

# Kid Niki: Radical Ninja FAQ/Walkthrough

by ZoopSoul

Updated to v6.0 on Jun 17, 2005

"Check your pulse, it's proof that you're not listening to..."

- R A D I C A L N I N J A -

ASCII Art by Atom Edge

Kid Niki: Radical Ninja  
Nintendo Entertainment System (NES)  
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version: 6.0  
date: 06/17/05

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|permission. I DEFINITELY WILL TAKE LEGAL ACTION, as my lawyer is one |  
\of the BEST IN THE STATE OF MISSOURI. Thank you. /

## ~ Revision History ~

~ 6.0 ~

Wow, it's almost been two years to the day since I last updated this file. Time's are a-changin'. Big update, as our good friend Retro Russell found a bunch of hidden crap to enjoy! Thanks Russ, you're a good guy.

~ 5.0 ~

Fixed up the formatting more.

~ 4 . 0 ~

Fixed a grave typo... Oh boy, I'm an idiot.

~ 3.0 ~

Updated the formatting with new stage headers. Enjoy.

~ 2.0 ~

Updated my format for my headers... Also corrected some mistakes. Enjoy.

$\sim 1.0 \sim$

Just got started on this puppy... My first NES FAQ. I feel alive. I took the Brian Sulpher route and decided to cover Kid Niki: Radical Ninja, since no one else had. Plus, I liked this game as a kid. On with the show, as they say.

~!~NOTE~!~

If you need to find a certain something in the guide, press and hold Control (Ctrl) and press the F key. Type out the word you are looking for, and search. If you're too lazy to do this, don't bother e-mailing or IMing me. Thank you.

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## I. INTRODUCTION

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Hello, and welcome to my sixth professional FAQ/Walkthrough for the gaming community. My last outing was with one of my idols, CVXFREAK, and

helped boost my will to write even further, which is why I am tackling such a tough subject as a game that has never been covered before. Why is this so hard? Well, considering I have no one to give me tips on my journey, it complicates matters even more. You have to search every nook and cranny of a game when it comes down to this, and while I state "I hope you find my walkthrough as satisfactory as that of a player's guide" in all of my guides, this time I mean that more than ever, considering it FEELS like making a player's guide. If you have any questions, suggestions, compliments, or quarrels, please feel free to e-mail me.

So then... Why Kid Niki: Radical Ninja? It is one of the many "regular Nintendo" games I remember playing growing up, and it still sticks in my mind. The enemies were very unique, and the game was just a thrill to play... and it still is. I hope that, if you do not own this game, you will pick up a copy as a used game store for fairly cheap, and use my guide in much delight. Then again, if you're reading this, you must really need help, or you just like reading my work randomly. Either way you go about it, I thank you from the bottom of my heart, as cheesy as that is to say, for supporting my new found hobby of FAQ Writing.

Signed sincerely,

-David

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Ia. Contact Me

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If you need me for anything whatsoever that isn't covered in the guide (as long as it has to do with the guide. Sorry, but I don't feel like hearing about how cute your kitten is if I don't really know you, yanno? Actually, kittens are cute..), You can contact me via e-mail, or sometimes IM. I check my e-mail several times a day; so don't hesitate if you have a question! But please read the long paragraph below my contact info.

E-Mail address: ZoopNOVA@aol.com

AIM: Zoop NOVA

Please only e-mail me if it's something you do NOT see in the guide. Try to look for it; If it's not there, feel free to e-mail me.

If you don't know how to e-mail me, just simply bring up a new, unwritten mail (this varies with different services. It should say "Write Mail" on the button, though) and write out my e-mail address. For the subject, type Kid Niki FAQ. In the body of the mail, write whatever you like, even hate mail! I don't care what you send, but positive feedback is always nice. But if you're into the hate mail thing, I can dig that, too.

