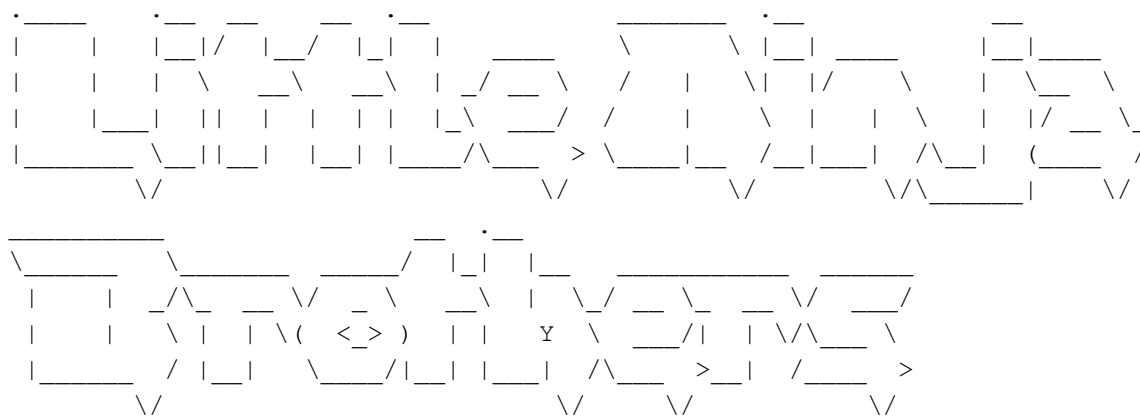


Little Ninja Brothers FAQ/Walkthrough

by Overated

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Ahh Little Ninja Brother the game I never had as a kid but would have enjoyed immensely. Even now this NES game is still quite playable and is a solid action RPG. Sure some parts are very annoying but on a whole this is a quality game.

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I CONTROLS

The walk around controls are very simple. Use the D-pad to move around and hit A to bring up the menu.

Battle Controls:

B+direction- Jump

A- Punch (or Shuruken if you have it equipped)

B then direction in the air- Dragon Kick. Must have a 'K' to perform one.

Mini Game Controls:

B+direction- Jump

Tap A+direction- Run

A- Punch

B then direction in the air- Dragon Kick. Must have a 'K' to perform one.

-lightning damage on enemy screen hurts you 10 HP

-jump back strat

-mighty ball- 6 M's, M capsule bad guys can't hurt you for a limited time.

-need swords to kill Dragons (overall mention)

II WALKTHROUGH

A few notes about battle before I begin. Before every battle you will be asked whether you want to fight or run. One time I went paintballing with a group of friends. The referee was explaining how the guns work and the rules for surrender, "If you have someone at a short shot you can offer them a surrender." A friend of mine quickly retorted, "I'm American, I don't surrender." Sadly as American as I am running is a good strategy in this game. Don't look at it as running per se, view it as a Ninja would. A Ninja doesn't have time to kill everyone who pisses him off, he has to be selective. Running is often better than fighting, especially when you're going after a boss.

In the actual battle screen you'll notice rocks, barrels, water and other surroundings.

Water: Do not jump into this or you will lose half your HP.

Ground Lightning: Flashes from off the screen and deals about 10 damage if it hits you. Try to jump over it.

Rocks/Barrels/Bricks: Punch these to get good things like M's, K's, Shurukens, deadly instant fire projectiles, HP restored and items.

M's: Collect 6 of these and then go to equipment. Select 'Mighty Ball' and a black capsule will float around the level. Punch it quickly for temporary invincibility.

K's: Collect these to perform Dragon Kicks. Each K gives you 5 kicks.

Shurukens: Go to item then hit A to throw shurukens.

Another easy to learn yet useful strategy that I'll often mention is the JUMP BACK strategy.

Jump Back Strategy: Notice how when you jump on a rock or on the top edge of the screen that the game automatically makes you jump back? Notice how when jumping you can't get hurt? Notice how when you jump on a bad guy it hurts them? The Jump Back strategy is executed by going to the top of the screen and continually jumping up. You'll automatically be forced to jump back and if a bad guy is near you'll land on him, causing damage. The Jump Back strategy is very useful againsts some bosses and monsters.

~~~Mt. Epen~~~

The game begins here. Ryu and Jack have been given a quest by their Mentor: collect the seven bells and save Chinaland. Godspeed Ryu and Jack. Godspeed.  
---

From Mt. Epen procede to the northeast, to the town of Hynen.

~~~Hynen~~~

Located to the north east of Mt. Epen.

Hotel: Rest here to recover HP, all for the low low cost of 10 sen.

Convenience Store: The convenience store has a variety of things. You can Revive a character here, get a password, check how much experience you need to get to the next level and change from 1 Player to 2 Player. I guess hypothetically you could change from 2 Player to 1 Player but let's not get ahead of ourselves here.

Fist Shop: Surprisingly this isn't the local rebel headquarters, it's the armor and weapon store. Sadly you can't 'Fight the Power' but you can buy items that will give you more power:

Scale Shield: 50 sen
White Robe: 20 sen
Iron Claw: 30 sen
Crush Punch: 80 sen

Tool Shop: Here you'll find a variety of support items.

Sweet Bun: 10 sen

Eating a Sweet Bun allows you to recover HP by using the ancient technique of 'feeling cheery.'

SK-Board: 20 sen

Skate boards can be used in battle to allow you to escape. When traveling in unfriendly territory it's good to have a few of them.

Talisman-Alpha: 20 sen

Amulet-I: 15 sen

After stocking up on some items at Hynen head north west to the next temple.

~~~Temple of the Wise Stallion~~~

Here the Wise Stallion will depart some of his wisdom upon you, a lucky

disciple. Here you get to play the Shooting Game. It doesn't matter whether you win or lose.

Shooting Game: Tap A to run in the direction you're facing. The faster you tap the faster you run. Hit B to jump onto the floating bridge in order to cross the water hazards. Hit B and A at the same time to throw something. Points are give for finishing and for successful throws against balloons.

Skill Tip: Don't worry about finishing first. The way to get serious points is to shoot the balloons.

---

Follow the advice of the talking horse and head east to the town of Deli-Chous. Oh those Japanese and their clever puns.

~~~Deli-Chous~~~

As you might have guessed Deli-Chous is "The town of the world's finest delicacies."

Fist Shop

Scale Shield: 50 sen

White Robe: 20 sen

Crush Punch: 80 sen

Shuruken-Volley: 200 Sen

Tool Shop

Sweet Bun: 10 sen

Whirly Bird: 15 sen

Whirly Birds allow you to fly in a plane to any city that you have already been to.

Talisman-Beta: 85 sen

Match: 70 sen

Match can be equipped as a light. It allows you to see hidden enemies like the Shadow Goblins. Jump Back works well on them.

Hmm... I think something suspicious is going on here. Hungry villagers, people entering the Mayor's house and never returning and little boys complaining that their fathers have been kidnapped. Time for some good-old-fashioned, save the day Ninja action. When you're ready head to the northwest end of town to enter the Mayor's house.

Some of you might say, stupid Jack how could you fall for such an obvious and lame trap? To this I would respond, quiet fools! Trap? What trap? No prison can hold the mighty Jack and he got a free meal out of it. If anything this Tub-a-Tummy is the sucker. Fool a true Ninja must see underneath the underneath.

