

Little Ninja Brothers FAQ/Walkthrough

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Little Ninja Brothers (USA)
FAQ/Walkthrough
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Little Ninja Brothers is an RPG spinoff of an arcade game called Chinese Hero. The arcade game had an NES port called Super Chinese, or Kung-Fu Heroes, which has similar gameplay to the realtime battles of this game. The series is distinctive for its Chinese fantasy theme and whimsical character design, soundtrack and storytelling. There are several other RPG and fighting game titles in the series, most of which did not receive English-language release.

More info on the original: <http://www.mameworld.net/maws/romset/chinhero>

- [1] GAMEPLAY
 - [1a] WALKABOUT MODE

This mode is for adventuring between areas and interacting with characters. When walking around, some areas have no random encounters, some areas have realtime battles, and a few have turnbased battles.

D-pad controls the characters. Button A brings up the menu. TALK starts a conversation with the NPC in front of the character. CALL is used two times in the story to bypass obstacles. SUB SCREEN brings up another menu where you can use items in the ITEM submenu or view various info under STATUS, EQUIP, TREASURE and PASSWORD.

- [1b] REALTIME BATTLES

These are initiated as random encounters or as a series of battles leading up

to a boss fight. Enemies attack three and sometimes four at a time. Other enemies appear to replace those that are defeated or wander off. The battle ends when a certain number of enemies, or the boss, have been defeated. For series battles, bring the characters to the exit door at the top of the screen to move on to the next.

D-pad controls the characters. Button A attacks with PUNCH or SWORD. By default, PUNCH is equipped. If the character uses a T-STARS or SURGER item, this attack also throws out a shuriken or surger attack. Button B while holding the D-pad does a flip kick: land on an enemy to attack it. The character can be steered with the D-pad while kicking. Button B without holding the D-pad does a straight up jump. During the jump, press the D-pad to do a dragon kick, which requires one "K" unit. The dragon kick has longer range and can damage some enemies that a regular kick can't.

The START button or A and B together brings up a menu. Exit the menu with the B button. Go to EQUIPMENT to switch between PUNCH and SWORD weapons. If you have six "M" units, MIGHTY BALL is also on the list. Use support items from the ITEM menu. If at least one shuriken type and one shuriken unit is available, T-STARS and SURGER also appear on the list. The name of the SURGER depends on the available shuriken types. (See [6a])

Selecting MIGHTY BALL brings the "M" count to zero and causes a light colored "M" in a dark oval to appear on the playfield. Hit it to make the character invincible for a limited time. Non-boss enemies can be killed by touching them during this period. If the COMBINED CROSS attack has been acquired, touching the other character allows the team to cover a bigger area and glide over obstacles. (In a one-player game, the other character appears just for this purpose.)

Most playfield have blocks lying around. Hitting these blocks can have various random effects: The block may break, go flying off in the direction of the hit, or spawn a "?" ball. A flying block instantly kills weaker enemies. Punching a "?" ball reveals either an "M" (MIGHTY BALL) symbol or a skull. Three out of 16 "?" balls are skulls: if 0x429 is 04, 09 or 0E, the next will be a skull.

Most playfields also have hidden treasure chests. Hit the right place to reveal the chest, then hit to chest to get the contents. The locations and contents of the chests depend on the field. They are not random. The following table shows the possible contents and their effects. The ID is an identifier which is different for each item. (See [8])

Item	ID	Contents	Effect
"?" ball	02	"M" ball	Add 1 to "M" stock
	06	Skull	Set "M" stock to zero
Treasure chest	16	Dark skateboard, vertical	Gain one SK-BOARD item
	08	Dark bomb with lit fuse	Gain one BOO BOMB item
	10	Dark "K" on light rectangle	Add 5 dragon kicks to stock
	20	Dark shuriken on light oval	Add 1 T-STAR to stock
	0C	Light shuriken on dark oval	Instant-use T-STAR, SINGLE type
	1C	Light heart	Instant full heal

[1c] TURNBASED BATTLES

Some bosses and random encounters are fought this way. Enter commands for the next turn from the menu. Most attacks against the player hit, and most attacks against the enemy miss, but the SURGER, the SK-BOARD and healing items never fail. GUARD seems to have no effect, and RUN attempts to escape the battle.

