

# Nagagutsu o Haita Neko: Sekai Isshuu 80 Nichi Dai Bouken (Import) FAQ/Walkthrough

by Da Hui

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Nagagutsu o Haita Neko: Sekai Isshuu 80 Nichi Dai Bouken

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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
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D-Pad - Move  
A - Jump  
B - Attack  
Start - Pause  
Select - No Use

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- 2. - Walkthrough
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Scene 1 - England

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Start off by jumping onto the ledges in front of the windows and jump across these platforms. The first enemy will run under you so continue above. Grab the jump boots when you reach them. Stay up here as you continue, the next boots don't seem to do anything but give you points. Continue when you see the wall change so jump on the top of it. Grab the speed boots on the ledges and continue to the right. Jump over the water when you reach it. Keep jumping over the water and jump onto the small platforms to reach the roof of these walls. When you reach the building, stay along the second or third levels. Most of the items are here and most of the enemies spawn on the ground so continue on one of the middle platforms.

Grab the speed boots at the end and just hold forward on this bridge. Keep going and you won't hit anything. Just keep an eye out for when ground enemies

attack you from behind. You will eventually reach the boss after a lot of running. The boss will poke its head just above the bridge. It will shoot two fireballs in a straight line along the ground to the left. Simply jump over these fireballs and shoot it as much as you can. Just don't stand in one spot because if you do, the ground below you will break off. Just move around a little while you attack it and you will kill it easily. After you kill it, run to the right to finish this scene.

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## Scene 2 - Atlatic Ocean

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This stage is a little different from the last. Instead of being on the port, you will be in the water. You will take control of a boat. Start to head to the right and watch for the shark fin from the left. You could jump over it but I suggest just shooting it because it will turn around after passing you. Simply continuing to the right while killing sharks and pirate ships. After the first pirate ship, you will see jumping fish. Avoid those as well. You will see a hill of water which seems illogical, but you have to jump over it nevertheless. Keep moving to the right while killing enemies and you will see the waves change along with a large white cloud.

Nothing really changes here so don't worry about it, just continue to the right. Jump over the next set of hills. This time, you will see slow lightning bolts come down from the clouds. Avoid those while killing any enemies in the way. After the hills, you will see these very small objects floating around. You have to kill them or they will kill you in one hit. Continue to the right while killing any enemies and avoiding the lightning bolts in your way. After a while, you will reach the boss. It will be the same serpent monster from the first stage except it only fires one fireball at a time and the ground won't break below you. After you kill it, move to the right to finish this scene.

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## Scene 3 - Alabia

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This stage is really simple. Just move to the right and you will see a lot of bats floating on the screen. Some will float up and down while others will float side to side. Some will float low enough to hit you but most will fly high enough that you won't touch them unless you jump. Just keep moving to the right and kill any low flying bats. After a while, you will reach some enemies in little cars. Kill them whether they are ahead of you or behind you. You will eventually reach some platforms with cats on them. Take whichever path you want and kill the cats in your way. After the platforms will be some bats and another dragon boss. After you kill it, just move to the right to finish this simple stage.

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## Scene 4 - Hong Kong

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Move to the right and you will see these black balls bounce around the screen. They move at different speeds and angles so try to take them out when you can. Continue on to the right while you kill the enemies and jump up the stairs when you reach it. Jump onto the bridge and keep moving on. There will be a couple of fish jumping up from the water under the bridge so be careful. Move slowly so only two will jump at a time. If you move quickly, three will jump at a time and it will be very difficult to avoid them. Jump over the gaps and go down the stairs when you reach the end of the water. Move to the right for a while, you can move quickly since no enemies appear until you reach the next buildings.

I suggest jumping across the rooftops while killing the enemy cats. After a little bit of running on the rooftops, you will see another level of rooftops. At this point, the black balls will appear on the screen again. At the end of the buildings, you won't see any cats anymore. You will still fight off black balls though so be careful when several balls get on the screen at once. Climb the stairs and jump onto the bridge. The bridge starts with just black balls but after five or six, you will see nothing but fish until the end of the bridge. Go down the stairs and you won't have to fight a boss, just run off the screen to finish this stage.