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II. CONTROLS/BASICS

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D-Pad Right/Left = Moves backwards and forth

A = Jump

B = Attack

A + B = Jump Attack

Start = Pause

\* Note that you die in just one hit. Be aware of this. \*

\* Always come out swinging. Use that... uh... Stick thing... to swing all of the time. This will avoid your death. \*

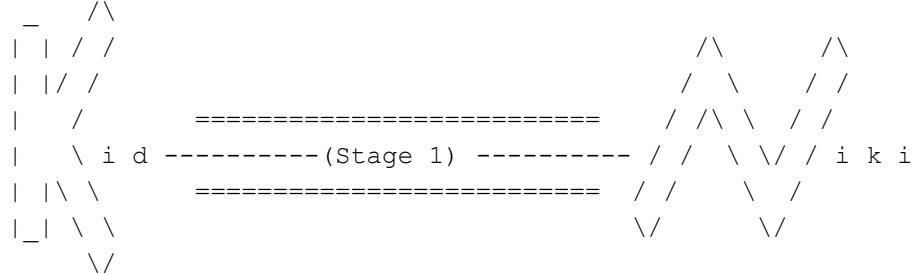
\* For bosses, you will lose that... sword-thing, of yours. You will have to go pick it up afterwards. \*

\* Keep in mind that the game is based on a timer. Keep your eye on the timer if you have to wait in a certain part of the game. \*

\* Keep an eye on the Area guide in the game. There are 15 areas. Once you reach the 8th Area, if you die, you will restart here. \*

\* All bosses die in five hits! \*

### III. WALKTHROUGH



"Ninja School... Will Help You!"

When the level starts out, you will be encountered with your first enemies in your epic quest to save that girl of your dreams. These enemies will be extremely simple to take care of. For the record, these enemies are called the "Blueys." They are Blue Ninjas with white masks. You will encounter "Redys," as well. They are much like the Blueys, except they have Mortal Kombat's Scorpion "Spear." Watch out for this attack. After they use this, they will run away. The "Spear" won't be very far, though, so don't worry.

The Path is straight-forward and doesn't require much skill. Just go along, killing the Blueys and Redys in the way. You will encounter some platforms, so get over them. There will be Floating Octopuses (and yes, I know that they aren't octopuses. I thought they were when I was little, and the idea stuck) in the way, so jump and strike them.

Keep climbing the platforms. At certain times, you may need to strike Blueys through the platforms to rid them if they're stuck. Sucks to be them. Keep along the way and you will reach a lake area. Do not fall in. You will need to make a long run to get across this, and a few more, as

well. Keep in mind that Redys can karate kick over the lakes, so be sure to kill them before they reach you.

There will be a few Pinkys that jump in the air. Kill them and carry on until the path ends. Go into the area to the right, and the first boss battle will engage.

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>           BOSS: DEATH BREATH           <  
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When the battle begins, Death Breath will begin jumping up and landing closer towards you. This is when you are supposed to attack him. See that nice ol' big, jiggly tummy of his? You have to attack it before he comes down from the air. This is not a very tough battle, however, it is a very tense battle, as one mistake can set you at the halfway point.

Death Breath has one stun attack, and one regular attack (besides the whole "Jumping On Your Head" thing). The stun attack is "Hoo-Hoo-Hoe," in which Death Breath will blow you down after inhaling. The actual attack is the "Headbutts." Guess what he does? Yup, he headbutts you not once, but twice.

After defeating him, grab your stuff and go.

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When the stage starts out, you will want to take care of those two Floating Octopuses, if you want a nice score, anyway. If not, ignore them and go right. Continue along your merry way, taking out those annoying Droppers. Time the bombs that get thrown at you from the trees and pass them when they fade, or jump over them.

After this path will be platforms a-plenty. Nonetheless, the rest of the stage is fairly easy to digest. Enjoy it.