If the enemy is shaking from a BOO BOMB or FIXER, it cannot attack or dodge the players's attacks. If the enemy is blue from a MIGHTY BALL, it takes three times normal damage. The stun and MIGHTY BALL effects wear off randomly.

Use CALL to summon the other character in a one-player game. He randomly uses PUNCH or KICK, but he will mimic a DRAGON KICK or SWORD attack from the player.

[1d] MINIGAMES

The minigames pit the two characters to race to a finish line, sometimes with other objectives as well. In a one-player game, the other character is controlled by the computer. The games can also be accessed at the main game menu, as FIELD MEETING, and crop up at a few points in the story. They are all optional, but most have good rewards.

Mash the A button while holding the D-pad to run. However, it's easier to move with kicks or dragon kicks, which are performed in the usual way. Press button A without the D-pad to punch. In shooting games, this also throws a shuriken. Some of the fields have water traps and rolling logs to avoid.

[2] WALKTHROUGH

```
+-----+
| ! a required event |
| $ an optional event |
+-----+
```

This walkthrough is bare bones. A map is recommended.

! Begin game, get red BELL

\$ Go to HYNEN, play the balloon popping game

\$ Visit Wise Stallion, play shooting game, get SINGLE T-STARs

! Enter DELI-CHOUS, visit palace, exit through secret door

\$ Visit Mouchee Mouse, get AMULET-II

! Return to DELI-CHOUS, fight battle series, defeat TUB-A-TUMMY, get orange BELL

\$ Go to the southeastern Yoma Chateau, fight battle series, get the HAWK SWORD

\$ Visit the hole south of Water Lily Palace, get MIRROR SHIELD

! Pass through Water Lily Palace, defeat EVIL QUEEN, get ANTIDOTE

! Use ANTIDOTE in CILLY CITY pond, get yellow BELL from mayor

\$ Go to the eastern Yoma Chateau, fight battle series, get the POP

\$ Visit OKAY, trade the POP for TALISMAN-gamma

! Go to YOKAN, pass through the northern area, go into the sewers

\$ Talk to the animals, run the obstacle race, get COMBINED CROSS and TIGER SWORD

! Fight the battle series, defeat BLU BOLTAR, get green BELL

\$ Visit Rogee Rabbit

\$ Visit central Yoma Chateau, fight battle series, get CANDLE

\$ Go to SHORIN, trade an IRON CLAW for the GOLDEN CLAW at the pond

\$\$\$ Tip: do this early in the game

! In northern SHORIN, defeat the 6 scholars, get AMULET-III

! Get blue BELL from the shrine in southern SHORIN

! Pass through the cave to the CHATZY desert

\$ Visit CHATZY

! Pass through the cave to the land of snow

\$ Go to the Yoma Chateau, fight the battle series, get the DRAGSTAR

! Go to Leila's house, defeat WIL THE WIZ, get EAGLE SWORD

! Return to CHATZY desert, go to Fire Castle, CALL Leila

! Pass through Fire Castle, defeat DEVILLIAN, get violet BELL

\$ Go to LING-RANG, play the treasure game at the fist club, get the PRISM CLAW

! In LING-RANG, go underground, get magenta bell from Mistress Banko

! Pass through Shin-Shin tower east of YOKAN, talk to Ms. Oinker

! Cross the rainbow bridge, get PRISM SWORD and MIND from Tenjin

! In LING-RANG, give MIND to Moo-man, get PIECE OF THE SUN

! Go to the red door underground, CALL Moo-man to open it

! Pass through the cave to Mt.Cone-Rum

! Pass through Mt.Cone-Rum, defeat KING GULP

[3] EXPERIENCE LEVEL TABLE

Gain experience (EX) by winning realtime or turnbased battles. If enough EX is earned, the characters level up at the end of the battle. Experience level determines the MAX LIFE and ATTACK power of the characters. (ATTACK is equal to LEVEL.)

The EX reward is determined by the enemy group, but the level of the group is irrelevant. The actual enemies defeated don't affect the EX reward, except for Uni-Gon. (Each Uni-Gon, either the strong or weak type, gives an additional 20

points.) Killing enemies with the sword incurs a penalty to the EX reward if the enemies can be hit by punches.

