

Ninja Gaiden II: The Dark Sword of Chaos FAQ/Walkthrough

by SayainPrince

Updated to v1.1 on Feb 25, 2006

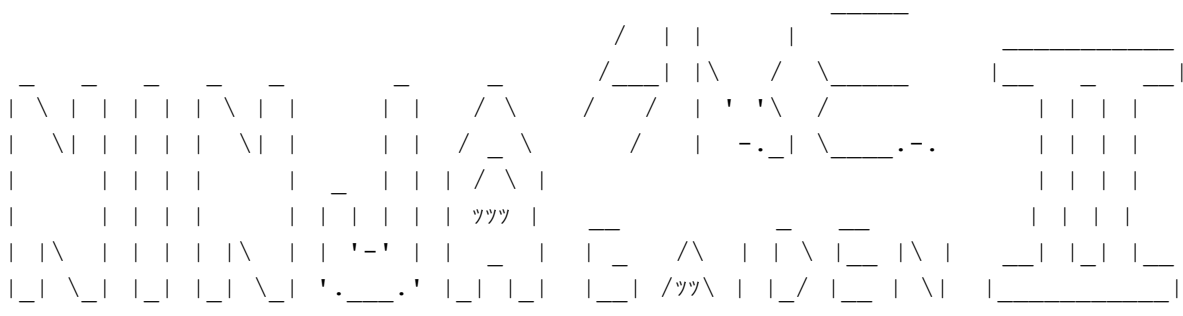


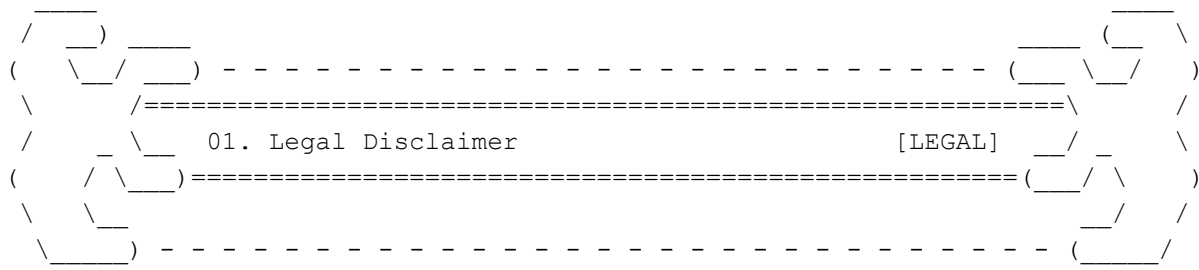
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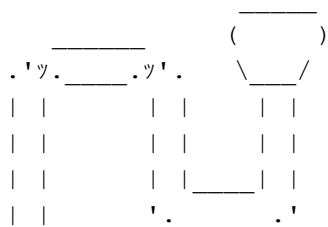
Ninja Gaiden 2, for the NES, will be remembered as two things: Being a classic game, and being a very, very hard game. Seriously, the game must have been made by Saddists or something. At many points in the game, you'll have to ask yourself if the developers set out only to make life hell for you. That said, this guide should make the game's tougher points easier for you. Although, a point of notice, is that I do not have the manual for this game. That means, I do not know the official names for the items or weapons. So the names, although understandable (for example: "Fire ninpo") may not be correct. They are taken from the Xbox version of Ninja Gaiden, as I know the names of those. If the attacks/items are not in the Xbox version, I've made them up. However, one would think "blue scroll" would be fairly simple to understand.