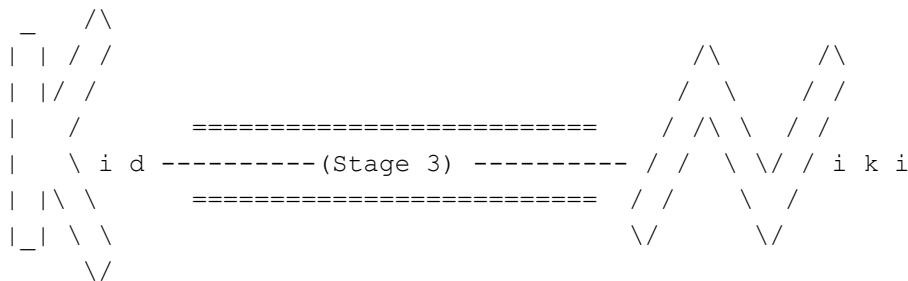
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*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*  
>           BOSS: SPIKE           <  
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Spike is an awesome boss. In fact, he remains high in the ranks with those cool Mega Man robots as my favorite boss in an NES game. Why is Spike so cool, you ask? Because he looks like the Pillsbury Doughboy with a lot of Spikes sticking out of him, and a cool ball and chain that he whirls around in attacking mode. In fact, that is his ONLY attack, making him an easy boss.

The only real problem you will have with Spike is getting hit accidentally by that nasty ol' ball and chain of his, which isn't much fun. The best way to avoid this when you're on the left is to jump on that tiny platform. When he comes after you, jump over him and strike

him after he has "crashed."

As for that pesky right side of the screen, you can position yourself carefully and jump over him right as he passes you. This is very risky, but this is your only option. After five hits, Spike surrenders. Collect your goods and go!



When the stage starts out, be aware of the Pig Rock enemies that lurk below. They will come up and attack, so just take them out by hitting them once to get rid of the Rock boulder, then again to take out the Pig ninja. Continue along your way.

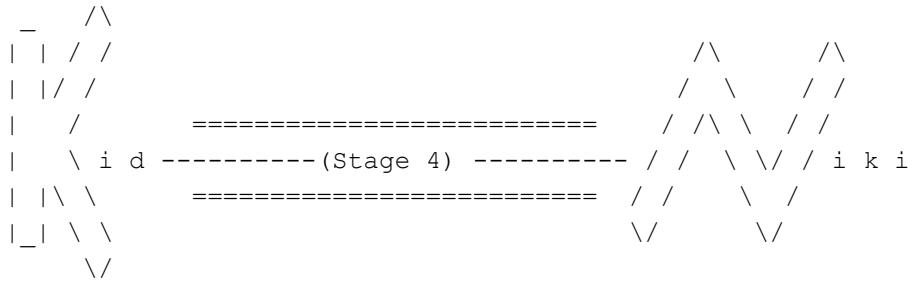
You must jump from cloud to cloud, which isn't a lot of fun. In certain areas, you will jump to reach the next cloud, and a Blue Gust will attack you out of nowhere. Keep in mind that the Floating Octopuses in the area can be avoided by timing your jumps so you won't land near them.

You will eventually reach a bridge area, which features an onslaught of annoying enemies, including Blue Gusts and Blueys. Take them out, and you will finally reach the boss area. Good luck!

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> BOSS: HORNED WITCH <  
\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*

The Horned Witch has the nasty pattern of flying near you. This, in fact, is not that nice of her to do. Regardless, you will have to put up with her annoying behind for around one minute, if you're fast, and if you're naturally good at this game, only around 30 seconds.

Her attacks are very weak in attempt, which is good, but the bad thing about the Horned Witch is the fact that, once you hit her, she splits in two. You must hit the second form to reveal more, and you must keep doing this until she is completely gone. This is a fairly simple fight that will not keep you up all night.



The shortest stage in the game is also the hardest, which is the Ice Cavern. Learn to fear it. The bad part about this is the fact that the beginning is so simple that it's funny, and the second half is the

hardest part of the game, in my opinion.

The first half includes a gigantic cavern filled with Bats that will dazzle you with their witty moves, and some flame throwing Frogs. Yes, I know that sounds weird. These sets of enemies come in large packs, so watch your back. Stand your distance from those pesky Frogs, too.

You will reach an area covered with Bubbles. WATCH OUT! THE BUBBLES WILL KILL YOU! And yes, I'm being serious. Kid Niki should have been named Major Wuss, considering BUBBLES, OF ALL THINGS, and WILL KILL HIM! Honestly, there's no real pattern to them, which is what makes this stage the hardest in the game. My best advice is to jump across after a row of Bubbles, and hug the right ledge. There are four sets of Bubbles. Very best of luck to you.