The EX required to reach the next level is given on the following table, and can be checked at convenience stores or the game over menu.

MAX EX needed				MAX EX needed				MAX EX needed			
LEVEL	LIFE	Next	Total	LEVEL	LIFE	Next	Total	LEVEL	LIFE	Next	Total
1	10	0	0	21	108	600	7700	41	227	2500	43850
2	14	15	15	22	112	600	8300	42	230	2500	46350
3	17	65	80	23	115	750	9050	43	235	2500	48850
4	19	130	210	24	118	900	9950	44	239	2500	51350
5	30	180	390	25	148	900	10850	45	242	2500	53850
6	35	200	590	26	155	1000	11850	46	245	2500	56350
7	38	250	840	27	158	1000	12850	47	248	2500	58850
8	40	300	1140	28	180	1300	14150	48	250	2500	61350
9	42	360	1500	29	186	1600	15750	49	253	2500	63850
10	44	400	1900	30	190	1900	17650	50	255	1685	65535
11	47	400	2300	31	195	2100	19750				
12	60	400	2700	32	199	2200	21950				
13	65	400	3100	33	202	2300	24250				
14	68	400	3500	34	204	2400	26650				
15	70	500	4000	35	207	2400	29050				
16	74	550	4550	36	211	2400	31450				
17	76	600	5150	37	215	2400	33850				
18	92	650	5800	38	218	2500	36350				
19	100	700	6500	39	220	2500	38850				
20	105	600	7100	40	224	2500	41350				

[4] TOWN SHOP TABLE

Town	Hotel	Tool shop	Weapon shop
HYNEN	Rest 10	SWEET BUN 10	SCALE SHIELD 50
		SK-BOARD 20	WHITE ROBE 20
		TALISMAN-alpha 20	IRON CLAW 30
		AMULET-I 15	CRUSH PUNCH 80
DELI-CHOUS	Rest 15	SWEET BUN 10	SCALE SHIELD 50
		WHIRLYBIRD 15	WHITE ROBE 20
		TALISMAN-beta 85	CRUSH PUNCH 80
		MATCH 70	T-STAR-VOLLEY 200
CILLY CITY	Rest 15	SWEET BUN 10	
		SK-BOARD 20	
		TALISMAN-beta 85	
		MEGA PUNCH 120	
OKAY	Rest 20	SWEET BUN 10	BLACK ROBE 50
		SK-BOARD 20	MEGA PUNCH 120
		MEAT BUN 100	FIRE PUNCH 500
		MATCH 70	T-STAR-VOLLEY 200
YOKAN south	Rest 30	SWEET BUN 10	BLACK ROBE 50
		SK-BOARD 20	FIRE PUNCH 500
		WHIRLY BIRD 15	T-STAR-VOLLEY 200
		MATCH 70	T-STAR-BOOMERANG 800

YOKAN			SCALE SHIELD	50	
north			WHITE ROBE	20	
			IRON CLAW	30	
			CRUSH PUNCH	80	

SHORIN	Rest	30	SWEET BUN	10	LEE'S ROBE	100	
			WHIRLY BIRD	15	IRON CLAW	30	
			MEDICINE	100	T-STAR-VOLLEY	200	
			TALISMAN-sigma	580	T-STAR-BOOMERANG	800	

CHATZY	Rest	40	SWEET BUN	10	FIRE SHIELD	250	
			BATTERY	500	LEE'S ROBE	100	
			WHIRLY BIRD	15	T-STAR-BOOMERANG	800	
			TORCH	1050	T-STAR-FIXER	1000	

LING-RANG	Rest	50					
upper							

LING-RANG	Rest	70	SWEET BUN	10	PRISM SHIELD	4000	
mei-tong			WHIRLY BIRD	15	SACRED ROBE	1000	
district			TALISMAN-omega	1200	T-STAR-BOOMERANG	200	
			AMULET-IV	1700	T-STAR-FIXER	800	

Notice that BOOMERANG and FIXER are available at lower prices in LING-RANG. Also, the FIRE SHIELD can be sold for more than its buy price.