Talk to the fat guy on the lower left. He'll move and reveal a hidden passage. Travel through it and head to the right and enter the next staircase. You'll appear on the world map to the south east of Deli-Chous and right next to...

~~~Temple of the Savior Mouchee Mouse~~~

Man that is one ugly mouse. Anyway answer her question 'Yes' or 'No' and either way you'll recieve the Amulet-II which protects you from Tub-a-Tummy's lethal Meatball spell.

---

Head across the bridge and north to return to Deli-Chous and the Mayor's house.  
Talk to the mayor and you'll enter battle

!!!BOSS!!!

Recommended Equipment:

Level 4

8 Sweet Buns

Crush Punch

Scale Shield

White Robe

Taliman-Alpha

Amulet-II

---Tub-a-Tummy---

First he'll summon a variety of generic enemies to try to impede your progress. Such things as blobs, Red Goblins and Poke-in-a-Pigs will try to defeat you. Hit B and jump on them, focusing on the weaker enemies and trying to stay away from the powerful Pig's poke. After about 6 kills the door will open to the next area. Go up to the top of the screen to enter it and move on. The weirdest RPG spell I have ever experienced is waiting.

In the next area are more Poke-in-a-Pigs and Ninjas. The Ninjas have high range and deal fierce damage. Try to jump on them from a distance and avoid their jumps. Be aware that the Ninja's claw attacks can go through the barrels. Also periodically Ground Lightning will pass through the screen. Jump to avoid it. Kill about 6 enemies to move on to the next area. Only two more screen to that weird spell.

Here you'll see Red Pigs that are basically the same as the blue ones but have more HP and shoot balls. Keep your eyes out for them. Damn the weird spell is almost here.

This guy is insanely hard. If you get close to him he'll kill you in one poke with his stick. If you stay too far away he'll attack you with his long range spread shots. If one of them hits you you'll be turned temporarily into a... MEATBALL! Frog ain't go nothin' on meatball. While in meatball form the his blue helpers will be able to eat you and that of course brings about instant death. The only way to beat him is to jump on him and jump out and hope you get lucky for a long time. If only someone could develop a strategy. Naw I'm just fooling with you guys, he's a piece of cake if you do this:

Notice how when you punch rocks/bricks/barrels that stuff comes out of them? Sometimes it's items, sometimes M's or K's and sometimes a fierce projectile comes out? If you hit him with one of those. Simply line move next one of those blocks, line up your shot and punch until a projectile comes out. If you punch his Meatball Spell it will be reflected away from you. Boo yah Orange Prism Bell!

Of course the sketchy looking mayor offers Jack more food and I'll be damned Jack eats it. Suckers, you can't fool Fat Jack.

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You'll see some people talking about some random city out east but don't bother with that yet. Cross the bridge and move south east, following the shore. You'll come a cross a tower of no particular importance.

~~~Random Tower~~~

Bring along some Sweet Buns but you won't need to use more than a few. There are 4 rooms in this tower. 1, 3 and 4 are exactly like the rooms before Tub-a-Tummy so you should have no problem with those. Room 2 is a little different. The enemies will be Cubivores and Bulls. The Bulls are tough to kill but the Cubivores die in one shot. Spend your time punching barrels and getting stuff until a Cubivore comes, kill it and then go back to punching barrels. Kill enough Cubivores and the door will open. Upon completion you'll be blessed with the Hawk Sword.

From the Random Tower travel east by north east until you reach the town of Cilli City. It'll be located on the east coast where a river joins the ocean.

~~~Cilli City~~~

Some of you might want me to point out how funny this pun is and how clever the Japanese are. My ass. Cilli City is called such because all the people in the city are "stupid." Strange how Cilli City sound a lot like Sicily. I am of Italian descent and this type of blatant racism pisses me off. Not a bad game though.

Cheerful Snake Brothers' Tool Shop

Whoa looks like those snakes have been dipping into to their Sweet Bun stash a little too much. Like the great E-Z-E used to say, "Don't get high of your own supply."

Sweet Bun: 10 sen  
Sk-Board: 20 sen  
Talisman-Beta: 85 sen  
Mega Punch: 120 sen

The Talisman-Beta and Mega Punch look to be good deals. I'm not totally certain but they are more expensive the the previous punches and talismans. Still I wasn't completely sold until the talking snake said, "This is the best item to buy. You'll need it on your journey!" Kind of strange how in every other city people man the counters of stores but in this city the Italian merchant is portrayed as a snake and there isn't a weapon shop. Oh wait did I type strange? I meant racist, yeah that's the word I'm looking for, incredibly racist.

In the northeast part of town you'll see a small hut with an open door. Inside is the Savior Moonlit Tiger who tells you that the people of this town are under an evil queen's spell. To save them you need to go to the Water Lily Palace and get the Antidote, the tiger warns. Yeah that's a big shocker. The only non idiot in the place is a symbol of the east, a tiger, and the only way to save the town is to go east because the east has the 'Antidote' for this town's stupidity.

When you leave the town you'll notice a large palace to your east. Head north, cross the bridge but don't enter the palace yet. See that hole to the south of the castle? Head there first. Get there by going east, south and then back north west. In that hole you'll find the Water Lilies who have been imprisoned by the Evil Queen. They'll give you the Mirror Shield which lessens the Queen's magic effectiveness. Get the shield and head back to town to restock on Sweet Buns. Now head to the castle, it's clobbering time.

!!!BOSS!!!

## Recommended Equipment:

Level 9

8 Sweet Buns

8 SK-Boards

Mega Punch

Hawk Sword

Mirror Shield

White Robe

Taliman-Beta

Amulet-II

The enemies here can be a little tricky and there is no point in wasting your Sweet Buns before the boss. Every battle you enter, run. If they catch up to you use a skateboard. Enter the castle and head right, hugging the north wall. Go north and take your first left and follow that path to the staircase. Climb up the stairs and you're now on the the screen with the boss. Move up and to the right to talk to her. Doing so will begin the battle.

The first screen has some easy bad guys: Cat Jumpers, Demon Mages and Possessed Masks. Focus on killing the Demon Mages before going after the Cats. An easy way to dispatch the Cats is to jump onto something that automatically forces a jump back, such as the north wall. That way you're constantly in the air and it's tough for them to hurt you.

More Possessed Masks and Cat Jumpers await but now there's an occasional frog. Kill the Masks first as they fire fast-moving, long range attacks and are easy to dispatch. Two Masks on the screen makes the map quite hazardous.

Here you'll encounter a tougher type of enemy, the Dragon. The Dragon is a still too rugged for now so keep your distance from him and he'll run off screen and be replaced by an easier monster like a Mask or a Cat. Kill enough to move on to the fourth screen.

Demon Mages, Masks and now Green Bulls. When you're not being hassled punch the blocks to fire projectiles off at the bulls. Watch out for the water and focus on the Masks and Mages.

The Evil Queen battle is fought non-action RPG style. You'll have a list of options: Punch, Kick, Item, Dragon Kick, Guard and Call. Your first move should be Call as that calls your brother Ryu. You have a limited number of Dragon Kicks but it is your strongest attack so try to use them all. Rely on Punch, Dragon Kick and Item: Sword to defeat this evasive foe. Sweet Buns will heal you both so use them when necessary. A Sweet Bun will not revive someone when they reach 0 HP and if Jack reaches 0 HP it's Game Over. As a bonus to using the Mirror Shield on the queen the Lilies will now be freed and returned to the castle. It's actually a pretty nice tune that plays. The Evil Queen has about 190 HP. Yes the precious Antidote is now yours. Return to the city.

---

Once in the city head to the left and go to the pond. Move to the spot between the bush and the lake (a little down and left of the hotel) to drop the Antidote in and cure the village of their stupidity. Go talk to the Mayor to recieve your the Yellow Prism Bell. You might notice that one of the villagers talks of a village that is across the bridge and to the north. Huzzah!

Cross the bridge and follow the mountain range east until it ends. Go north and

follow the other side of the mountain range west until it ends at a Bamboo Chute type terrain. Head north by northwest from there to reach the village of Okay.

~~~Okay~~~

This place is just so so. Not great but not bad. Not every village can have Meatball freaks or be some sort of xenophobic front but Okay does have some nice items.