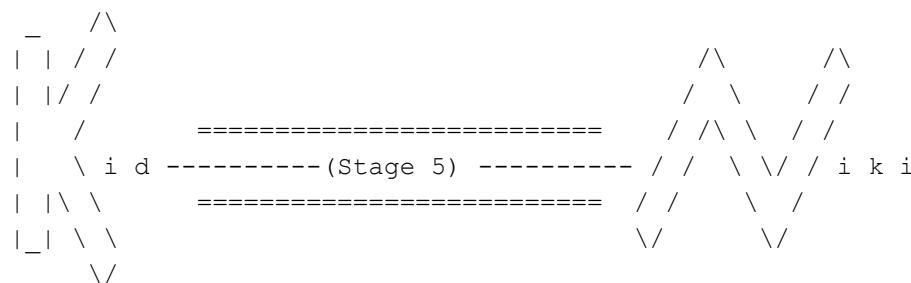
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*^*****^*****^*****^*****^*****^*****^*****^*****^*****  
>           BOSS: GREEN GRUB             <  
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The Green Grub is not a nice grub worm. In fact, he thinks it's NICE to raise taxes. Say "No" to proposition "Green Grub." Enough politics, Mr. Grub, if that's your real name... Green Grub has two patterns, and one of them can be EXTREMELY deadly, including the way to kill him.

The generic pattern for Green Grub is that he will rise from the ground, or from the ceiling. If he rises from the ground, just the rubble moving alone will kill you. Not much fun, eh? So your best bet for this pattern is to jump from the ground before he rises, just to be safe.

Now, onto the "Safe" way to half kill him. You have to knock off the green areas of his skin. This includes everything except his tail. This will reveal pure bone. Scary. Do this, grab your knife-thingy, and continue until all of his parts are removed.

The second pattern is that he will come out from the ground, or the ceiling, and instead of going straight, the Green Grub will go halfway, turn and go in that direction, then finish his route by going in the direction opposite of where he came out. When he does this, hit his head five times to beat him. Beware, though, as if you get too close to his head, it will kill you.



The best way to get around the very tough first part of this stage is to inch around. If you don't get it, you soon will. Spinning Ninjas fall from the skies and attack you, dead-on. Every second, you will take one step, and attack. You will have to go into that pit right there, where the attacks keep on comin'!

Once in the pit, it is easier to avoid the Spinning Ninjas, despite the fact that you can't see yourself when doing this. Oh well. Remember that you Spinning Ninjas attack from behind, too. Instead of killing them,

take the opportunity to run forward and save time.

After the pit, there will be a series of ledges that you will have to jump twice to get over, due to a glitch in the game. Talk about not polished well enough. Eventually, you will stumble across some very angry Bees. Uh oh. Continue on to the "Checkpoint."

After the "Checkpoint," you will encounter a Beehive, which produces four Bees. If you stay leveled on the flat surface, you will only have to deal with two of the four. Take them out, follow the path, and enter the Boss area.

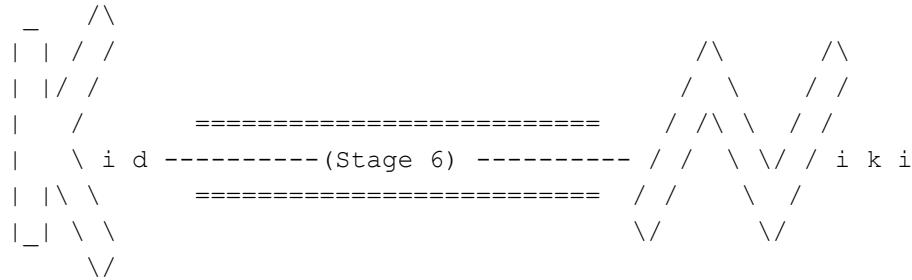
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*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*  
>           BOSS: MAD MONK             <  
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This old crazy monk is like the Dr. Wily of Kid Niki. This battle will test your wits, as well as your might. As soon as the battle begins, run over and stand to the side of the rock. Wait until after he throws the Kanji letter block, then attack him. Hopefully, your weapon will land on the big rock below. Otherwise, it will land towards the beginning of the room, which could mean death to you.