[5] EQUIPMENT AND ITEM TABLE

The following table shows all the equipment and items in the game. The entries that are not found during normal gameplay are marked with a * symbol.

The buy value is the amount of SEN needed to get the item, and the sell value is the amount of SEN you get back on a trade-in. They are --- if the item can't be bought or traded in.

In all cases, the benefits of lesser equipment also applies to better equipment. For example, a FIRE SHIELD gives the protection of the MIRROR SHIELD.

Equipment/Item	Buy	Sell	Note
0x439 PUNCH			Raise punch damage; needed for some enemies
01 IRON CLAW	30	10	+ 2 dmg Blue/pink box men; Parasols
02 CRUSH PUNCH	80	25	+ 3 dmg Shuriken traps
03 MEGA PUNCH	120	55	+ 8 dmg Blue/green/pink bull men; Cat wizards
04 FIRE PUNCH	500	250	+10 dmg Salmon bull men; Archers; Buddha trap
05 BLUNT PUNCH*	---	---	+ 0 dmg
06 GOLDEN CLAW	---	---	+12 dmg Yetis
07 LEE'S PUNCH*	---	---	+50 dmg
08 PRISM CLAW	---	---	+14 dmg Frogs
0x43B SWORD			Needed to damage certain enemies
01 HAWK SWORD*	---	50	
02 HAWK SWORD	---	200	Green/purple dragons; Shuriken/Buddha traps
03 TIGER SWORD	---	---	
04 EAGLE SWORD	---	---	Devillian
05 PRISM SWORD	---	---	Bull men; Archers; Gold dragons
0x43C SHIELD			Deflect some shots if they hit from the front
01 SCALE SHIELD	50	10	Purple hopper shots
02 MIRROR SHIELD	---	1000	Cat wizard, Desert hopper shots; Lightning
03 FIRE SHIELD	250	300	Flame hopper, Blue genie shots
04 PRISM SHIELD	4000	700	Pink box man, Gargoyle, Red genie shots

+-----+-----+-----+-----+				
0x43D ROBE			Half damage from some projectiles	
01 WHITE ROBE	20	5		
02 BLACK ROBE	50	20	Hick, Hitman, Winoman, Gargoyle, Four-arms	
03 LEE'S ROBE	100	90	Horned men, Cat men, Sabertooth men, Bull men	
04 SACRED ROBE	1000	600	Gold dragon	
+-----+-----+-----+-----+				
0x43E TALISMAN			Slows down certain enemies or their shots	
01 TALISMAN-alpha	20	5		
02 TALISMAN-beta	85	15		
03 ???*	---	---	Weak Uni-Gon	
04 TALISMAN-gamma	---	40	Gargoyle shots, Ogre summoner	
05 TALISMAN-sigma	580	100	Purple dragon	
06 TALISMAN-omega	1200	250	Gold dragon and strong Uni-Gon	
07 ???*	---	---		
+-----+-----+-----+-----+				
0x43F AMULET			Shorter petrification and sweetbun curse time	
01 AMULET-I	15	5		
02 AMULET-II	---	50	Catmage petrification; Tub-a-Tummy sweetbun	
03 ???*	---	---		
04 ???*	---	---	Blue genie curse sweetbun	
05 AMULET-III	---	300		
06 AMULET-IV	1700	900	Red genie curse sweetbun	
+-----+-----+-----+-----+				
0x444 LIGHT			See in dark areas; reveal the pink box enemy	
01 MATCH	70	15		
02 CANDLE	---	50	Pink box men; Cave to Chatzy, Fire Castle,	
			Shin-Shin tower, Cave to Mt.Cone-Rum	
03 TORCH	1050	200	Cave to Land of Snow	
04 PIECE OF THE SUN	---	---		
+-----+-----+-----+-----+				
0x445 T-STAR			Enable shuriken and SURGER attacks	
+01 SINGLE	---		Regular shuriken; SHOCK WAVE	
+02 VOLLEY	200		Fast shuriken; HEAT WAVE	
+04 BOOMERANG	800		Returning shuriken; ZEPHYR WAVE	
+08 FIXER	1000		Stuns target; FIRE WAVE	
+-----+-----+-----+-----+				
0x446+01 MIND			Needed to access cave to Mt. Cone-Rum	
0x446+02 ANTIDOTE			Needed to cure Cilly City	
0x457+02 POP			Needed to get TALISMAN-gamma	
+-----+-----+-----+-----+				
0x447 BELL			Needed to reach the final dungeon	
+01 BELL OF PRISM			Red: get from Mentor	
+02 BELL OF PRISM			Orange: get from Deli-chous (Tub-a-Tummy)	
+04 BELL OF PRISM			Yellow: get from Cilly City (Evil Queen)	
+08 BELL OF PRISM			Green: get from Yokan (Blu Boltar)	
+10 BELL OF PRISM			Blue: get from Shorin (Six scholars)	
+20 BELL OF PRISM			Violet: get from Fire castle (Devillian)	
+40 BELL OF PRISM			Magenta: get from Mistress Banko	
+-----+-----+-----+-----+				
0x449 BATTERY	500		Consumed while using the DRAGSTAR	
0x44A WHIRLY BIRD	15		Return to any visited town except LING-RANG	
0x44B MEDICINE	100		Revive from KO (2-player, out of battle only)	
0x44C SWEET BUN	10		Restores 40 LIFE to both characters	
0x44D MEAT BUN	100		Restores full LIFE to both characters	
0x44E DRAGSTAR	---		Travel outdoors without random encounters	
0x44F SK-BOARD	20		Escape from realtime or turnbased battles	
0x450 BOO BOMB	---		Stun enemies in realtime or turnbased battles	
+-----+-----+-----+-----+				

