	Y	At 500 alliance points/C
Western Boots	Y	
European Hat	Z	At 600 alliance points/D
Collected History Book	Y	At 600 alliance points/C
History Book Vol. 1	Y	
History Book Vol. 2	B	
History Book Vol. 3	X	
History Book Vol. 4	Z	
History Book Vol. 5	C	
History Book Vol. 6	D	
History Book Vol. 7	D	
History Book Vol. 8	D	
History Book Vol. 9	Y	
History Book Vol. 10	D	
Chicken	Z	
Cloth	C	
Hard Boots	A (+80)	Always get Secret Medicine
Chalk	C	
Tube for Pigeon Leg	Y	At 500 alliance points/C
Bouquet	A	
Bread	X	
Hien Kyahan	Y	
Gourd	C	
Chick	B	
Naughty Novel	Z (-70)	At 800 alliance points/A(+100)
Phirangi	A (+100)	Always get Tech. Manual
Wind Bell	A	
Recorder	X	
Fork	A	
Fudo Leg Guard	Y	
Fish Rice	A	
Pair Ring	A (+200)	
Tale of the Heike	D	
Persian Carpet	B	
Telescope	C	
Houtengeki	Z	
Conch	Z	
Love Potion	A	
Kaleidoscope	B	
Unique Mushroom	Random Result	A (60), C (-10), D (-40), B (40), C (-10)
Melon	B	
Grilled Fish	D	
Compass	Z	At 600 alliance points/D
Lemon	C	Combo with Tea/A
The Analects	D	
Wine	B	
Wasabi	B	
Wonder Flower	C	

OYU'S POSSESSIONS

TRADE VALUE	ITEM POSSIBLE
A	Power Jewel
A	Magic Jewel
A	Sake from Kaga
A	Medicine
A	Medicine
A	N. Bullets x5 (unlimited)
B	Crown
B	Taiheiki
B	Herb
B	Herb
B	Herb
B	Fire Arrows x5 (unlimited)

TRADE VALUE	ITEM POSSIBLE
C	Recorder
C	Chinese Fiddle
C	Playing Cards
C	History Book, Vol. 3
C	Normal Arrows x5 (unlimited)
D	Bread
D	Ancient Coin
D	Artwork #1
D	Artwork #2
D	Fortune Cookie (unlimited)

ITEMS OFFERED TO KOTARO

NAME	VALUE	SPECIAL TRAITS
Ashura Garment	X	
Loaded Dice	D	
Oolong Tea	B	
Vodka	D	
Emblem	A	Always gives Melon
Crown	B	Imasho Town after Gold Mine/A
Blue Parrot	D	
Red Parrot	D	Imasho Town after Gold Mine/A (+100)
Green Parrot	A	Imasho Town after Gifu/D
Incense	A	
Fairy Tale Book	A	
Music Box	A	Always gives Ashura Garment
Pirates Costume	Y	
Pocket Watch	A	When offered outside Imasho/Z
Frog	D	
Sake from Kaga	D	
Mirror	B	
Sponge Cake	B	
Gabishi	A (+100)	Tech. Manual possible
Beetle	D	
Hair Oil	X	
Hair Ornament	Z	
Cameo	A	
Playing Cards	A	
Dead Flowers	Y	
River Fish	Z	
Pickled Plum	D	Imasho Town after Gifu/A
Pipe	Z	
Silver Coin	X	
Golden Egg	A (+100)	Imasho Town after Gifu/D
Golden Chick	A (+150)	Imasho Town after Gifu/D
Golden Chicken	A (+200)	Imasho Town after Gifu/D
Rotten Fish	C	Always gives a fresh Raw Fish
Comb	Z	
Rouge	Z	
Glass	D	
Black Beer	D	
Keimyo Hachimaki	A (+80)	Tech. Manual possible
Fur Skin	D	
Tea	X	
Chinese Fiddle	Z	
Ancient Coin	Z	Imasho Town after Gifu/B
Koban (gold coin)	C	
Ancient Documents	Y	Imasho Town after Gifu/B
Gorashinki	Y	
Confetti	B	
Dice	B	
Deer Antler	C	
Fancy Paper	B	
Potassium Nitrate	Z	At bonded level (600 pts.)/C
Plant Book	D	
Calligraphy Kit	C	Imasho Town after Gifu/B
Silver Armor	Z	