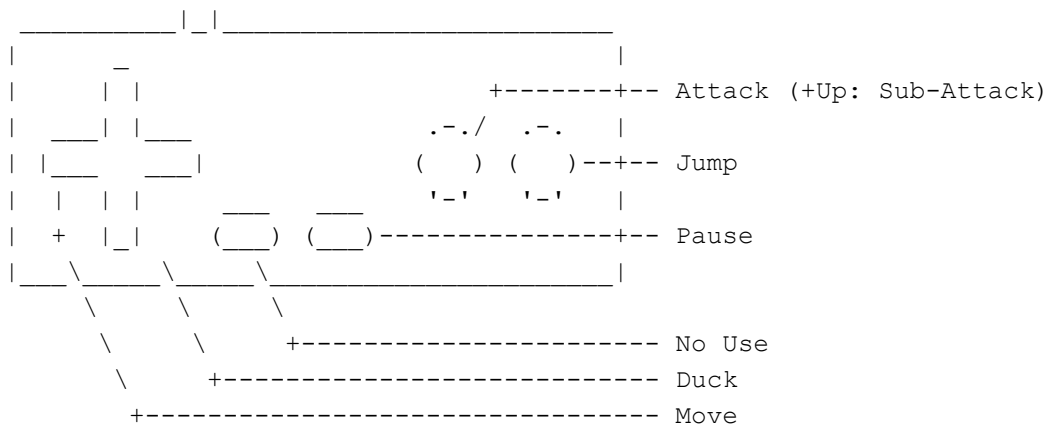
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The following is a diagram of a NES controller, with arrows pointing out the buttons and the effects that they will have. Below the diagram, is a list of the controls, for those of you, that would follow that a bit more easily - Or those of you that wouldn't be using an original Nintendo controller.





- [Down] - Duck
- [Left] - Move Left
- [Right] - Move Right
- [Up] - With B: Sub-Attack
- [Select] - No Use
- [Start] - Pause
- [A] - Jump
- [B] - Attack (With Up: Sub-Attack)

[Wall Climb]

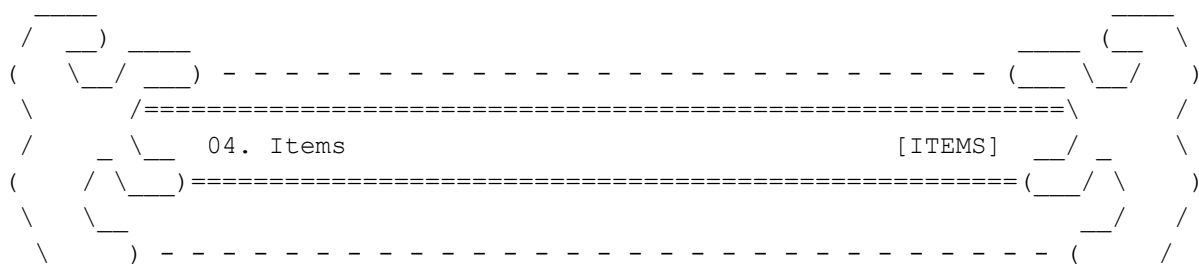
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Jump towards a wall, and you'll grab on to it -- There are exceptions though. Some walls are unclimbable. Once on the wall, you can press up and down to climb along it. However, you can't climb over the top of it. While climbing, if you press the A button, while pressing the D-Pad away from the wall, you'll jump off. You can use this to reach other walls, and keep climbing, or to get to the top of a platform. For example, if two walls are together, you may be able to reach the ground above one, by jumping off of the other.

[Phantom Doubles]

=====

While playing the game, you may run across some items that look like orange copies of Ryu's face. Picking them up, will create an after-image of Ryu, that's colored orange. You can have up to two at any one time. These act as pre-recorded forms of you. They make all of the same jumps, wall climbs, ducks, attacks, etc., that Ryu does. They are useful though, as they are always a bit behind your movement -- for example, if the three of you are climbing, and you jump off, they will stay there until you move a bit more. However, they are spot on for attacking, and stopping. This allows you to position them to attack better. Using the same example, say you are climbing a wall. Then, you jump off, and use a Windmill Shuriken. You will attack from the ground, but they will both attack from the wall. This can be highly useful in boss battles, specifically.



[Point Jars]

=====

There are two kinds of point jars: Blue ones, and red ones. The blue ones add 1,000 points to your score, and the red ones add 2,000 points to your score.

[Energy Scrolls]

=====

There are two kinds of Energy Scrolls, a blue square with japanese writing on it, and a red square with japanese writing on it. The red scroll will refill your energy, allowing you to use more sub-attacks. The blue one will increase your maximum amount of energy by 10 allowing you the potential to use more sub-attacks.

[Extra Life]

=====

This is symbolized by a purple picture of Ryu's head. As you can probably guess, it gives you an extra life.

[Health Elixer]

=====

A blue bottle, symbolizes health elixer. Picking it up will refill your health by six bars.