Fist Shop

Black Robe: 50 sen
Mega Punch: 120 sen
Fire Punch: 500 sen
Shuruken-Volley: 200 sen

The Black Robe is more expensive and thus probably better than the White Robe. Plus what kind of Ninja wears white? Your robe should be black. The only excuse to wear a White Robe is so you can get it blood stained and freak out your enemies. That would be kind of cool but real Ninjas are so sweat that they don't even need to scare their enemies. The Fire Punch is expensive but is the best way to kill the Ghosts that shoot arrows.

Tool Shop

Sweet Bun: 10 sen
Sk-Board: 20 sen
Meat Bun: 100 sen
Match: 70 sen

Mmm... Meat Bun. Too bad they're so expensive.

Inside the open house beneath the Hotel is a McDonalds, selling recovery cake at the low low price of 15 sen. Sure it might taste good now but that stuff will give you high cholestoral and the runs.

Okay isn't where you need to be, the master said go to Yokan. However there are tough soldiers that have a tough spell that can only be blocked by Talisman-y. There's a guy selling Talisman-y but he won't part with it unless you get some PCP. And there just happens to be a Yuma Chateau with some PCP in it. It's about time that a video game showed PCP and the the addicts that will to anything for it in a positive light.

Head east following the ocean shore to reach the Yuma Chateau. You'll have to fight a series of battles to get to that precious PCP. Make sure you bring some SK-Boards for the enemies outside of the castle, some Sweet Buns to recover life and most importantly a Match.

The first room is filled with Shadow Goblins. This is why you need that Match. A Mighty Ball makes this room a breeze.

Second room is like an old high school reunion filled with all those old buddies that you haven't seen in ages. Except you're a Ninja, they're weak and they're not your buddies. Pig-in-a-Poke and enemy ninjas make for easy kills. Watch out for the periodic burst of ground lightning.

Next you've got a harder batch of enemies--Possessed Mask, Cat Jumpers and Dragons--but you've seen and killed these types before.

The last room has a few new baddies. It will be in the exact same configuration as the room you fought Tub-a-Tummy in but the blobs will be upgraded. Instead of Tub-a-Tummy you'll fight a Junkie. He's had so much PCP that it's causing you to hallucinate. He'll flicker in and out of the screen. Jump and punch your way to victory. With the Flame Punch it'll only take a few shots to kill him.

Return to the village and head to the left end of town to the little hut. The guy in there will be selling the Talisman-y for the outrageous price of over 8000 yen. However a PCP addict will do anything for PCP and that man is a PCP addict. Trade your PCP for his Talisman-y and ignore his screams of come back soon!

This village has been done. Cross the bridge to the west and head north to Yokan.

~~~Yokan~~~

Yokan is a large, sprawling town here are the stores on the first screen:

Fist Shop

Black Robe: 50 sen  
Fire Punch: 500 sen  
Shuruken Volley: 200 sen  
Shuruken Boomerang: 800 sen

Tool Shop

Sweet Bun: 10 sen  
SK-Board: 20 sen  
Whirly Bird: 15 sen  
Match: 70 sen

Everyone in town is really happy with the Yuman Clan and Blu Boltar. Guess the Master was wrong and they really are nice guys. Mine as well stop playing as there's nothing wrong here. Wait no one can possibly be this content!  
Something's wrong with this town. Go through the north exit to get to the next more dangerous part of Yokan.

This part of Yokan has random enemies, be on the lookout. Make sure you have the Fire Punch equipped.

Fist Shop

Scale Shield: 50 sen  
White Robe: 20 sen  
Iron Claw: 30 sen  
Crush Punch: 80 sen

Move to the north of the Fist Shop and talk to the two guys standing next to each other. One of them will be Blu Boltar in disguise. Say Yes to begin the battle.

Pig-in-a-Poke and Ghost Archers make up this battle. If you wait long enough the Ghost Archers will drift off the screen and be replaced by a new archer or a pig. Kill enough guys and the battle will end.

Blu Boltar will be gone but the small kid above him will tell you to hide in

the garbage can. Enter the can and go to your right to talk to the two Celestial Beings. The two beings will be arguing and "insulting" each other with the derogatory comment of "vigilante." They will teach you a new attack, the Cross Mighty Punch. Too bad that it takes two players and I don't have any friends... damn dirty ape and his stupid mongrel buddy. Naw I'm just kidding, you don't need a second player to execute the attack. See now those are insults. After completing your training they'll also give you the Tiger Sword.

Training:

Tap A to run and hit B+direction to jump in that direction. If you hit B you'll jump straight up and then if you hit a direction while in the air you'll jump kick in that direction.

At the north end of the cave will be an entrance to the Royal Palace Courtyard. Go back to town if you need more supplies or press on. You'll recognize the next screen. Move to your right and talk to the bearded man. This will start a series of battles.

!!!BOSS!!!

---Blu Boltar---

Level 15

Recommended Equipment:

8 Sweet Buns  
8 Skate Boards  
1 Meat Bun  
Mighty Punch  
Dragon Kick

Fire Punch  
Tiger Sword  
Mirror Shield  
Black Robe  
Talisman-y  
Amulet-II  
Match

First screen. Pigs and Ghost Archers. Avoid the shots, use the gates and kill the pigs. Or unleash the Mighty Punch. The next screen is easy so you'll be able to get another Might Punch there.

Second screen. Pink Bulls, Demon Mages and Possessed Masks. Punch the bulls and jump on the rest. Very easy screen.

Third screen. Ooo a new bad guy. The Dervish spins constantly and summons four ghost arcers. Don't worry about them, focus on the Dervish. His spin attack hurt so when attacking try to time a jump-punch combo to maximize the damage you deal. Try to approach him when he's not spinning and eliminate him quickly before the archers become a factor.

Mighty Punch = automatic move on to the next screen.

3 Gargoyles await you on the fifth screen. The Jump Back strategy is effective but you will still get hurt. Make sure that they don't fire long range attacks at you while you are Jump Backing.

Finally the last screen. Two slow lumbering beast shoot out weird purple heads. The heads loosely track you and deal significant damage but their masters are very slow. Quickly gather 6 M's and deal a devastating Cross Mighty Punch. Heal yourself before going to the next screen.

Blu Boltar is fought like the Evil Queen. Call Ryu and then use your Dragon Kicks. From there rely on your Tiger Sword and Fire Punch and the occasional heal until Boltar is defeated. He has about 250 HP. Being on level 13 allows you to survive two of his 'Let's get serious' attacks. Defeat him to get a new, creepy friend with thick eyebrows... those eyebrows. Oh yeah he'll give you the Green Prism Bell too.

---

You'll here of King Gulp doing evil things on Mt. Con-Rum but everyone tells you to first check out the Kung Fu town of Sholin. Head south from Yokan and stop by the temple of Rogee Rabbit for some information.

~~~Temple of Rogee Rabbit~~~

Rogee Rabbit gives you better directions to Sholin and tells you that the master of Sholin has the next bell.