He has several attacks that will hurt you very much, provided that he connects. The first is a raining move that will drop several things from the sky to hit you. You must "blend with the scenery," as they say, and try to get in between them as they fall, ala the first boss in Dinocity. Eventually, you will make it back to the side of the big rock.

The second attack mentioned is the Kanji blocks used earlier in the battle. This is a simple move to avoid; just stand on the side of that rock. The third attack is the "F" ball projectile. I wonder what the "F" stands for? I'll tell ya what it stands for: FUN! Because this boss isn't much of it.

Finally, he will yell "GET'IM!" which summons a regular Monk to attack you. This goes on seemingly forever, and the only way to end it is to finish the crazy old man off, so when he rises to scream, attack him! Collect your goods, and off we go.



At the start of Windy Ledge, watch out for the Stoneyes, which are like the Redys and Blueys, only grey. Plus, they like to stack atop of each other and attack. They are very simple ninjas, so eliminate them and carry on to the next part of the stage.

In the next few parts, you will have to jump platforms whilst killing Red Gusts and a Red Bird. Stand below the Red Bird and rapidly hit the attack button to kill all six of the Red Bird. This is fairly important, as the Red Bird WILL continue to follow you around the rest of the stage, unless you're lucky enough to lose him.

In the "factory"-like area, Stoney's will pop up from the pipes. Watch out for those annoying Red Gusts every now and then, and keep going. You will meet the Bubble Blowers up ahead. Remember those horrible, horrible bubbles from Stage 4? They're back in this stage. Wait until you're below the Bubble Blowers, and kill them. Or you can avoid the Bubbles they spit out and dodge them.

\*^\*  
> BOSS: SAMURAI GUARD <  
\*^\*

Samurai Guard is one of the most confusing bosses in video game history! Actually, back in the day, this battle WAS pretty confusing. He has not many attacks, so the strategy is simple: Lure him over to you on the left side of the screen, and then proceed to hit him after he is close enough.

After you hit him, you will BOTH lose your weapons. Collect your weapon from the wall, then quickly get near him and slash away at him before he picks up his lance, or while he is in "re-grouping" mode, meaning he has yet to get in fighting position. Repeat this four more times to win this easy, yet confusing battle.

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The stage starts out with a Blue Bombing Bird and a bunch of Blueys attacking! Look out! Watch out for those mean old bombs that the Blue Bombing Bird drops, and continue along the path. As you keep going, a ton of Bees attack you. Boy, there are a lot of enemies here.

What's worse than the Bees, you ask? The White Gusts that come by and drop things on you, that's what. The stage requires little strategy, just a keen eye and a lot of rapid button mashing. Watch out for those lovely flame throwing Frogs, as they are pretty easy to overlook, and then check out the Boss area for...

\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*  
> BOSS: STONE WIZARD <  
\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*

This is the easiest boss in the game, believe it or not. In fact, I can sum this battle up in one paragraph. All you have to do is wait for him to stop using the fireballs, then run up and attack him. Go get your weapon, jump to the second step, then back up to him and hit him again. Repeat this three more times to defeat him. This battle makes me sleepy.

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| /        ===== (Stage 7) ===== / / \ / / /

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| \ i d ----- (Stage 8) ----- / / \ \ / i k i  
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When the battle starts out, take out the Salmon Gust and continue onward. You will find that no good Stone Wizard. He will shoot out fire, so beware. You can dodge the fire fairly easily by jumping over it in the long ranged stance. Hit him twice, very carefully, might I add, and he will run. Carry on.

You will reach an area where you will have to make a VERY long jump from a castle ledge to a floating cloud. Time it well while hugging the ledge, and make the jump. Watch out for the White Gust! Kill/Dodge it, and carry on.