NAME	VALUE	SPECIAL TRAITS
Watermelon	C	Combo with Beetle/A (+100)
Crystal Ball	B	
Scarf	C	
Stamina Drink	Y	
Folding Fan	B	Combo with Wind Chime/A (+100)
Abacus	Z	Imasho Town after Gifu/B
Strategy Book	X	
Black Pill	B	
Taiheiki	C	Combo with History Book Vol. 8/A (+100)
Egg	D	
Pandora's Box	A (+100)	
Dumpling Cake	X	Outside Imasho Town/B, Demon Cave/C
Textile Fabrics	D	
Globe	A	Different reaction if first item offered
Brown Egg	B	
Brown Chick	B	
Brown Chicken	Z	Outside Imasho Town/D
Pickled Vegetables	X	
Pick	Z	
Tengu Mask	Z	Imasho Town after Gifu/B
Salt	C	Combo with Grilled Fish/A (+100)
Copper Coin	Z	At alliance level of 100 pts./C
Raw Fish	X	
Broken Bell	Z	At alliance level of 100 pts./C
Western Boots	Y	
European Hat	A	
Collected History Book	D	
History Book Vol. 1	D	
History Book Vol. 2	D	
History Book Vol. 3	Z	
History Book Vol. 4	Z	
History Book Vol. 5	D	
History Book Vol. 6	C	
History Book Vol. 7	X	
History Book Vol. 8	A	
History Book Vol. 9	C	
History Book Vol. 10	Y	
Chicken	B	
Cloth	B	
Hard Boots	Y	
Chalk	D	
Tube for Pigeon Leg	A	
Bouquet	D	
Bread	D	Outside Imasho Town/B, At Demon Cave/B
Hien Kyahan	A (+80)	Always gives Super M. Liquid
Gourd	C	
Chick	A	
Naughty Novel	Z	At 500 alliance points/A (+100)
Phirangi	Y	
Wind Bell	Z	Imasho Town after Gifu/A
Recorder	A	
Fork	C	
Fudo Leg Guard	Z	
Fish Rice	X	
Pair Ring	A (+200)	
Tale of the Heike	D	
Persian Carpet	B	Imasho Town after Gold Mines/A
Telescope	A	Outside Imasho Town/Y
Houtengeki	Y	
Conch	D	
Love Potion	Y	At 800 alliance points/C
Kaleidoscope	A	
Unique Mushroom	Random Results	A (+60), C (-10), C (-10), D (-40), D (-40), B (40), C (-10)
Melon	X	
Grilled Fish	D	Outside Imasho Town/B, At Demon Cave/B
Compass	A	Combo with Globe/A (+100)

NAME	VALUE	SPECIAL TRAITS
Lemon	B	Imasho Town after Gold Mine/A
The Analects	Y	At 600 alliance points/C
Wine	D	
Wasabi	D	
Wonder Flower	C	

KOTARO'S POSSESSIONS

TRADE VALUE	ITEM POSSIBLE
A	Power Jewel
A	Magic Jewel
A	Strategy Book
A	Medicine
A	Medicine
A	N.Bullets x5 (unlimited)
B	Fossilized Bone
B	Dumpling Cake
B	Hair Oil
B	Herb
B	Herb
B	Fire Arrows x5 (unlimited)
C	Tea
C	Raw Fish
C	Fish Rice
C	Silver Coin
C	N.Arrows x5 (unlimited)
D	Pickled Vegetables
D	History Book Vol. 7
D	Artwork #3
D	Artwork #4
D	Fortune Cookie (unlimited)

ITEMS OFFERED TO MAGOICHI

NAME	VALUE	SPECIAL TRAITS
Ashura Garment	Z	
Loaded Dice	Z	
Oolong Tea	B	
Vodka	B	
Emblem	X	
Crown	B	
Blue Parrot	A	
Red Parrot	D	
Green Parrot	A	Imasho Town after Gifu/D
Incense	D	Imasho Town after Gifu/A
Fairy Tale Book	Y	
Music Box	A	
Pirates Costume	A (+80)	Always gives Secret Medicine
Pocket Watch	A	
Frog	B	
Sake from Kaga	A	
Mirror	B	
Sponge Cake	X	
Gabishi	Z	
Beetle	D	
Hair Oil	B	
Hair Ornament	D	
Cameo	X	
Playing Cards	C	
Dead Flowers	Z	
River Fish	C	
Pickled Plum	X	
Pipe	A	
Silver Coin	C	
Golden Egg	B	
Golden Chick	A (+150)	
Golden Chicken	A (+200)	
Rotten Fish	B	
Comb	D	