Head south to the mountain range and then west. Cross the bridge and Sholin is there, slightly to the south west.

~~~Sholin~~~

Fist Shop

Lee's Robe: 100 sen

Iron Claw: 30 sen

Shuruken-Volley: 200 sen

Shuruken-Boomerang: 800 sen

Lee's Robe is cheap and costs more than the Black Robe so it's probably a good buy.

Tool Shop

Sweet Bun: 10 sen

Whirly Bird: 15 sen

Medicine: 100 sen

Talisman-E: 580 sen

Old man says Talisman-E is good for traveling in the desert.

In the north west part of the first screen of the town will be a small temple with a hidden door. Enter it by moving to the grass square in front of the right side of the temple. The master says that the Prism Bell is only rewarded to someone who can defeat the six Kung Fu scholars of Sholin. Head up to the second screen of Sholin.

!!!BOSS!!!

Recommended Equipment:

Level 13

8 Sweet Buns

Fire Punch  
Tiger Sword  
Mirror Shield  
Lee's Robe  
Talisman-y (or E)  
Amulet-II  
Match

Hoe-mer

Hoe-mer attacks with a jump, a large hook and a retractable shot type thingy. He doesn't need to swing his hook to hurt you so approach him from his left, his non hook side. Try to stay at 45% angles from him. He'll only fire his retractable shot north, east, south and west. Trick him into firing it and hit him when he's waiting for it to come back.

Hitman

Hitman has a long range spread shot, punches and jumps. Watch out for the spread shot and quickly jump over it. He is no match for the Jump Back strategy.

Before fighting the next Scholar talk to the old man. He tells you how to get the Golden Claw. Go back to town and buy an Iron Claw (and some Sweet Buns if you need them). Along the southeast shore of the lake--which is in the upper left hand side of the first screen of the village--you'll be posed with a choice: "Throw the Iron Claw" or "Do What You Are Prohibited." Choose to Throw the Iron Claw. The Hermit Wise Ram will come out and give you the same to choices again. Choose to throw the Iron Claw. He'll ask you which of the three claws are yours: Gold Claw, Silver Claw or Iron Claw. Answer him truthfully to get the Gold Claw. Head back to the scholars.

Charlie

Charle is a cheap s.o.b. He jumps and has a powerful nunchuck attack. It's so powerful that even the empty screen way in from of his spinnin nunchuck will hurt you. Try to jump on him when he's not spinning his nunchuck and then jump away. You'll probably need to use a lot of Sweet Buns on him. Go back to town if you need more.

Herculean

Herculean isn't as tough as Charlie. Herc jumps around a lot and launches projectiles that return to him. Try to stay within jumping distance of him at all times. He's only vulnerable the instant he releases a projectile so try to jump on him right then. Constantly be jumping: over the projectiles and onto Herc.

Hick

Hick is the pinker, uglier version of Guile from Super Street Fighter II. He'll release a Sonic Boom from across the map and try to punch you. He's no match for the Jump Back strategy.

Winoman

\*Sigh\* First time facing this guy I didn't even get hurt. Jump Back strategy all the way.

As a prize you'll get Amulet III. Head back to town to get the Dark Blue Prism

Bell, the prize winners of Bells. Flying Rick the warrior will give it to you and offer you his assistance.

---

Mt. Cone-Rum is still your destination. To get there you have to go through the Fire Castle. To get to the Fire Castle you have to pass through a dark tunnel. To be able to see in the dark tunnel you have to get an item from the Yuma Chateau. To get to the Chateau you have to leave Sholin, go east and cross the bridge and follow the river north.

~~~Yuma Chateau Part Deux~~~

The first battle has Weasels and Gryphons. It's an annoying combo as Gryphons require you to wait and then attack them and if you're waiting around the Weasel will tuck themselves up and throw themselves at you.

Second battle is even easier than the first. Tigers and Blue Blobs--yes those Blue Blobs from like the first battle in the game.

The third battle seems like a cakewalk--at first. Pink Bulls, no problem but then... projectiles appear out of thin air. Yes Pink Cubivores also lurk around. Try to dispatch the Bulls quickly and stay away from the Cubivores. It is tough to approach them as their shots cover a wide area and you can only approach them when they shoot (since they're invisible).

Mini Boss: QP Fox

QP Fox unleashes four Jack clones then disappears. The Jack clones are weak and stupid, constantly milling about. QP forgot to clone in the ruthless killer instinct that makes Ninjas totally sweet. QP is vulnerable to jump and cannot be hurt with punches. If you kill all four Jack clones QP will unleash four more. But if you kill three of them and leave one alive he won't. This guy is quite easy. You'll get the CANDLE as a prize. Kage bunshin no jutsu!

Return to Sholin and pick up some Sweet Buns, SK-Boards, a Talisman-E and some medicine. Exit Sholin and head west to the patch of desert. Enter the tunnel located just north of the desert.

The tunnel's battles are all fought like the Blu Boltar and Evil Queen battles. Follow the crooked part up and you'll gradually come to a split: one way to the left and one way up. Go up till you reach the far wall and then go left. Follow that path up and to the left to reach the exit. Check out the GIF map by Dalton of Zeal on <www.gamefaqs.com> if you get lost. Remember you can call an ally if you need help.

After leaving the cave, follow the northern mountain range. At the end of it go west and you'll see Fire Castle. You can't go in yet because of the flames. Head further west until you come to the town of Chatzy.

~~~Chatzy~~~

Fist Shop

Fire Shield: 250 sen

Lee's Robe: 100 sen

Shuriken-Boomerang: 800 sen

Shuriken-Fixer: 1000 sen

Tool Shop

Sweet Bun: 10 sen

Battery: 500 sen

Used to power Dragstar, the car that will take you places without encountering enemies. Found at the Yuma Chateau in the land of snow.

Whirly Bird: 15 sen

Torch: 1050 sen

The people of Chatzy will tell of the Princess Leila who can help you put out the fire and enter the castle.

---

Whirly Bird back to a tow to get SK-Boards if you need them. Stock up on SK-Boards, Sweet Buns and bring a Torch. Head north from Chatzy and enter the tunnel. Work your way down and to the left to reach the next staircase. From that staircase head southeast to the next staircase. On that screen go up till you get to the T intersection and head due left until you get to the exit. Check out the maps by Dalton of Zeal on <[www.gamefaqs.com](http://www.gamefaqs.com)> for a full view of the tunnel's map.

Head north from the cave exit to reach the Yuma Ice Chateau.

~~~Yuma Ice Chateau~~~

The first screen has Ice Weasels and Ice Snatchers.

Second screen has Ice Tigers and Ice Snatchers.

Third screen has Weasels and Dragons. Attack the Weasels and ignore the dragons, as the former are easy to kill.

Icy Meatball Mage. This Chateau seems to have a series of battles in decreasing difficulty with this one being the easiest. The Flames won't even hurt you--unless you are a meatball then it's one hit to kill you. The Icy Mage will phase in and out of the battle, avoid its long range Meaball Spell and punch it about 5 times for the kill. Now you have the DRAGSTAR.

If you still have a lot of life and Sweet Buns head north east to the Ice Temple. If not return to a village, restock and come back with more supplies.

~~~Ice Temple~~~

!!!BOSS!!!

Recommended Equipment:

Level 20

8 Sweet Bun

1 Meat Bun

1 Medicine

Dragon Kick

Golden Claw

Tiger Sword

Mirror Shield

Lee's Robe

Talisman-E

Amulet-II

Torch

Wil the Wiz

Wil the Wiz will try to transform you into a Sweet Bun. He'll then summon Slimes to try to eat you. Call your ally and Dragon Kick then use your regular attacks. He has about 250-275 HP.

---

Your reward for beating Wil is an Eagle Sword, some help from Princess Leila and a Smooch! Boo yah no one porks babes like a Ninja. whirly Bird your way back to Chatzy.

Restock at Chatzy and head east by north east to Fire Castle. When there bring up the menu and go to 'CALL.' Princess Leila will come and put out the fire.

---

~~~Fire Castle~~~

!!!BOSS!!!

Recommended Equipment

Level 23

8 Sweet Bun
8 SK-Board
1 Meat Bun
1 Medicine
Mighty Punch

Golden Claw
Eagle Sword
Mirror Shield
Lee's Robe
Talisman-E
Amulet-II
Torch

Run whenever possible and use SK-Boards if you get into battle. Go to you right then up to reach the next staircase. For better details see the maps by Dalton of Zeal at <www.gamefaqs.com>.