Along the way, you encounter Stone Wizard again. Identical to the last version of himself, he will shoot fire. Charge in right away and hit him once. He will summon a mini-head to block your way. It moves up and down, so carefully go through to retrieve your weapon when it goes up. Repeat this to go back, and finish this version off. He will run yet again.

Along the path, you will find various numbers of Gusts, White and Salmon in flavor. Be prepared, that way you won't die. The "last" version of the Stone Wizard is a tricky one. He won't fight you, so hack away at him, HOWEVER, there will be \*gasp\* BUBBLES! Yes, those damn annoying Bubbles have returned! It's not as hard as the last battle with those Bubbles, but keep your eyes open, nonetheless.

Yes, he runs away again. Follow the path and put an end to him, once and for all...

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*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*  
> BOSS: STONE WIZARD II <  
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In the final, "weak" form of the Stone Wizard, it is much like the one from the last stage, except it will teleport from side to side until you hit it twice. This last boss battle is fairly easy, and is to simply put the exclamation point on the entire game. Follow it from side to side until you hit it. Do this again, and you've beaten the second Stone Wizard!

Congratulations! You've beaten Kid Niki! You're now greeted with an ending that calls you a "rad dude." If that isn't pleasure when beating a game, I don't know what is!

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IIia. Retro Russell's Hidden Crap(tm)  
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Alright, here goes:

Level 1-9: At the edge of the platform swing your sword rapidly to the left and right (I call it "spaz out"). You should disappear and go to a bonus area where critters I call "Frankenberries" emerge from one that

moves left and right. You can die if you touch them. If you kill something like 5 of them a bonus item will pop out (coin, scroll, or invincibility icon; good for 1 hit). After a while of killing off these Frankenberries the original will jump at you; kill it and exit at the far right by jumping.

Also on Level 1, jump and swing your sword left and right, in front of the first windmill to enter a secret room with falling coins and scrolls. No dangers here. You go back outside when a certain amount of time elapses.

I think that you can only enter one bonus room per level, but I can't remember for sure.

Level 2: Climb up the 6th tree all the way. You will flash and enter a room where scrolls will appear if you slash certain areas. These scrolls emit coins. No danger here; just exit to the left when finished. A bird will drop you on the 2nd half of the level.

I can't remember exactly where, but jumping in front of one of the spires in the background in the 2nd half of the level sends you to another bonus area.

Level 3: When you reach the end of the cliff at the beginning, after killing all the "snowmen" that push those big white balls, drop off the cliff onto the cloud and "spaz out" while swinging your sword left and right. You'll go to a bonus area.

Later in the level (before the bridge, I believe) is a cloud that rises up and down, with a bomb-dropping bird coming to attack you. Kill it (obviously), and at the cloud's highest peak, jump and you warp to another bonus room.

**Level 4:** At about the 4th block from the left at the very beginning platform you're standing on when you start the level, crouch for about 4 seconds. You'll warp to a bonus room where you can walk on eggs that break and emit either bonus goodies (including extra lives), or BABY GRUBS! Jump away after breaking the eggs, just in case. Also, weird fireballs come up from the ground a little later in this area; they travel like bubbles. Climb the ladder to exit.

Later in the level will be those darn poisonous bubbles. There will be a safe, solid rock to stand on with the bubbles rising near a rock in front of you. Jump 3 times. The rock turns into a fish head! Drop off the right, and you don't drown but warp to the secret room, which warps you almost to the end (and past the rest of the bubbles).

Level 5: None that I know of..

Level 6: Part-way through the level will be a lake. If you fall into it from the right-hand side you'll warp to a bonus area (with deadly owl-things, I believe).

Level 7: In front of (I think) the first tiger-painted door, jump and spaz out with your sword. You'll warp to a bonus area with some dangerous critters.

Level 8: Don't know any... sure would be nice to skip a few Stone Wizard forms.

Well, there you have it. If you can't find a bonus stage, or find one that I don't know of, let me know!

Happy playing,

Retro Russell

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#### IV. ENEMIES LIST

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~!~BATS~!~

The Bats in Kid Niki has a certain pattern of lounging at you, spinning in a circle, and resting. Kill them when they come at you, or when they start resting. They can accidentally kill you, and that's just about the only way they have a chance to kill you.