The hex address for each item type is where the value for the specific item is entered. For example, to equip a BLACK ROBE, set 0x43D to 02. To get VOLLEY and FIXER, set 0x445 to 0A.

Not all functions of SHIELDS, ROBES, TALISMANS, AMULETS and LIGHTS are known.

[6] BATTLE DAMAGE TABLE

The table below shows the damage done to the enemy by various attacks. Damage depends mostly on the ATTACK stat, which is equal to experience level, and the damage bonus from the PUNCH equipment, listed in the item table.

Technique	Realtime battles	Turnbased battles
PUNCH	PUNCH + ATTACK	PUNCH + ATTACK
KICK	ATTACK	ATTACK
DRAGON KICK	ATTACK	ATTACK x2
SWORD	ATTACK	PUNCH + ATTACK
T-STARS	ATTACK	ATTACK
T-STARS: FIXER	stun target	stun target
SURGER	damage all (see [6a])	damage all (see [6a])
BOO BOMB	stun all	stun all
MIGHTY BALL	death or nothing	triple damage
COMBINED	death or nothing	ATTACK x3 on all
Flying block	death or nothing	N/A

[6a] SURGER DAMAGE TABLE

T-STARS and SURGER require a shuriken item to use. In realtime battles, they give special power for a limited time and can be used repeatedly. In turnbased battles, they are consumed in the next turn. The SURGER available depends on the highest level shuriken type available.

T-STARS	SURGER	Realtime	Turnbased
none	unavailable		
SINGLE	SHOCK WAVE	1	1- 4
VOLLEY	HEAT WAVE	2	2- 8
BOOMERANG	ZEPHYR WAVE	3	3-12
FIXER	FIRE WAVE	4	4-16

[7] ENEMY TABLE

[7a] REALTIME BATTLES

ID is an identifier that is unique for each enemy type. (See [8])

Life is the amount of damage needed to destroy the enemy. Those with 0 HP will be destroyed by any damage. Not all enemies are vulnerable to all attacks.

Melee and projectile attacks are described separately and do different damage.

ID	Name/Appearance	Life	Melee	Damage	Shot	Damage
The following enemies can be damaged by any attack.						
10	Blue/pink horned man	1	punch	1		
11	Red/pink horned man	2	punch, kick	2		
12	Red/green horned man	12	punch, kick	7	shot	10
14	Yellow/white cat man	15	punch, kick	7		
15	Pink/white cat man	19	punch, d. kick	10		
16	Pink/yellow cat man	20	punch, d. kick	10	shot	20
17	Yellow panther man	25	punch, d. kick	10		

