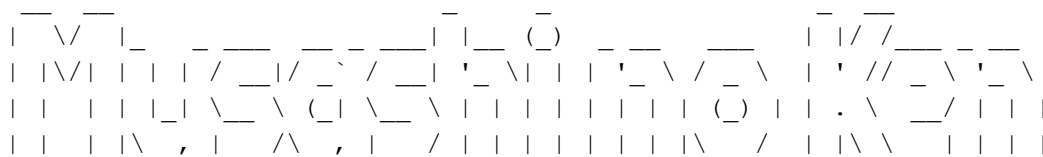


Musashi no Ken: Tadaima Shugyou Chuu (Import) FAQ/Walkthrough

by Da Hui

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TADAIMA SHUGYOU CHUU

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

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1. - Controls	MNK1
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D-Pad - Move
A - Attack
B - Jump
Start - Pause
Select - No Use

*You can aim your sword higher or lower by holding up or down respectively while attacking.

2. - Walkthrough	MNK2
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Stage 1

Head to the right and jump over the first obstacles in your way. Move as quickly as possible until you reach the two higher obstacles. Jump and hit the top of the second obstacle for a key to appear. Grab the key and it will make you fly to the right until you reach the graveyard. If you don't do the beginning of this stage quick enough, it won't give you this particular power up so do it quickly. Continue to the right when you regain control of your character.

You will see a lot of rockets, avoid them by staying low and break them with your sword when they will hit you. Take the lower path since fewer rockets go down low. Now along with rockets, you will see objects rain down from the sky. Continue to the right while avoiding them and jumping over the obstacles and gaps. After you climb some platforms you will see rocks bounce around the screen. More and more will appear until you reach the end. Collect the G pick up to complete this stage.

Stage 2

Move to the right while avoiding some obstacles and enemies. You will climb some platforms and then reach some floating platforms in the sky. In this part of the stage, you will see more rockets fly across the screen. I suggest taking the higher path all the way through this section as you either hit the rockets with your sword or jump over them. When you reach the end of these platforms, you will see some more of those raining sticks coming down from the sky so avoid them.

Jump the small gaps and you will reach a large wall. Climb up the platforms here to get over the wall and continue to the right. You will then see some very small platforms so be careful as you make your way across here. Keep moving to the right until you see some more bouncing rocks. More rocks will bounce as you get closer to the end so move quickly while destroying any in your way. Collect the G pick up to complete this stage.

Stage 3

This stage is very annoying because there are a lot more enemies than you will be used to in it. Move to the right while avoiding or killing enemies. Jump on the platforms when you can and try to stay near the top. You can hit the beginning of each platform for items to appear. You will eventually get to a point where you have to use the platforms since there is no ground.

Be especially careful in that area since you don't want to fall down there. You will eventually get outside. Stay on the ground since most of the enemies will appear on the roof. Jump over the gaps while avoiding the shots from the whales in the water. Keep moving and jump over the last few gaps near the end while those pink monsters appear. Collect the G pick up to complete this stage.

Stage 4

This stage seems to be a sort of fencing tournament. You have to aim up or down with your sword in these fights. There doesn't seem to be much of a strategy to this stage except to basically just charge in and aim either high or low. If you give the enemy too much time, he will likely come after you and beat you so just try to be quick. There are a total of five fights you have to win.

After you complete the five fights, you will go back to stage 1. The colors are different but everything is the same. You will repeat these stage again until you reach the fencing tournament one more time. Win the tournament a second time and you will complete the game.

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