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#### Scene 5 - Pacific Ocean

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This stage is the most unique so far. You will be in a submarine throughout the stage. The main difference is you can't move along the ground in it. You will have to keep pressing the jump button every couple of seconds just to stay off the ground and continue moving. Move to the right and float over the shark fins that are underground for some reason. Don't float around the top because bombs will float down from the top every once in a while. Keep moving until you reach a bunch of walls. You will have to blow out chunks in the wall. There will only be bouncing balls and tank fish around here so don't worry about mines.

I suggest trying to stay around the top since it's easier to move around up there. After the walls, you will see shark fins again along with squids. The squids will move up and down along the screen so kill them. You will reach some more walls. Stick to the upper portions of it while killing the squids in your way. At the end of these walls, fish will jump up from the bottom so be careful. There will be a lot of fish and then you will face some more bouncing balls. Just keep moving to the right and you will reach the end after these balls.

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#### Scene 6 - Alaska

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Move to the right on your sailboat and you won't see any enemies for a while. You will be stuck on a small rock in the water. Jump over it and avoid the bird that flies along the top and seems to try to defecate on you. After a while, you will reach another rock so jump over it when there are no other birds on the screen. The next bird will actually hit you if you hold forward so jump to kill it. Avoid the small objects here and continue on. You will see some more balls and a mammoth appear behind you. After the balls, you will see some squids float around in the air so kill them as you continue to the right.

Kill another mammoth behind you after a while and you will see some lightning bolts drop from the sky. Avoid these as you make more progress to the right. After the lightning bolts, you will see more of those small objects float around. Kill the ones in your immediate path and avoid the rest. You will see one or two more lightning bolts before you reach the end so be careful of those while you kill the small objects.

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#### Scene 7 - North Pole

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This stage is similar to the ocean stage but with one major difference, if you touch the bottom of the screen, you will die. Float to the top of the screen as you progress to the right until the second enemy flies by below you. From

there, float lower on the screen to avoid lightning bolts coming down from the top. After some lightning bolts, you will see those small objects float around again. Kill or avoid them while you make your way further to the right. You will face some more squids and then go back to avoiding lightning bolts. After the higher clouds are gone, you will have a clear shot to the end of this stage.

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## Scene 8 - Big Ben

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This stage is completely different from the rest of them. Instead of moving to the right, you have to climb to the top of Big Ben. Try to move quickly because there isn't much time on the clock. Once the timer hits 12:00, you will di so hurry up. I suggest staying along one side of the tower while you climb up. Keep climbing to the top and avoid the cats with swords at the beginning. The next set of enemies will be some bats flying across the screen. After some bats, you will face cats along with bats.

Hug the left side since the tower will become smaller. Just keep rushing up when you see the small objects on the right of the screen so they will just disappear on the bottom of the screen. Some more cats will appear as you climb further up. When you get outside, climb some more platforms while facing all the enemies you have seen so far this stage. Near the top, you will face an enemy that will drop bombs, he will die easily. Climb a little further and you will find an enemy that floats around and throws eggs at you. Just quickly kill it to complete the game.

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### 3. - Items

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| Jump Boots       | The Jump Boots will allow you to jump much higher than you normally do.  |
| Speed Boots      | The Speed Boots will allow you to run faster than usual. These will run out after a small amount of time though.   |
| Power Boots      | The Power Boots will give your attacks more power. The way you can tell you have it is when your shots are bigger. |
| Auto Boots       | The Auto Boots will give you an automatic gun to fire meaning your shots will fire quicker.                        |
| Invincible Boots | The Invincible Boots will make you flash and make you invincible.  |
| Extra Boots      | The Extra Boots will give you an extra life.   |
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### 4. - Disclaimer

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