18	Blue panther man	28	punch, d. kick	18	shot	36
19	Yellow sabertooth man	27	punch	15	blob	20
1A	Purple sabertooth man	28	punch	18	blob	petrify
1B	Green claw ninja	10	claw, kick	5		
1C	Blue/orange claw ninja	19	claw, d. kick	10		
1D	Orange claw ninja	30	claw, d. kick	20		
2C	Blue spear pig	7	spear	3		
2D	Red spear pig	8	spear	3	shot	3
2F	Tub-a-Tummy	90	spear	35	8-way	sweetbun
33	Flame mask	12			shot	6
52	Pooping bird	12	touch	2		
53	Pooping bird	24	touch	15	shot	10
55	Purple eagle man	20	dive	7		
56	Yellow eagle man	28	dive	12	shuriken	20
57	Gargoyle	90	touch	8	shot	20

	Bull men require MEGA PUNCH, PRISM SWORD or BOOMERANG, and kicks don't work.						
	Salmon variety requires FIRE PUNCH, and dragon kicks don't work either.						
1F	Blue or green bull man	9	punch, kick	5			
20	Pink bull man	23	punch, d. kick	11			
21	Salmon bull man	32	punch, d. kick	20	blob	60	
	The six scholars and Uni-Gon can be hit by any attack except shurikens.						
23	Hick	190	punch, d. kick	16	sonicboom	30	
24	Hitman	220	punch, d. kick	16	spreadshot	20	
25	Winoman	180	punch 16; beatrush	32	HiYaa	50	
28	Charlie	200	nunchuck, d. kick	16			
2A	Hoe-mer	140	chain, d. kick	16			
2B	Herculean	200	punch, d. kick	16	boomerang	20	
41	Uni-Gon	64	touch	6			
42	Uni-Gon	200	touch	12	shot	8	

	Devillian can only be hurt by the EAGLE SWORD or better.						
30	Devillian	200	touch	30	fireballs	50	

	Skeleton archers need FIRE PUNCH, PRISM SWORD or VOLLEY. No kicks or d.kicks.						
31	Purple or orange archer	24			arrow	10	
32	Orange archer	24			arrow	10	

	Green and purple dragons require any sword; Golds require PRISM SWORD.						
34	Green dragon	60	touch	8			
35	Purple dragon	150	touch	12	shot	25	
36	Gold dragon	220	touch	15	shot	30	

	Will-o-Wisp can only be destroyed by jumping over it three times.						
37	Will-o-Wisp	0	touch	5			

	Frogs are immune to regular kicks and all punches below PRISM CLAW.						
38	Green frog	1	push	0			
39	Gold frog	18	push	0			

	Puffballs are immune to regular kicks and all punches.						
3A	Purple or pink puffball	25	push	0			
3B	Orange puffball	25	push	0			

	Box men and parasols can be hit by any attack except level-0 PUNCH.						
3C	Blue box man	1	capture	0			
3D	Pink box man	15	capture	0	waveshot	7	
54	Parasol	2	touch	5			

	Yetis can be hit by GOLDEN CLAW punches or any other attack.						
--	--	--	--	--	--	--	--

