

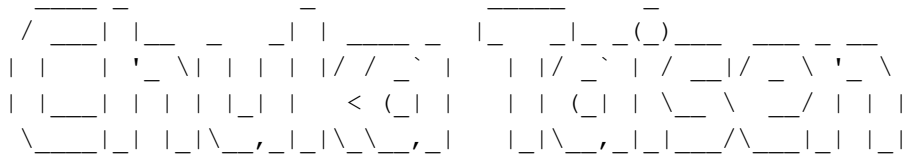
# Chuka Taisen (Import) FAQ/Walkthrough

by Da Hui

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:  
<http://faqs.retronintendo.com>

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| 1. - Controls | CT1 |
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- D-Pad - Move
- A - Activate Ability
- B - Shoot
- Start - Pause
- Select - No Use

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| 2. - Walkthrough | CT2 |
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## Round 1: Japan

The beginning of this stage is very simple with just some origami monsters and birds. After a while, there will be a couple of bowls and clouds all pretty much at once. To top that off, there will also be a turtle on the bottom of the stage. After a couple more of these enemies, you will reach a cloud master. Kill him and enter the door to select an ability. You will then face some more clouds and bowls.

There will be some pigs, they will be the same as turtles so don't worry too much about them. Some pig heads will appear along with the other regular enemies. Avoid the rocks along the bottom because if you get caught in front of

these as you fly off screen, you'll die. You will eventually reach the boss. This giant chicken will shoot five feathers to the left at once, followed by two single shots. Just keep aiming for his head until he dies.

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#### Round 2: Egypt

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This stage will also start with origamis and birds. After a couple quick waves, some pig and cat heads will attack you. There will also be a couple of cats walking along the ground. It will get pretty complicated soon when a lot of enemies will appear while rocks float to the left. They don't shoot anything but they do take a while to kill. There will be a lot more pig and cat heads for a while.

When you reach more rocks, you will meet some more birds and origami. However, you will quickly go back to the waves of animal heads. After another cloud master you will come across an area with a lot of enemies and rocks again. You will eventually reach the boss. He will shoot random lightning bolts toward you. Avoid those and aim for his head until he dies.

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#### Round 3: China

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This round will begin the same way as the last. There will be a few birds and origamis but then you will quickly run into some bowls, cat heads, and clouds. A few samurais will also walk along the bottom during this portion. Some monkeys will also start walking around the ground and you will reach a cloud master. After some more regular enemies you will reach a couple of birds and origamis again.

After two quick waves of those, you will run into wave after wave of all different enemies that you have already ran into this round. You will run into one more cloud master where you can select another ability if you'd like and then you will quickly reach the boss. This boss is oddly even easier than the previous two. He shoots straight shots to the left. Avoid them and hit the dot on his forehead until he dies.

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#### Round 4: Hong Kong

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This round will start with some origamis and cat heads. Shortly after the dragon are a lot of cards flying at you while firing at you. Some animal heads and clouds will attack you while various ground enemies will be along the ground. After a few more waves of enemies, you will reach a cloud master. There will be a lot of different animal heads floating around while ground enemies will shoot at you.

After a few more waves of enemies. You will see these large asteroid objects slowly floating from the right to the left. They are basically the same as the rocks you experienced in the previous rounds except bigger. From here, you can actually access a hidden level, which is the next round listed as Round ??. To access it, after the asteroids begin, look for the second dragon. Move to the ground in between the green rocks right after the second dragon and wait until it pushes you off the screen. Normally, you will die in this situation, but this is a hidden path to the hidden stage.

After the next cloud master, you will reach a couple more animal heads with

ground enemies until you reach the boss. The boss will shoot three fireballs in a straight line and then shoot a spread shot at you. Hit him in the belt buckle until he dies.

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Round ??

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This hidden round will begin with a couple of cat heads and origamis floating towards you. After a couple of waves, you will fight off some birds and some panda heads will appear behind you. You will then run into a pig cannon and more origami monsters. After the pig cannon, you will see a cloud masters accompanied by some more cat heads and clouds. Fight off a couple more pig cannons while killing the cat heads and clouds. After a few waves, you will have to avoid panda heads as they appear behind you again. You will then float into a couple of dragons and panda heads will attack from ahead of you as well.

After the panda heads, you will go back to fighting off the cat heads and origamis. After a few waves of those, a couple of asteroids will also appear. You will then face a couple waves of pig heads along with several more pig cannons and dragons while you are still fighting off the asteroids. After the waves of pig heads, you will go back to cat heads and origamis. You will face another cloud master with clouds and then it will go back to pig heads and cat heads along with pig cannons and dragons on the ground. The boss of this round is the same samurai as round 4. The boss will shoot three fireballs in a straight line and then shoot a spread shot at you. Hit him in the belt buckle until he dies.

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Round 5: Outter Realm

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You will start out against birds and origamis. Along with the ground enemies will be several panda heads attacking you. Some cards will appear a couple of waves later along with rocks that will fall from the top of the screen. Kill a few more waves until you reach the cloud master. After the first cloud master, the round will basically repeat itself. Keep going until you reach the next cloud master.

After you kill him, some more rocks will fall from the top of the screen. Some more panda heads and cars will appear until a third cloud master appears. Kill him and then you will reach different animal heads. Avoid the ground enemies as well until you reach the boss of this round. The dragon will shoot seven fireballs out of his mouth in the general direction of your character. Just keep shooting at the dot on his head until he dies.