Move to down and to your right following the upper part of the hallway. When you reach your first for head up and then take a sharp left to the staircase.

Hug the lower part of the screen until you get to the left wall. Turn up to find the stair case. Now you'll be on the Boss screen.

---Devillian---

Wow way to combine Devil and Villian. Now I know for sure that this guy is evil. It's tough to judge old games. On one hand you have to consider the time frame and the lower budgets they had to deal with but a lot of old games are hard for the wrong reasons. Some old games love to kick the crap out of you by using the game's own cheap *** against you. For example in this battle it would be great to be able to hit start while say running away from Fire Balls that do 50 damage a hit, but sadly you can't. Also you have to hit this boss in the head to hurt him but if you touch his feet he'll hurt you. That makes him invincible from attacks from the bottom. I never got that about old video

games, why does touching the enemy hurt you and not them? But I digress, here's a strategy:

Equip the Eagle Sword. Punches, Jumps and throwing stars don't hurt him. You'll need to hit him in the to cause damage so attack him from his right, left and up direction. Beware of the Fire Balls as they cause 50 damage or so a hit and running into the guy causes 30 damage. The Fire Balls disappear after a set time, learn this time and attack right when they disintegrate and before Devillian can launch new ones. He takes about 7-10 hits depending on your level.

Defeat him to obtain the Light Blue Prism Bell.

A staircase will appear where Devillian was. Use it to go outside. If you are low on life and goods you can Whirly Bird to a town but if you do you'll have to traverse through the Fire Castle again. Head east by north east to reach the town of Ling-Rang.

~~~Ling-Rang~~~

At the upper left side of town will be a small open hut. Enter to find the Prism Claw club, a club that rewards its members with Prism Claws. Say yes to begin the race. You must make it 100 meters and get the TREASURE under 140 seconds to get the Prism Claw. Hit B to jump then tap over to Dragon Kick your way quickly to the finish line. Stop and destroy every stone you see until you get the TREASURE. Dragon Kick your way to the finish line for the Prism Claw.

At the upper right part of town will be a well that you can fall into.

~~~Mei-Tong District~~~

Straight up you'll see a door to Mt. Cone-Run. To open it though you'll need the help of a very strong person and the strongest man in the world is located in Ling Rang. Unfortunately the Divinities have robbed him of his senses.

Fist Shop

Prism Shield: 4000 sen
Light Robe: 1000 sen
Shuruken-Boomerang: 200 sen
Shuruken-Fixer: 800 sen

If it's expensive it must be good, right?

Tool Shop

Sweet Bun: 10 sen
Whirly Bird: 15 sen
Talisman-Omega: 1200 sen
Amulet IV: 1700 sen

Explore the town until you come to the temple of the Great Earth Spirit, Mistress Banko. She will give you the final bell--Pink Prism Bell--and tell you to go the Shin-Shin Tower, which is located east of Yokan.

~~~Shin-Shin Tower~~~

From Yokan go east until you hit the mountain range. Follow the north side of that range until it ends. You'll see a white tower to the south, that's your destination.



Move up and then to the left. After a little ways move back down. For a better description see the maps by Dalton of Zeal on <[www.gamefaqs.com](http://www.gamefaqs.com)>.

On the second floor, head right and then down.

Third screen move to your left and then up.

Fourth screen move right and then up, straddling the obstruction in the middle.

You'll encounter Ms. Oinker at the top of the tower. The Prism Bells begin to ring...

The Rainbow bridge forms bringing you to the temple of the divine, in which waits...

Your Mentor who gives you a Prism Sword and grants Moo-Moo, the strongest man in the world (said Arnie style life from 'Pete and Pete'), who can open the door up for you to Mt. Con-Run. He'll also send you on Whirly Bird to the village of Ling-Rang.

---

Go to the door in Mei-Tong to call Moo-Moo to open the door but first you'll probably want to level up and get sen so you can buy the great items that are only available in Mei-Tong.

~~~Mt. Cone-Rum~~~

The cave over to the mountain is long and confusing. For a better description see the maps made by Dalton of Zeal, available at <www.gamefaqs.com>.

Head east, following the lower part of the screen. You'll come to a fork in the road go down and then to the right. Go all the way to the right and stay close to that wall as it goes all the way south and then west a bit. Take your first available turn down and stay close to the left wall. Take your first left, go left for a little ways and take the first available turn up. The passage will go left for a ways, follow it until you reach the staircase.

You'll now be on the world map. Use a Whirly Bird here if you're feeling afraid and want to return... coward.

Mt. Cone-Rum is straight forward. Follow the path until you get to the first available door, enter it and then follow the given paths. You'll gradually climb the mountain until you come to...

!!!BOSS!!!

---King Gulp---

Recommended Equipment

Level 35

8 Sweet Bun
8 SK-Board
1 Meat Bun
1 Medicine
Mighty Punch
Dragon Kick

Prism Claw
Prism Sword
Prism Shield
Sacred Robe
Talisman-Omega
Amulet-IV
Torch
Shuriken-Tracker

Call your Bro Ryu right off the bat. King Gulp is so huge you wouldn't think there would be any way for him to dodge--don't worry there is. King Gulp will always do two of the same actions (with the exception of using Sacred Medicine). He has Shock Wave, which is his weakest attack. Fall Down, Rocks! hurts both characters for about 23 damage a pop or 46 damage total. His most fearsome--and most commonly used attack--is Whump!. Whump! shocks both characters, giving King Gulp even more turns. Also when he's low on life Gulp will use Sacred Medicine to recover "A Life" according to the game. I wouldn't be suprised if he recovers all his HP with that medicine considering it is the only one of his actions that he only does once. Gulp has around 500 HP.

The Yoma Clan is defeated and the day is saved, thanks to Jack and Ryu (but mostly Jack). Return to Yokan for some celebration.

"Some day your skills will be needed again! Till then keep your hands clear and keep practicing!"

-Mentor (sadly I didn't make any typos in that quote)

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III BOSSES

^Tub-a-Tummy^

First he'll summon a variety of generic enemies to try to impede your progress. Such things as blobs, Red Goblins and Poke-in-a-Pigs will try to defeat you. Hit B and jump on them, focusing on the weaker enemies and trying to stay away from the powerful Pig's poke. After about 6 kills the door will open to the next area. Go up to the top of the screen to enter it and move on. The weirdest RPG spell I have ever experienced is waiting.

In the next area are more Poke-in-a-Pigs and Ninjas. The Ninjas have high range and deal fierce damage. Try to jump on them from a distance and avoid their jumps. Be aware that the Ninja's claw attacks can go through the barrels. Also periodically Ground Lightning will pass through the screen. Jump to avoid it. Kill about 6 enemies to move on to the next area. Only two more screen to that weird spell.

Here you'll see Red Pigs that are basically the same as the blue ones but have more HP and shoot balls. Keep your eyes out for them. Damn the weird spell is almost here.

This guy is insanely hard. If you get close to him he'll kill you in one poke with his stick. If you stay too far away he'll attack you with his long range spread shots. If one of them hits you you'll be turned temporarily into a... MEATBALL! Frog ain't go nothin' on meatball. While in meatball form the his blue helpers will be able to eat you and that of course brings about instant death. The only way to beat him is to jump on him and jump out and hope you get lucky for a long time. If only someone could develop a strategy. Naw I'm just fooling with you guys, he's a piece of cake if you do this:

Notice how when you punch rocks/bricks/barrels that stuff comes out of them? Sometimes it's items, sometimes M's or K's and sometimes a fierce projectile comes out? If you hit him with one of those. Simply line up next one of those blocks, line up your shot and punch until a projectile comes out. If you punch his Meatball Spell it will be reflected away from you. Boo yah Prism Bell!