3E Orange yeti	25 capture	0	
40 Purple yeti	25 body slam	10	
+-----+-----+-----+-----+-----+-----+-----+-----+			
Four-arms can take any hit but is immune to shurikens weaker than FIXER.			
43 Four-armed monster	150 touch	8 critter	15
+-----+-----+-----+-----+-----+-----+-----+-----+			
Both sand man types are immune to shurikens.			
Non-earthquake type is also immune to kicks and dragon kicks.			
44 Sand man	28 touch	18	
45 Sand man	28 touch	18 earthquake	18
+-----+-----+-----+-----+-----+-----+-----+-----+			
Hopper enemies can be hit by shurikens, kicks, and dragon kicks only.			
47 Desert hopper	20 touch	11	
48 Desert hopper	21 touch	14 shot	14
49 Desert hopper	25 touch	10 shot	petrify
4A Blue or red hopper	1 touch	1	
4B Purple hopper	15 touch	10 shot	10
4C Yellow hopper	1 touch	5	
4D Flame hopper	2 touch	2	
4E Flame hopper	20 touch	10 shot	10
4F Flame hopper	10 touch	0	
+-----+-----+-----+-----+-----+-----+-----+-----+			
Buddha masks require FIRE PUNCH. Shuriken traps require CRUSH PUNCH.			
They can be hit by swords but are immune to shurikens and both kicks.			
50 Buddha mask traps	0	tripleshot	5
51 Shuriken traps	0	shuriken	2
+-----+-----+-----+-----+-----+-----+-----+-----+			
Cat wizards require MEGA PUNCH or better, or any other attack.			
58 Cat wizard	14	shot	petrify
+-----+-----+-----+-----+-----+-----+-----+-----+			
Use anything but punches on QP fox, but his dopplegangers can take any hit.			
59 QP fox	150	spawn enemies	
5A Doppleganger	24 punch, kick	15	
+-----+-----+-----+-----+-----+-----+-----+-----+			
The red warlock can be hit by anything, but orange ones are invulnerable.			
5B Orange warlock	100	critter	18
5C Red warlock	100	critter	18
+-----+-----+-----+-----+-----+-----+-----+-----+			
The ogre can take any hit.			
His skeleton archers need FIRE PUNCH, PRISM SWORD, VOLLEY, or dragon kicks.			
5D Ogre summoner	125 club swing	20 spawn enemies	
5E Red archer	24	arrow	10
+-----+-----+-----+-----+-----+-----+-----+-----+			
The weak red genie (guards POP) can be hit by anything.			
The others are immune to shurikens.			
5F Red genie	50		sweetbun
60 Blue genie	100		sweetbun
61 Red genie	140		sweetbun
+-----+-----+-----+-----+-----+-----+-----+-----+			

There are two other hazards besides enemies:

Water trap: Cut current LIFE in half

Ground lightning: 10 damage

[7b] TURNBASED BATTLES

Enemy	Action	Target	Effect	
EVIL QUEEN				
HP: 210	GET THE SHOCK WAVE!	One	9 damage	

EX: 150	BE A STONE!	One	Lose random number of turns	
SEN: 180	BE A FOOL!	Both	Lose random number of turns	
+-----+				
BLU BOLTAR				
HP: 250	I WANT TO KNOCK YOU OUT!	One	23 damage	
EX: 250	WHUMP!	Both	Lose random number of turns	
SEN: 250	CHANGE INTO A DRAGON!	Enemy	Dragon can only be hit by SWORD	
	LET'S GET SERIOUS!	One	30 damage (used by dragon only)	
+-----+				
THE SAMURAI	GET THE SAMURAI SPIRIT!	One	6 damage	
HP: 180	I WANT TO KNOCK YOU OUT!	One	14 damage	
EX: 60	PROTECTIVE SHIELD	Enemy	Reverse attacks for one round	
SEN: 80	SACRED MEDICINE	Enemy	Recover 12 life	
+-----+				
TIGER TANK				
HP: 180	HI-YAH!	One	16 damage	
EX: 80	GET'EM, AIR FORCE!	Both	40 damage	
SEN: 100				
WHIRLY BIRD				
+-----+				
QP FOX				
HP: 150	DON'T HURT ME!	One	10 damage	
EX: 40	CHANGE-A-ROO	Enemy	Transform into 3 little QPs	
SEN: 40	ATTACK FROM LITTLE QP	One	4 damage	
+-----+				
BISHOP				
HP: 240	I'LL HIT YOU.	One	20 damage	
EX: 100	TAKE THIS!	One	20 damage	
SEN: 100	FALL DOWN, ROCKS!	Both	20 damage	
+-----+				
WILL THE				
WIZ	COME, THUNDER!	One	16 damage	
HP: 270	TIME TO TRANSFORM!	One	Sweet bun curse	
EX: 150	HELP ME, MY SERVANTS.	Enemy	Summon two SLIMES	
SEN: 250	ATTACK FROM SLIME!	One	10 damage, or kill sweet bun	
+-----+				
KING GULP	(acts twice per turn)			
HP: 512	GET THE SHOCK WAVE! x2	One	23 damage	
EX: n/a	FALL DOWN, ROCKS! x2	Both	23 damage	
SEN: n/a	WHUMP! x2	Both	Lose random number of turns	
	SACRED MEDICINE	Enemy	Recover 80 life	
+-----+				

[8] MEMORY TABLE

The following table shows what the value of certain memory addresses signifies. These are the addresses of the RAM in the NES. Use this information to make patch codes, or edit the memory directly with an emulator that has a RAM browser.