ITEM TRADING & ALLIANCES

NAME	VALUE	SPECIAL TRAITS
Rouge	X	
Glass	D	
Black Beer	A	
Keimyo Hachimaki	Y	
Fur Skin	D	
Tea	C	
Chinese Fiddle	B	
Ancient Coin	A	
Koban (gold coin)	Z	Oni Sacred Place Underground Coliseum/C
Ancient Documents	A	When first item given, unique dialogue/A (gives Super M. Liquid)
Gorashinki	A (+100)	Tech. Manual possible
Confetti	Y	At 600 alliance points/B
Dice	A	
Deer Antler	A	
Fancy Paper	A	
Potassium Nitrate	B	Imasho Town after Gold Mines/A (always gives Burst Bullets x5)
Plant Book	B	Imasho Town after Gifu/D
Calligraphy Kit	B	
Silver Armor	Z	
Watermelon	D	
Crystal Ball	Z	
Scarf	Y	
Stamina Drink	C	At 800 alliance points/A
Folding Fan	D	
Abacus	B	
Strategy Book	A	Always gives Hard Boots
Black Pill	D	
Taizoh Mandala	D	
Taiheiki	A	
Egg	B	
Pandora's Box	D	
Dumpling Cake	Y	
Textile Fabrics	Y	At 600 alliance points/A
Globe	D	Imasho Town after Gold Mines/A
Brown Egg	A	
Brown Chick	D	
Brown Chicken	B	
Pickled Vegetables	A	
Pick	Z	
Tengu Mask	D	
Salt	C	Combo with Melon/A (+100)
Copper Coin	X	
Raw Fish	B	
Broken Bell	Z	
Western Boots	A (+80)	Tech. Manual possible
European Hat	X	
Collected History Book	A (+300)	
Get Scapegoat Tag		
History Book Vol. 1	C	
History Book Vol. 2	C	
History Book Vol. 3	C	
History Book Vol. 4	C	1-5 Vols./C
History Book Vol. 5	C	6-9 Vols./C
History Book Vol. 6	C	10 Vols./A (+100)
History Book Vol. 7	C	Get Scapegoat Tag
History Book Vol. 8	C	
History Book Vol. 9	C	
History Book Vol. 10	C	
Chicken	B	
Cloth	C	
Hard Boots	X	
Chalk	D	
Tube for Pigeon Leg	Z	
Bouquet	Z	At 700 alliance points/A
Bread	D	
Hien Kyahan	Y	

NAME	VALUE	SPECIAL TRAITS
Gourd	Z	At 500 alliance points/B
Chick	B	
Naughty Novel	B	At 800 alliance points/A (+100)
Phirangi	Y	
Wind Bell	X	
Recorder	B	
Fork	B	Combo with Melon/A (+100)
Fudo Leg Guard	Y	
Fish Rice	Z	
Pair Ring	A (+200)	
Tale of the Heike	A	Always gives Emblem
Persian Carpet	Z	At 600 alliance points/A
Telescope	B	Imasho Town after Gold Mines/A
Houtengeki	Z	
Conch	A	
Love Potion	Z	At 700 alliance points/C
Kaleidoscope	C	
Unique Mushroom	Random Result	A (+60), C (-10), D (-40), B (40), A (60), D (-40), B (40), C (-10)
Melon	A	
Grilled Fish	B	
Compass	D	Imasho Town after Gold Mines/A
Lemon	D	Combo with Grilled Fish/A (+100)
The Analects	B	
Wine	X	
Wasabi	D	Combo with Raw Fish/A (+100)
Wonder Flower	C	

MAGOICHI'S POSSESSIONS

TRADE VALUE	ITEM POSSIBLE
A	Power Jewel
A	Magic Jewel
A	Rouge
A	Medicine
A	Medicine
A	N.Bullets x5 (unlimited)
B	Fossilized Bone
B	Sponge Cake
B	European Hat
B	Herb
B	Herb
B	Fire Arrow x5 (unlimited)
C	Wine
C	Cameo
C	Wind Bell
C	N. Bullets x5 (unlimited)
D	Pickled Plum
D	Silver Coin
D	Artwork #5
D	Artwork #6
D	Fortune Cookie (unlimited)

ITEMS OFFERED TO EKEI

NAME	VALUE	SPECIAL TRAITS
Ashura Garment	A (+80)	Always gives Super M. Liquid
Loaded Dice	A	
Oolong Tea	B	Combo with Dumpling Cake/A (+100)
Vodka	A	First item given, unique dialogue/A (gives Secret Medicine)
Emblem	C	
Crown	A	
Blue Parrot	A	
Red Parrot	D	Imasho Town after Gold Mines/A (+100)
Green Parrot	D	Imasho Town after Gifu, unique dialogue/D
Incense	C	
Fairy Tale Book	D	
Music Box	X	
Pirates Costume	Y	
Pocket Watch	B	