~!~BEES~!~

The Bees are a very mean species of enemies. They will dash at you to try to sting you, which will kill you. \*sniff\* This reminds me of that movie "My Girl"... \*cries\*

~!~BLUEYS~!~

The Blueys are your common enemy that you will find scattered throughout the game. They will run straight at you and are extremely easy to take care of them. They have white masks on.

~!~BLUE BIRDS~!~

The Blue Birds like to duplicate themselves up to six times and attack you all at once. These enemies are some of the nastiest enemies in the game when it comes to getting killed. Take'em out very swiftly.

~!~BLUE BOMBING BIRDS~!~

These birds are not that annoying, but they don't help matters if you're in a rut. Watch out for the bombs they drop behind them! Whew, that was close.

~!~BLUE GUSTS~!~

The Blue Gusts enemies are the cliché cartoon "Wind-Blowing-Cloud" look-alikes. These things appear in places where you have to time your jumps, so they can be trouble. Nonetheless, take them out with that obscure weapon of yours.

~!~BUBBLES~!~

You can't kill the Bubbles, and they are the most annoying enemy in the game. In Stage 4, you will encounter these bubbles across a few platforms, and they will kill you upon touching them. What kinda wuss is Kid Niki, anyway? Just watch for when it's seemingly safe to jump, and pass them.

~!~BUBBLE BLOWERS~!~

Remember those annoying Bubbles? Bubble Blowers are enemies that PROVIDE those Bubbles. Nasty, nasty fiends! Take them out when you are below them, that way the Bubbles don't harm you.

~!~CIRCLE BIRDS~!~

Circle Birds are demons, I tell ya. They are brown birds that spin in circles around the screen. If you manage to hit one, however, two eggs will pop out. Disturbing. Collect the eggs to add to your Score, though, which is, in fact, not disturbing.

~!~DEATH BREATH~!~

Death Breath is the first boss of the game, and fairly easy. If you lose your concentration, then it will be moderately easily. See? That's how easy it is! ...Boy, I said "easy" a lot in that sentence. Regardless, when he jumps, attack his stomach a few times to defeat him.

~!~DROPPERS~!~

Droppers are the stupid villains that you encounter most of the ways in

Stage 2. Take note that they only appear in this stage. One of the things to worry about is getting too close to them while you're on the ground, as they will kill you as soon as they can reach you. Take them out by Jump Attacking them.

#### ~!~FLOATING OCTOPUS~!~

Why are these things floating, anyway? They get in your way in a few nasty spots on the Bridge area, but other than that, you can easily take them out. Find ways to avoid them on the Bridge. That's the only place that they're annoying at, really.

#### ~!~FROGS~!~

These toads are no laughing matter. In fact, they blow fire! AHHH!!! GET IT OFF!!! Actually, I don't even know if it's fire, considering the graphics... Nonetheless, much like I said, they are no laughing matter. Period. Hehe.. erhm...

#### ~!~GREEN GRUB~!~

The Green Grub is that nasty fellow that owns the Ice Cavern stage (4). To kill him, attack each of the "Green" areas of his body, revealing the bone, then when he goes from side to side, attack his face a few times. This will take care of him.

#### ~!~HORNED WITCH~!~

The Horned Witch is wicked! Hehe! Anyways... She is the property owner of Mountain Top, and isn't pleased with the lack of effort to kill you provided by her henchmen. One of the easier bosses in the game, all you have to do is hit her, and she splits in two. Keep destroying these forms of her to win the battle.

#### ~!~MAD MONK~!~

Mad Monk is the boss of the Bamboo Lands (Stage 5), and is kind of tricky. He has several different attacks that must be timed and avoided whilst running to grab your weapon. Hit the sorry old guy a few times to put him out of his misery before he yells "GET'IM!" and the regular Monks come to take you away!

#### ~!~MONK~!~

The Monks are like advanced versions of the Blueys. They aren't that tough, but sometimes they will jump up in the air, and once they land, they will throw some kind of object at you. Just kill them already!