Recommended Equipment:

Level 4

8 Sweet Buns

Crush Punch

Scale Shield

White Robe

Taliman-Alpha

Amulet-II

^^Evil Queen^^

The enemies here can be a little tricky and there is no point in wasting your Sweet Buns before the boss. Every battle you enter, run. If they catch up to you use a skateboard. Enter the castle and head right, hugging the north wall. Go north and take your first left and follow that path to the staircase. Climb up the stairs and you're now on the the screen with the boss. Move up and to the right to talk to her. Doing so will begin the battle.

The first screen has some easy bad guys: Cat Jumpers, Demon Mages and Possessed Masks. Focus on killing the Demon Mages before going after the Cats. An easy way to dispatch the Cats is to jump onto something that automatically forces a jump back, such as the north wall. That way you're constantly in the air and it's tough for them to hurt you.

More Possessed Masks and Cat Jumpers await but now there's an occasional frog. Kill the Masks first as they fire fast-moving, long range attacks and are easy to dispatch. Two Masks on the screen makes the map quite hazardous.

Here you'll encounter a tougher type of enemy, the Dragon. The Dragon is a still too rugged for now so keep your distance from him and he'll run off screen and be replaced by an easier monster like a Mask or a Cat. Kill enough to move on to the fourth screen.

Demon Mages, Masks and now Green Bulls. When you're not being hassled punch the blocks to fire projectiles off at the bulls. Watch out for the water and focus on the Masks and Mages.

The Evil Queen battle is fought non-action RPG style. You'll have a list of options: Punch, Kick, Item, Dragon Kick, Guard and Call. Your first move should be Call as that calls your brother Ryu. You have a limited number of Dragon Kicks but it is your strongest attack so try to use them all. Rely on Punch, Dragon Kick and Item: Sword to defeat this evasive foe. Sweet Buns will heal you both so use them when necessary. A Sweet Bun will not revive someone when they reach 0 HP and if Jack reaches 0 HP it's Game Over. As a bonus to using the Mirror Shield on the queen the Lilies will now be freed and returned to the castle. It's actually a pretty nice tune that plays. The Evil Queen has about 190 HP. Yes the precious Antidote is now yours. Return to the city.

Recommended Equipment:

Level 9

8 Sweet Buns

8 SK-Boards

Mega Punch

Hawk Sword

Mirror Shield

White Robe

Taliman-Beta

Amulet-II

^^^Blu Boltar^^^

First screen. Pigs and Ghost Archers. Avoid the shots, use the gates and kill the pigs. Or unleash the Mighty Punch. The next screen is easy so you'll be able to get another Might Punch there.

Second screen. Pink Bulls, Demon Mages and Possessed Masks. Punch the bulls and jump on the rest. Very easy screen.

Third screen. Ooo a new bad guy. The Dervish spins constantly and summons four ghost arcers. Don't worry about them, focus on the Dervish. His spin attack hurt so when attacking try to time a jump-punch combo to maximize the damage you deal. Try to approach him when he's not spinning and eliminate him quickly before the archers become a factor.

Mighty Punch = automatic move on to the next screen.

3 Gargoyles await you on the fifth screen. The Jump Back strategy is effective but you will still get hurt. Make sure that they don't fire long range attacks at you while you are Jump Backing.

Finally the last screen. Two slow lumbering beast shoot out weird purple heads. The heads loosely track you and deal significant damage but their masters are very slow. Quickly gather 6 M's and deal a devastating Cross Mighty Punch. Heal yourself before going to the next screen.

Blu Boltar is fought like the Evil Queen. Call Ryu and then use your Dragon Kicks. From there rely on your Tiger Sword and Fire Punch and the occasional heal until Boltar is defeated. He has about 250 HP. Being on level 13 allows you to survive two of his 'Let's get serious' attacks. Defeat him to get a new, creepy friend with thick eyebrows... those eyebrows. Oh yeah he'll give you a bell too.

Recommended Equipment:

Level 15

8 Sweet Buns

8 Skate Boards

1 Meat Bun

Mighty Punch

Dragon Kick

Fire Punch

Tiger Sword

Mirror Shield

Black Robe

Talisman-y

Amulet-II

Match

^^^^Sholin Scholars^^^^

Hoe-mer

Hoe-mer attacks with a jump, a large hook and a retractable shot type thingy. He doesn't need to swing his hook to hurt you so approach him from his left, his non hook side. Try to stay at 45% angles from him. He'll only fire his retractable shot north, east, south and west. Trick him into firing it and hit him when he's waiting for it to come back.

Hitman

Hitman has a long range spread shot, punches and jumps. Watch out for the spread shot and quickly jump over it. He is no match for the Jump Back strategy.

Before fighting the next Scholar talk to the old man. He tells you how to get the Golden Claw. Go back to town and buy an Iron Claw (and some Sweet Buns if you need them). Along the southeast shore of the lake--which is in the upper left hand side of the first screen of the village--you'll be posed with a choice: "Throw the Iron Claw" or "Do What You Are Prohibited." Choose to Throw the Iron Claw. The Hermit Wise Ram will come out and give you the same to choices again. Choose to throw the Iron Claw. He'll ask you which of the three claws are yours: Gold Claw, Silver Claw or Iron Claw. Answer him truthfully to get the Gold Claw. Head back to the scholars.

Charlie

Charle is a cheap s.o.b. He jumps and has a powerful nunchuck attack. It's so powerful that even the empty screen way in from of his spinnin nunchuck will hurt you. Try to jump on him when he's not spinning his nunchuck and then jump away. You'll probably need to use a lot of Sweet Buns on him. Go back to town if you need more.

Herculean

Herculean isn't as tough as Charlie. Herc jumps around a lot and launches projectiles that return to him. Try to stay within jumping distance of him at all times. He's only vulnerable the instant he releases a projectile so try to jump on him right then. Constantly be jumping: over the projectiles and onto Herc.

Hick

Hick is the pinker, uglier version of Guile from Super Street Fighter II. He'll release a Sonic Boom from across the map and try to punch you. He's no match for the Jump Back strategy.

Winoman

Sigh First time facing this guy I didn't even get hurt. Jump Back strategy all the way.

As a prize you'll get Amulet III. Head back to town to get the Blue Bell, the

prize winners of Bells. Flying Rick the warrior will give it to you and offer you his assistance.

Recommended Equipment:

Level 16

8 Sweet Buns

Fire Punch

Tiger Sword

Mirror Shield

Lee's Robe

Talisman-y (or E)

Amulet-II

Match

^^^^Wil the Wiz^^^^

Wil the Wiz

Wil the Wiz will try to transform you into a Sweet Bun. He'll then summon Slimes to try to eat you. Call your ally and Dragon Kick then use your regular attacks. He has about 250-275 HP.

Recommended Equipment:

Level 20

8 Sweet Bun

1 Meat Bun

1 Medicine

Dragon Kick

Golden Claw

Tiger Sword

Mirror Shield

Lee's Robe

Talisman-E

Amulet-II

Torch

^^^^Devillian^^^^

Wow. Way to combine Devil and Villian, Culture Brain. Now I know for sure that this guy is evil. It's tough to judge old games. On one hand you have to consider the time frame and the lower budgets they had to deal with but a lot of old games are hard for the wrong reasons. Some old games love to kick the crap out of you by using the game's own cheap *** against you. For example in this battle it would be great to be able to hit start while say running away from Fire Balls that do 50 damage a hit, but sadly you can't. Also you have to hit this boss in the head to hurt him but if you touch his feet he'll hurt you. That makes him invincible from attacks from the bottom. I never got that about old video games, why does touching the enemy hurt you and not them? But I digress, here's a strategy:

Equip the Eagle Sword. Punches, Jumps and throwing stars don't hurt him. You'll need to hit him in the to cause damage so attack him from his right, left and

up direction. Beware of the Fire Balls as they cause 50 damage or so a hit and running into the guy causes 30 damage. The Fire Balls disappear after a set time, learn this time and attack right when they disintegrate and before Devillian can launch new ones. He takes about 7-10 hits depending on your level.