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Round 6: Space

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This stage will begin with a couple of origamis and a lot of birds. There will be a lot of cats that seem to walk around in the air and some are upside down walking along the top of the screen. You will notice some big rocks in the middle of the screen after a while too so make sure you don't get caught behind them of the screen will crush you. After the first set of rocks will be the first cloud master.

Keep going while avoiding the rocks and you will reach some clouds that will spawn in random spots in the map and then fly straight at you. You will then run into some more cat heads and cats until you reach the next cloud master.

Keep going a little further and you will see four suns in the background. Here you will refight previous bosses. The boss battles will go in this order: Goblin, Samurai, and then Dragon. They don't change in any way and there is no special boss for the end of the game.

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### 3. - Bosses

CT3

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Giant Chicken            The Giant Chicken is a pretty simple boss. He will fly  
Round 1                    around the right portion of the screen and shoot feathers.  
Japan                      The first shoot will be five feathers at once. The middle  
                             feather will be aimed at you while the rest will go straight  
                             to the left. He will then shoot two single shots. After  
                             that, the attacks are repeated. You have to hit him in his  
                             head to kill him.

Goblin                    The Goblin is probably easier than the Giant Chicken. He  
Round 2                    will fly around the right portion of the screen and shoot  
Egypt                      sets of eight lightning bolts. They are shot in your general  
                             direction but none of them are specifically aimed at you.  
                             All you have to do to kill him is shoot him in the head.

Guru                      The Guru is even easier than the first two bosses. He will  
Round 3                    fly around the right portion of the screen and shoot sets of  
China                      seven orbs to the left. They will shoot horizontally until  
                             they fly off the screen. Simply shoot him in the dot on his  
                             forehead to kill him.

Samurai                  The Samurai is very similar to the Giant Chicken. He will  
Round 4/??                fly around the right portion of the screen and shoot  
Hong Kong                fireballs. He will shoot two fireballs in a straight line, a  
                             spread shot, and then one more fireball. Simply shoot him in  
                             his belt buckle to kill him.

Dragon                    The Dragon is like a mix of the Goblin and the Chicken. He  
Round 5                    will move around the right portion of the screen. He will  
Outter Realm             shoot seven orbs in the general direction of your character  
                             in the same fashion as the Goblin. every once in a while, he  
                             will also shoot two quick spread shots. Avoid his attacks  
                             and shoot at the dot on his head until he dies.

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### 4. - Abilities

CT4

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When you kill certain enemies, you will see an open door with a question mark in it. Simply enter this door to choose one of the abilities. If you wish to retain your current ability, you can select the exit option in the bottom left of the window.

Fire Wall                This ability will give you four fireballs that will circle  
                             around you. If an enemy touches one of the fireballs, they  
                             will die. When all four of the fireballs are used up, you  
                             can press A again to get all four back up. You cannot get  
                             the fire wall back up until all four fireballs are used.

Vert Shot                This ability will shoot two fireballs. The fireballs will go  
                             straight up above you and straight down below you. This  
                             ability isn't really worth it unless you like to stay around

the middle and right portion of the screen.

Fire Shot This ability is a really cool one. It gives you the short term benefit of the Fire Wall. There will be five fireballs that will circle you in a clockwise fashion and then shoot to the right when it reaches the top of your head. Try moving up or down while you shoot it from the top of your head to angle it so it will cover a wider area.

Ball Bomb This ability is probably the most useless one. All you do with it is throw bombs to the right of you. They don't go very far to the right. They will just arc downward to the right.

3Way Shot This ability is very similar to the Vert Shot except it has one extra shot. The third shot will shoot behind you to the left. Again, this ability only seems useful if you fly around the middle to the right of the screen.

Jump Bomb This ability is fired the same way as the ball bomb. The only difference is that instead of blowing up as it hits the ground, they will bounce off the ground. They actually bounce pretty high off the ground so these can be pretty useful.

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## 5. - Enemies

CT5

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Bird These enemies are weird looking, they have a baby's head with a bird body. They will fly in a straight line at an angle and will shoot at you when they reach the middle of the screen. Right before they hit the left side of the screen, they will fly in a straight line to the right.

Origami I'm not sure what these are supposed to be. They usually fly in sets of four in a straight line from right to left.

Bowl These will fly at a downward slope from the top, then straight down when they reach the middle, and then to the left along the bottom of the screen.

Cloud Clouds will fly along the top or bottom while shooting. When they reach the left portion of the screen, they will fly up or down, depending on where they start, and then fly to the right.

Turtle The turtles will just float in the water and shoot at you.

Cloud Master The wizard will be the small character on a cloud. They take a long time to kill and shoot some lightning bolts to the left. If you kill them, you can enter the door to choose a new ability.

Pig Cannon The pigs will sit on the ground with a cannon and shoot at you.

Pig Heads The pig heads are pretty quick. They will fly straight to the left and fire a shot at you. Just before flying off screen, they will stop and fly to the top right of the

screen.

- Cat Heads            The cat heads are just like the pig heads. The only difference is that instead of flying to the top right, they will fly to the top left.
- Cat                    The cat will walk from the right to the left along the ground while shooting at you.
- Samurai              These will walk around back and forth on the ground while firing shots at you.
- Monkey               Monkeys will walk to the left along the ground. When they get close to the left, they will jump backwards.
- Dragon                The dragon will sit on the ground and shoot at you.
- Card                  The cards will fly around at an angled line while shooting at you.
- Panda Heads         The panda heads will fly from the left and make a loop in front of you. They will fire at you and then fly off the screen to the left.

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6. - Disclaimer

CT6

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