Kabuki Quantum Fighter Boss FAQ

by Cronocless

game.

Updated to v1.1 on Jun 28, 2005

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KABUKI QUANTUM FIGHTER: BOSS FAQ
Written by Cronocless 7 2005
Version 1.1
cronocless@gmail.com
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1 INDDODUCTION
1.INTRODUCTION ===
Well, this is my first English guide. Commonly I write guides in Spanish
(because I'M from a country who speaks Spanish, obvious) but this time I
have written this guide for an interesting game of adventure for the NES:
Kabuki Quantum Fighter. This game was released in 1990 by the company Hal
(they have programed all Nintendo's Kirby saga) and also programed by the company Human (err If I'm not wrong they have programed Super Soccer
for SNES).
This game is so good but also short (only has six street)
This game is so cool, but also short (only has six stages!!)
I like this game because is some different, by example the protagonist of
this game is AN ACTOR OF JAPANESE KABUKI???. Yeah!, it's soooo weird see
this in a videogame, eh?.
And this game has a "futuristic" and interesting story (later I will tell
the story), the story is one of the points that atracts you to play this

Qualifing this game in a scale 1 to 10, my qualification is a 7.

2. FAQ's STORY

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[Version 1.0]:
Date: 02/19/2004

-Initial release of the FAQ

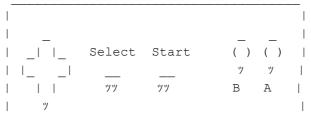
[Version 1.1]:
 Date: 06/17/2005

- I changed my e-mail: cronocless@gmail.com
- Update of all my FAQs (except Robotrek FAQ)
- Changes in the credits
- Changes in various sections

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3. CONTROLS

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[This is a NES controller, pretty huh? ^_^]

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UP

The character can go up using the ladders. That's the only use of this button... I think!.

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DOWN

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The character ducks on the floor.

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LEFT

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The character moves to the Left.

RIGHT ======= The character moves to the Right. SELECT ======= This button allows you to change weapons. Also you can use this button while the game is paused. ======= START ======= Pauses the game. While you're fighting against a boss (even if your game was paused), you can use Up/Down to exchange Chips and Energy... Oh yeah, that's great! ======= BUTTON A ======= The character jumps. ======= BUTTON B ======= You can use your weapons pressing this button. 4. WEAPONS ======= HAIR This is one of your default weapons. Simply your character uses his long hair to attack the enemies. ======= NAIL ======= (Well, appears to be a nail!) This is another default weapon. It's an effective long-range weapon, but is quite weak.

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KICK

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Well, this is not a weapon, but you can use a kick when you are hanging in anything.

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PUNCH

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When you duck and press "B", the character will punch. _____ ENERGY GUN ========== This is a "fireball". That's not much powerful, but useful sometimes. ========= FUSION GUN ========== A 3-Way weapon, useful where you can't reach some enemies. -----QUANTUM BOMBS =========== A powerful bomb effective against various enemies. _____ REMOTE CONTROL BOLO ================= "Three little things" (they look like bugs) attack a determinated target during some instants. 5. BOSSES OF THE GAME Really, this game have easy bosses, but some of them hard. I will give the best strategy to beat them more easily. BOSS ROUND 1 WEAPON OBTAINED: Energy Gun It's very easy!. He moves around the screen, but in a moment he stops and launches a flame, at that moment attack with the hair. Repeat the strategy, and soon this guy will be story! BOSS ROUND 2 WEAPON OBTAINED: Fusion Gun The boss of this stage is quite fast... and some tough, be careful!. He creates a blue ball that turns into a beam, that beam will seek you, also this boss moves repeatedly.... and he creates an image of himself, then try to hit the true boss! To beat this boss, use the "Energy Gun" or the hair.

BOSS ROUND 3 WEAPON OBTAINED: Quantum Bombs

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Another easy boss, but be careful!. He tranforms into a red monster,

and moves left or right avoid him by jumping or ducking depending the height of the floor where he is, then when he is on the floor launches

a liquid.

Use "Fusion Gun" or simply the hair.

BOSS ROUND 4 WEAPON OBTAINED: Remote Control Bolo

A difficult boss. First destroy the two things using "Fusion Gun", then fight with the boss. When the boss is on the ceiling, stand still until he makes a bubble and then shoots a beam, then evade the beam. When he shoots two beams, he will move around the screen and finally stand on the floor. Attack him by using "Quantum Bombs", also you can use the hair again, but this requires more time.

BOSS ROUND 5 WEAPON OBTAINED: Nothing

The boss is a robot, not much hard to beat. Try to reach his head, and attack using "Quantum Bombs" or "Remote Control Bolo".

Be careful!, evade the launched beam by him when exposes his head. Now prepare for the final battle!!!

BOSS ROUND 6 WEAPON OBTAINED: Nothing

Easy!, only attack him by using the hair, evading the fireball launched by him. After beating him you must..... FIGHT WITH THE FINAL BOSS!

FINAL BOSS!

It's tough, but using "Remote Control Bolo" you will win soon. I don't recommend to use the hair, is quite hard to hit him.

Well, Good Luck beating him!

After you killed the Final Boss, you will see the ending and the credits of this game. When the credits end, wait a few and you can access to the "Sound Test". Enjoy!!

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6. CREDITS

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- [To Hal & Human]
 For this game!!!
- [To my family, of course!!!!!]
- [To my friends]

- [To gamefaqs.com] For posting my FAQ's and allow to show my works to the others :) - [To Claudio Morales, my english teacher] For revising my (awful, hehe!) english in this FAQ. Thank you teacher! ===-----7. COPYRIGHT OF THE FAQ ===-----This FAQ is property of "Cronocless". 72005 Cronocless. It's only for personal use and free. DON'T use it for your own profit, this FAQ was a hard work which required so much time. You CAN'T reproduce partial or totally this FAQ. If you want to upload this FAQ in your webpage, I request you to send me a mail with that. Don't worry, I'll probably accept this :) Anything about this FAQ for example questions, suggestions, opinions, advertisement, contributions, etc. you can send this via mail: cronocless@gmail.com. When sending a mail about this FAQ, put the following title: "Kabuki Quantum Fighter FAQ: -motives here!-". _____ This was a FAQ by: 7 2 0 0 5 See you later, and thank you very much to read this FAQ!