Recommended Equipment

Level 23

8 Sweet Bun
8 SK-Board
1 Meat Bun
1 Medicine
Mighty Punch

Golden Claw
Eagle Sword
Mirror Shield
Lee's Robe
Talisman-E
Amulet-II
Torch

^^^^^^King Gulp^^^^^^

Call your Bro Ryu right off the bat. King Gulp is so huge you wouldn't think there would be any way for him to dodge--don't worry there is. King Gulp will always do two of the same actions (with the exception of using Sacred Medicine). He has Shock Wave, which is his weakest attack. Fall Down, Rocks! hurts both characters for about 23 damage a pop or 46 damage total. His most fearsome--and most commonly used attack--is Whump!. Whump! shocks both characters, giving King Gulp even more turns. Also when he's low on life Gulp will use Sacred Medicine to recover "A Life" according to the game. I wouldn't be suprised if he recovers all his HP with that medicine considering it is the only one of his actions that he only does once. Gulp has around 500 HP.

Recommended Equipment

Level 35

8 Sweet Bun
8 SK-Board
1 Meat Bun
1 Medicine
Mighty Punch
Dragon Kick

Prism Claw
Prism Sword
Prism Shield
Sacred Robe
Talisman-Omega
Amulet-IV
Torch
Shuruken-Tracker

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This Bestiary is quite rough and very incomplete. For about half of the bad guys I have written descriptions and strategies, some of the others I have mentioned but many of them I have yet to put in. I will expand this section and refine it.

Sections:

- Flying Enemies
- Beastoids (monsters that have beast like qualities)
- Monsters
- Humans
- Classic RPG Enemies (fought in battles like that with the Evil Queen)

They'll be given in the rough order that you encounter them, with similar sprites that are different colors being grouped together.

<<<Flying Enemies>>>

Umbrella

Description: Small blue monster that slowly drifts around the level. Low HP and deals low damage.

Commonly Found With: Poke-in-a-Pig

Strategy: Jump on it or wait until it stops drifting and punch it.

Spear Birds

Description: Flying fowl fiends with fierce fighting spears hanging from their foul feet.

Commonly Found With: Red Goblins

Strategy: These beasts will fly, stop and do their attack and then fly somewhere else. Hit them right below the wing (from the side) with a punch when they stop to attack.

Gryphon

Description: Large purple bird that likes to dive bomb it's target.

Commonly Found With: Red Goblins

Strategy: Let them come to you and begin their slow dive bomb. The dive is strong and can inflict multiple hits but it is very slow and the Gryphons are at their weakest when diving. Let them dive and smack them with a punch.

<<<Beastoids>>>

Frog

Description: Green frog enemy that emerges from the water and jumps around.

Commonly Found With: Water

Strategy: They'll quickly return to the water from whence they came.

Yellow Frogs

Description:

Commonly Found With:

Strategy:

Poke-in-a-Pig

Description: Slow moving blue Pig-type creature. Has a small lance that it uses to poke at you.

Commonly Found With: Umbrellas, Goblins, Ghost Archers

Strategy: Jump on the pig from a distance and avoid it's poke. It's slow speed makes it an easy enemy to defeat.

Red Pig

Description: Same as the Poke-in-a-Pig but now has an additional long range attack.

Commonly Found With:

Strategy: Use the same strategy as for the blue pig. Jump on it from a distance and avoid its poke. Its long range attack is very slow and only travels in straight lines so it isn't much to worry about.

Cat Jumpers

Description: Cat faced enemy who is constantly jumping.

Commonly Found With: Demon Mages, Possessed Masks

Strategy: Use the Jump Back strategy. Notice how when Jack jumps on a place where he can't land he'll automatically jump back? Well when he does so if he lands on the enemy he'll hurt them. Send Jack to the screen's north wall and have him continually jump up. The Cats will approach and get hurt but be unable to fight back as he is almost always in the air.

Pink Cat

Description: Pink cat faced enemy who can jump, punch and Dragon Kick you.

Commonly Found With: Yellow Frogs

Strategy: The Jump Back strategy works but not as well as it does on the Cat Jumpers.

White Bull

Description: Large bull-headed enemy. Attacks with upper cuts, jumps and is resistant to throwing stars.

Commonly Found With: Cubivores

Strategy: Bulls will leave the screen after a period of time so if you don't like fighting them, avoid them until they leave

Green Bull

Description: Large green, bull-headed enemy. Attacks with upper cuts, jumps and is resistant to throwing stars.

Commonly Found With: Demon Mages, Possessed Masks

Strategy: Bulls will leave the screen after a period of time so if you don't like fighting them, avoid them until they leave.

Pink Bull

Description:

Commonly Found With:

Strategy:

Blue Bull

Description:

Commonly Found With: Blue Blobs

Strategy:

Large Centaur

Description: Large Red Centaur who only appears at night. When he enters the screen the rest of the enemies will leave.

Commonly Found With:

Strategy: Jump Back

Weasel

Description:

Commonly Found With: Pink Cubivores

Strategy:

Tiger

Description:

Commonly Found With: Pink Cubivores

Strategy:

Ice Tiger

Description:

Commonly Found With:

Strategy:

<<<Monsters>>>

Blue Goblin

Description: Blue haired Goblin with a light blue Kimono. Basic grunt unit that is only capable of low damage punching and inciting laughter.

Commonly Found With:

Strategy: Punch or Jump on him.

Red Goblin

Description: Red haired enemy with a horn on its head. Wears a light blue Kimono and attacks with a variety of punches and jumps.

Commonly Found With: Spear Birds, Blue Goblins

Strategy:

Shadow Goblin

Description: Red haired Goblin with a black Kimono. Has a powerful projectile attack and will be invisible unless you're equipped with a match.

Commonly Found With:

Strategy:

Blue Blob

Description: Small blue blobs with open mouths. They jump around and try to hurt Jack by touching him.

Commonly Found With: Tub-a-Tummy, Blue Goblins, Evil Ninjas

Strategy: They cannot be defeated by punches but are very vulnerable to Jump attacks. When in Meatball form they can kill meatball-Jack with a single touch.

Yellow Blob

Description: Small yellow blobs with open mouths. They jump around and try to hurt Jack by touching him.

Commonly Found With: Junkie

Strategy: They cannot be defeated by punches but are very vulnerable to Jump

attacks.

Cubivore

Description: Look like 3-D block with legs, a mouth and large teeth. Will grab onto you and ensnare you so that other enemies can hurt you.

Commonly Found With: Blue Bulls

Strategy: Jump on them or punch them from behind a barrier.

Pink Cubivore

Description: Look like pink 3-D blocks with legs, a mouth and large teeth. Will grab onto you and ensnare you so that other enemies can hurt you or fire wavy, damaging projectiles.

Commonly Found With: Weasels,

Strategy: You need a Candle to be able to see them.

Demon Mage

Description: Red haired demon faced monster with a robe. Fires spells that turn Jack into a stationary target.

Commonly Found With: Cat Jumpers, Possessed Masks, Green Bulls, Evil Ninjas

Strategy: These fools are easy to kill and a nuisance if left to themselves.

They lack defense and a short range attack so don't be afraid to get inside their guard. Jump on them while avoiding their spells. The Mirror Shield helps lessen the spells effectiveness.

Possessed Mask

Description: Large ugly looking Mask. Fires painful shots out of its mouth. Can fly above water.

Commonly Found With: Cat Jumpers, Green Bulls, Demon Mages

Strategy: Try to kill these guys fast as their shots are quick and with two of them on the screen it doesn't get easier. Jump on them from a distance, making sure they aren't too close to any water.