#### ~!~PINKYS~!~

The Pinkys stand in one place, however, when you get near them, sometimes they will jump up in the air. Be aware of this, and attack them before they attack you.

#### ~!~RED BIRDS~!~

Red Birds are pretty much just like the Blue Birds, except a lot tougher, as they will follow you around. This is very pesky, indeed.

#### ~!~REDYS~!~

The Redys are much like the Blueys, only they are Red. Also, they use a spear to hit you, ala Mortal Kombat's Scorpion. After they use the inch-wide spear, they run off. Kill them before they use the Spear attack, but keep your eye open.

#### ~!~ROCK PIG~!~

The Rock Pigs only appear in Stage 3, Mountain Top. On top of this, they only appear at the beginning of the stage. Take out the Rock, and the

Pig ninja will try to get away. Take care of him, as well.

~!~SALMON GUSTS~!~

The Salmon Gusts are pretty much just like the Super Mario Bros. 3 Sun enemy. It will follow you around the stage, unless you can shake it off... or kill it.

~ ! ~SAMURAI GUARD~ ! ~

This is the infamous boss of Stage 6, Windy Ledge. The key to defeating this boss is to lure him over to you on the left side of the screen, then hit him. If close enough, you can grab your knife and attack him just as he's getting his lance. Do this five times to win.

~!~SPIKE~!~

The easiest boss in the game is the second boss. All you have to do is jump over hit, wait for him to hit a wall, and attack him when his spikes go in. Spike is one of the coolest bosses ever, though. YEAW! GO SPIKE!

## ~!~SPINNING NINJAS~!~

Thank goodness that you only have to deal with these in the beginning of the Dojo stage (5). They are the second most annoying enemy in the game, as well as the second most dangerous. Beware as they lounge at your head! Not a pretty sight.

~!~STONEYS~!~

Stoney's are the Stone-Grey colored versions of the Blueys and Redys. Most people may refer to them as "Stackers," as they like to stack themselves upon each other to take you on. \*sniff, sniff\* Do I smell a Mario clone?

~!~STONE WIZARD~!~

The last boss. I won't give away his appearance, but I can tell you that it's a face that only a mother could love.

## ~!~TREE BOMBERS~!~

You cannot kill these enemies. Sad, I know. They will throw bombs down to the right of the screen at you. The bombs themselves will damage you, as well as the explosion.

~!~WHITE GUSTS~!~

The thing to remember about this enemy is one simple thing: It likes dropping things on top of you. What these things are, I have no clue. Let's put it this way: I don't think we want to know. =P

Massive amounts of thanks go to Jeff "CJayC" Veasey at GameFAQs.com. I marvel at his success, and his thirst for video gaming worldwide. It's fun reading his mini-reviews now and then, as his knowledge is quite vast. Major props to Stephen Ng and Jon Robinson at IGN.com's FAQ Section. These guys are really holding their own pretty well! Keep up the good work, guys.

Big thanks to Data-East for publishing this game way back in the day. I

remember how much I played both this and Adventure Island on my old Nintendo Entertainment System... Ahh, the memories!

You know who is one of the best people in this business? Atom Edge. Why? Because he treats everyone equally, and he does my ASCII artwork for almost all of my FAQs. Isn't he just peachy? Big thanks goes to David Howard, whom I love like a brother, who played this game when I was just a kid that sucked at it. Thanks Bro.

I cannot thank Brian Sulpher enough for inspiring me to write an FAQ for a game that had not been covered yet. Check out his work on both GameFAQs.com and IGN.com. You're in for a real treat. Thanks also goes to BTB, who has given me the best advice for writing guides yet: "You can write for anything you want to. If it's good enough, it will get accepted." This is a prime example of this! Thanks guys.

Of course, as always, it's time to thank a musician or band in my guide... Hmm... I'll pick John Mayer for making good sad music. And yes, I'm an old school fan. \*sings\* This will all make perfect sense someday, I'll be a-okaaaay... Okay, I'll stop singing... OW! Don't throw that! Glass hurts! OW!

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## VI. DISCLAIMER

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