In a 2 player game, both characters share the most of the parameters, including experience, level, attack power, inventory and equipment. They have separate dragon kick supplies.

* 1=grass; 2=forest; 3=hills; 4=swamp; 5=desert

0x002	Terrain type*	0x446	TREASURE acquired	
0x080	X position on map, fine	0x447	BELLS acquired	
0x081	X position on map, coarse	0x449	ITEM: BATTERY amount	
0x082	Y position on map, fine	0x44A	ITEM: WHIRLY BIRD amount	
0x083	Y position on map, coarse	0x44B	ITEM: MEDICINE amount	
0x084	Turnbased battle enemy HP x1	0x44C	ITEM: SWEET BUN amount	

0x087	Turnbased battle enemy HP x256	0x44D	ITEM: MEAT BUN amount	
0x0B2	Enemies on screen	0x44E	ITEM: DRAGSTAR amount	
0x0B3	Enemies defeated	0x44F	ITEM: SK-BOARD amount	
0x122	Player 1 invulnerability time	0x450	ITEM: BOO BOMB amount	
0x123	Player 2 invulnerability time	0x456	BATTERY time left	
0x124	Player 1 rock curse time	0x457	TREASURE acquired	
0x125	Player 2 rock curse time	0x4AC	Enemies to kill to end battle	
0x126	MIGHTY BALL time	0x4C0	Shop: item 1 price x1	
0x128	Player 1 T-STARS/SURGER time	0x4C1	Shop: item 1 price x256	
0x129	Player 2 T-STARS/SURGER time	0x4C2	Shop: item 2 price x1	
0x12A	Player 1 bun curse time	0x4C3	Shop: item 2 price x256	
0x12B	Player 2 bun curse time	0x4C4	Shop: item 3 price x1	
0x12D	Time till Uni-Gon arrives	0x4C5	Shop: item 3 price x256	
0x400	Player 1 "K" amount	0x4C6	Shop: item 4 price x1	
0x407	Player 1 attack status	0x4C7	Shop: item 4 price x256	
0x408	Player 2 "K" amount	0x4C8	Shop: item 5 price x1	
0x40F	Player 2 attack status	0x4C9	Shop: item 5 price x256	
0x429	"?" counter	0x4CA	Shop: item 1 type	
0x42A	"M" amount	0x4CB	Shop: item 2 type	
0x42B	T-STARS amount	0x4CC	Shop: item 3 type	
0x430	LEVEL	0x4CD	Shop: item 4 type	
0x431	EX amount x1	0x4CE	Shop: item 5 type	
0x432	EX amount x256	0x4CF	Shop: SEN to be spent x1	
0x433	EX amount x65536	0x4D0	Shop: SEN to be spent x256	
0x434	MAX LIFE	0x4D4	Player 1 Y position	
0x435	ATTACK power	0x4D6	Player 1 X position	
0x436	SEN amount x1	0x4DC	Player 2 Y position	
0x437	SEN amount x256	0x4DE	Player 2 X position	
0x438	SEN amount x65536	0x543	Player 1 LIFE	
0x439	EQUIP: PUNCH item	0x54B	Player 2 LIFE	
0x43A	ATTACK power plus punch bonus	0x590	\ Enemy ID	
0x43B	EQUIP: SWORD item	0x591	Facing direction	
0x43C	EQUIP: SHIELD item	0x592	Add 0x80 for Item ID	
0x43D	EQUIP: ROBE item	0x593	next enemy Enemy LIFE	
0x43E	EQUIP: TALISMAN item	0x594	up to 0x5FE Y position	
0x43F	EQUIP: AMULET item	0x596	/ X position	
0x444	EQUIP: LIGHT item	0x6FF	Boss invulnerability time	
0x445	EQUIP: T-STARS item	0x7F4	Level of enemy group	

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

This document is my own work. If you've played the game and used the FAQ, feel free to drop me a line and tell me what you think.

Any questions, comments, corrections or complaints should be addressed to the address below, with clear indication in the subject line that the email is concerning this FAQ.

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