Green Dragon

Description:

Commonly Found With:

Strategy: Cannot be destroyed by jumps or punches but is vulnerable to swords.

Ice Snatcher

Description:

Commonly Found With:

Strategy:

Flame

Description:

Commonly Found With:

Strategy:

<<<Humans>>>

Evil Ninjas

Description: Green and black garbed Ninjas equipped with fierce claws. Can also jump on you for damage.

Commonly Found With: Blue Blobs, Demon Mages

Strategy: Try to jump next to them and hit them with a quick punch. Beware of the long reach of their Ninja claw.

Ghost Archers

Description: Skeletal archers wearing purple hoods. They slither slowly and try to destroy Jack with arrows.

Commonly Found With: Pig-in-a-Pokes,

Strategy: Use Fire Punch.

Zombie Ninjas

Description: Orange and black garbed Ninjas with a blue face. They will Jump like the basic Evil Ninja but now have a dash attack that further extends the range of their attacks.

Commonly Found With: Red Pigs

Strategy: Try to jump next to them and punch.

<<<Classic RPG Enemies>>>

Samurai

Description:

Commonly Found With:

Strategy:

Tiger Tank

Description:

Commonly Found With:

Strategy:

QP Fox

Description:

Commonly Found With:

Strategy:

V EQUIPMENT, ITEMS and TREASURE

++++Equipment++++

///Punches and Claws///

+Iron Claw+

Acquired From: Hynen, Yoka and Sholin Fist Shops for 30 sen.

+Crush Punch+

Acquired From: Hynen and Yokan Fist Shops for 80 sen.

+Mega Punch+

Acquired From: Cilli City Tool Shop and Okay Fist Shop for 120 sen.

+Fire Punch+

Acquired From: Okay and Yokan Fist Shops for 500 sen.

+Gold Claw+

Acquired From: Wise Ram Hermit in the village of Sholin.

Special: Throw an Iron Claw into the pond in Sholin twice and answer the hermit honestly.

+Prism Claw+

Acquired From: Open house in Ling-Rang.

Special: Choose to join the Prism Claw club and beat the challenge in under 140 seconds while getting the treasure.

///Swords///

+Hawk Sword+

Acquired From: Random Temple.

+Tiger Sword+

Acquired From: Celestial Beings located in the hidden underground passage of Yokan.

+Eagle Sword+

Acquired From: Princess Leila in the Ice Temple north of Chatzy.

Special: Useful in killing Devillian.

+Prism Sword+

Acquired From: Mentor after climbing to the top of Shin-Shin Tower with the 7 Prism Bells.

///Shields///

+Scale Shield+

Acquired From: Hynen and Yokan Fist Shops for 50 sen.

+Mirror Shield+

Acquired From: The exiled water lilies, located south of the Water Lily Palace.

Special: Lessons the effectiveness of the Stone spell.

+Fire Shield+

Acquired From: Chatzy Fist Shop for 250 sen.

+Prism Shield+

Acquired From: Mei-Tong Fist Shop for 4000 sen.

///Robes///

+White Robe+

Acquired From: Hynen and Yokan Fist Shops for 20 sen.

+Black Robe+

Acquired From: Okay and Yokan Fist Shops for 50 sen.

+Lee's Robe+

Acquired From: Sholin and Chatzy Fist Shops for 100 sen.

+Light Robe+

Acquired From: Mei-Tong Fist Shop for 1000 sen.

///Talismans///

+Talisman-Alpha+

Acquired From: Hynen Tool Shop for 20 sen.

+Talisman-Beta+

Acquired From: Deli-Chous and Cilli City Tool Shops for 85 sen.

+Talisman-E+

Acquired From: Sholin Tool Shop for 580 sen.

Special: Useful for crossing the desert.

+Talisman-Omega+

Acquired From: Mei-Tong Tool Shop for 1200 sen.

///Amulets///

+Amulet-I+

Acquired From: Hynen Tool Shop for 15 sen.

+Amulet-II+

Acquired From: Temple of Mousse Mouse.

Special: Answer her question either way. Offers some protection against Tub-a-Tummy's Meatball spell.

+Amulet-III+

Acquired From: The last Sholin Scholar, Winoman.

Special: Defeat the six Scholars to get this Amulet.

+Amulet-IV+

Acquired From: Mei-Tong Tool Shop for 1700 sen.

///Shuruken-///

+Shuruken-Volley+

Acquired From: Deli-Chous Tool Shop, Okay, Yokan, Sholin, and Mei-Tong Fist Shops for 200 sen.

+Shuruken-Boomerang+

Acquired From: Yokan, Sholin, Chatzy and Mei-Tong Fist Shops for 800 sen.

+Shuruken-Fixer+

Acquired From: Chatzy Fist Shop for 1000 sen.

///Lights///

Match: 70 sen

Allows you to see certain types of enemies.

Found: Okay and Yokan Tool Shops

Candle

Allows you to see in dark passages and allows you to see certain types of hidden enemies.

Found: Yuma Chateau Part Deux

Torch: 1050 sen

Allows you to see in dark passages and certain types of enemies.

Found: Chatzy Tool Shop

****Items****

\\Buns\\

Sweet Bun: 10 sen

Eating a Sweet Bun allows you to recover HP by using the ancient technique of 'feeling cheery.'

Found: In every Tool Shop.

Meat Bun: 100 sen

Eating a Meat Bun allows you to recover more HP.

Found: Okay Tool Shop

Medicine: 100 sen

Not a bun per say but you can ingest it so it has that bun-like quality.

Found: Sholin Tool Shop

\\Transportation\\

SK-Board: 20 sen

Skate boards can be used in battle to allow you to escape. When traveling in unfriendly territory it's good to have a few of them.

Found: Hynen, Cilli City, Okay, Yokan Tool Shops

Whirly Bird: 15 sen

Whirly Birds take you from town to town. Can only be used on the world map.

Found: Deli-Chous, Yokan, Sholin, Chatzy and Mei-Tong Tool Shops.

Dragstar

Dragstar lets you drive around the world map in a car. Requires batteries.

Found: Yuma Ice Chateau

Battery: 500 sen

Powers the Dragstar.

Found: Chatzy Tool Shop

\\Miscellaneous\\

Boo Bomb

Acquired From: Punching rocks

Fire Wave

Deals damage to the entire screen.

Shock Wave

Deals damage to the entire screen.

\$\$\$\$Treasure\$\$\$\$

Red Prism Bell

Given to Jack and Ryu by the Mentor at the beginning of the game.

Orange Prism Bell

Defeat Tub-a-Tummy in Deli-Chous.

Yellow Prism Bell

Talk to the mayor of Cilli City after curing the village of its stupidity.

Green Prism Bell

Defeat Blu Boltar in Yokan.

Dark Blue Prism Bell

Defeat the six Scholars of Sholin.

Light Blue Prism Bell

Defeat Devillion in Fire Castle.

Pink Prism Bell

Talk to the Great Earth Spirit, Mistress Banko in Mei-Tong.

Antidote

Cures the villagers of Cilli City of their racism.

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VI PASSWORDS

Here are some passwords that I've used. If you'd like to contribute some of your own feel free to email me or post them on the Little Ninja Brothers Board at GameFAQs.

Key:

@- filled circle

^- triangle

[]- square

Hynen

B-7GYY YVLY45 Z3YZZ- BYY

Deli-Chous

LWT+KK LH42@V 2^7YKS 23STK

XQQP-- B5SQG3 NWV@-[] QV+J[]G ^-

Cilli City

LDZSDD K-STPL WZDTFN 2[]JLNY LVLQGD D

MCFJKK RHZ2XP --KSN^ BL@W^H SCPK[]2 K