NAME	VALUE	SPECIAL TRAITS
Frog	B	
Sake from Kaga	A	Outside Imasho Town/C
Mirror	D	
Sponge Cake	B	Imasho Town after Gold Mines/A
Gabishi	Z	
Beetle	Y	
Hair Oil	Z	
Hair Ornament	Z	
Cameo	D	
Playing Cards	D	Imasho Town after Gifu/B
Dead Flowers	C	
River Fish	C	
Pickled Plum	A	
Pipe	D	
Silver Coin	B	
Golden Egg	A (+100)	
Golden Chick	A (+150)	
Golden Chicken	A (+200)	
Rotten Fish	C	
Comb	Z	
Rouge	D	
Glass	C	
Black Beer	D	
Keimyo Hachimaki	Z	
Fur Skin	A	
Tea	C	
Chinese Fiddle	C	Imasho Town after Gifu/B
Ancient Coin	Z	At 500 alliance points/C
Koban (gold coin)	A	
Ancient Documents	D	
Gorashinki	Z	
Confetti	C	Imasho Town after Gold Mines/A
Dice	D	Imasho Town after Gold Mines/A
Deer Antler	X	
Fancy Paper	X	
Potassium Nitrate	Z	At 600 alliance points/C
Plant Book	Z	
Calligraphy Kit	A	Always gives Fancy Paper
Silver Armor	Z	
Watermelon	X	
Crystal Ball	A	
Scarf	X	
Stamina Drink	A	Offered at Oni Sacred Place Lift Device Room, always gives a Tech. Manual/A (+100)
Folding Fan	A	Offered at Gold Mines locations/A (+100)
Abacus	C	
Strategy Book	C	
Black Pill	Z	
Taizoh Mandala	A	
Taiheiki	Z	At 700 alliance points/B
Egg	Z	At 700 alliance points/C
Pandora's Box	D	
Dumpling Cake	B	Imasho Town after Gold Mines/A
Textile Fabrics	X	
Globe	C	Imasho Town after Gifu/B
Brown Egg	D	
Brown Chick	Z	
Brown Chicken	Z	
Pickled Vegetables	B	
Pick	C	Offered at Gold Mines locations/A (+100)
Tengu Mask	A	Offered outside Imasho Town/Y
Salt	C	
Copper Coin	C	
Raw Fish	A	
Broken Bell	A (+100)	
Western Boots	Z	
European Hat	D	
Collected History Book	C	
History Book Vol. 1	C	

NAME	VALUE	SPECIAL TRAITS
History Book Vol. 2	A	
History Book Vol. 3	B	
History Book Vol. 4	C	
History Book Vol. 5	C	
History Book Vol. 6	X	
History Book Vol. 7	D	
History Book Vol. 8	Z	
History Book Vol. 9	Z	
History Book Vol. 10	D	
Chicken	Y	At 600 alliance points/A
Cloth	Y	
Hard Boots	Z	At 500 alliance points/B
Chalk	D (+0)	
Tube for Pigeon Leg	D	Always gives Tale of the Heike
Bouquet	C	
Bread	C	
Hien Kyahan	X	
Gourd	B	Combo with Sake from Kaga/A (+100)
Chick	Y	Imasho Town after Gifu/C
Naughty Novel	A (+1000)	Always gives Hien Kyahan
Phirangi	Y	
Wind Bell	C	
Recorder	D	Imasho Town after Gifu/B
Fork	D	
Fudo Leg Guard	A (+80)	Tech. Manual possible
Fish Rice	D	
Pair Ring	Z	At 700 alliance points/A (+200)
Tale of the Heike	X	
Persian Carpet	X	
Telescope	A	
Houtengeki	A (+100)	Tech. Manual possible
Conch	C	
Love Potion	A	
Kaleidoscope	Z	Imasho Town after Gifu/B
Unique Mushroom	Random Results	A (+60), A (60), D (-40), C (-10), B (40), C (-10)
Melon	A	
Grilled Fish	A	
Compass	C	
Lemon	D	
The Analects	X	
Wine	A	Combo with Vodka/A (+100)
Wasabi	B	
Wonder Flower	C	

EKEI'S POSSESSIONS

TRADE VALUE	ITEM POSSIBLE
A	Power Jewel
A	Magic Jewel
A	Music Box
A	Medicine
A	Medicine
A	N. Bullets x5 (unlimited)
B	Fossilized Bone
B	The Analects
B	Scarf
B	Herb
B	Herb
B	Fire Arrows x5 (unlimited)
C	Persian Carpet
C	Watermelon
C	Deer Antler
C	N. Arrows x5 (unlimited)
D	Textile Fabrics
D	History Book Vol. 6
D	Artwork #7
D	Artwork #8
D	Artwork #9
D	Fortune Cookie (unlimited)