[Shuriken]

=====

This is the basic attack you start with, but you can find them around the level as well. They are pictured as shurikens on a purple background. These basic attacks, consist of tossing a small shuriken straight forward.

[Windmill Shuriken]

=====

This is an upgraded version of the Shuriken, and when you find it, it's represented as a larger shuriken on a yellow background. When you toss this Shuriken, you'll see it's much larger than a basic shuriken. It will also come back to you, and will sometimes move back and forth a few times, before you catch it again. This can be great in certain situations.

[Fire Ninpo]

=====

The fire Ninpo, represented by a single flame, sends out a large cluster of flames in an upward 45-degree direction. It can also burn enemies directly in front of you.

[Fireball Ninpo]

=====

The fireball Ninpo, represented by, well, a fireball, is a ball of fire shot in a downward, 45-degree direction. It's good for attacking opponents on a lower platform, but usually the other weapons make better choices.

[Art of the Fire Wheels Ninpo]

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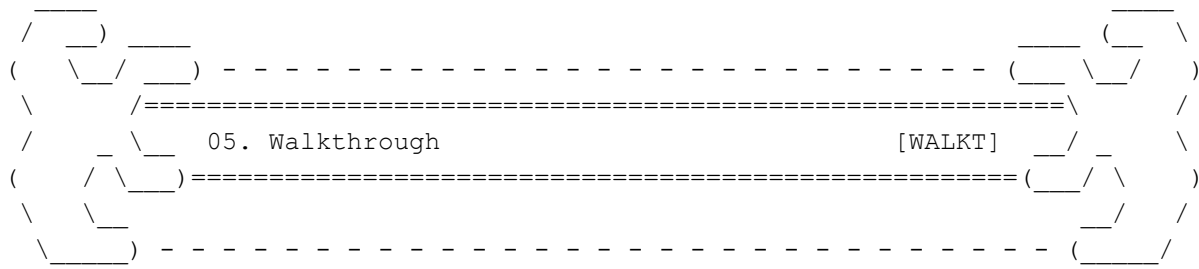
This Ninpo is represented by a picture of an orange circle, with several flames around it. When you use it, fire will rise from the bottom of the screen, burning everything in it's path, and it will then circle you as a protective shield, damaging an enemy that tries to come into contact with you.

[Phantom Doubles]

=====

The Phtantom Double item is symbolized by an orange picture of Ryu's face.

The Phantom Doubles act as after images of Ryu, and are very complicated. Read the controls section for a more detailed description on how they work.



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=====/ / / / Stage 1 [STAG1] / / / /=====
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Stage 1-1

Start, by walking forward and slashing the two enemies with axe coming towards you. Then, jump onto the nearby water tower, and use it to reach the orange orb to the left. It contains a Fireball Ninpo. After that, climb the right side of the water tower, and jump to the platform to the right of it. Slash the enemy there, and take some energy from the orb. Next, jump to the ground, and continue forward until you reach another water tank. Be careful, as you approach it, a bat will come from the right side of the screen at you. Make sure to slash it as it arrives, then smash the nearby orange orb for a Windmill Shuriken. That's much better then the item you'll have currently.

Jump onto the top of the tank, then to the ledge on the right. Once there, duck down, and stab the crawling enemy. Then, grab the first orb for some energy, and the third for some points. The middle contains a power up which you don't need. After you hae them, jump to the ground and hack up a few more enemies, making your way to the right. There are a few point/energy orbs along the way. You're main goal, however, is to jump to one of the walls between the two buildings, and climb one. Then, kick off the wall of one to the top of the other. Make sure to break the orb on the left at the top, as well. It contains a Phantom Double.

Jump to the building on the right, and head all the way to the ledge. Then, jump back down to the ground. Walk along past the next building on the ground, breaking the orbs for some points. Be ready to toss a Shuriken though, as two ninjas will be jumping out of the bottom of the screen soon. Continue from there, until you reach a third water tank. Then, head towards it, but be ready to slash a spider that will fall from the top of the screen. Then, jump from the top of the tank to the next ledge, and from there, across a gap in the ground to another building. Slash the enemy that's there, then break both of the orbs for another Phantom Double, and points respectively.

Jump to the next wall, and climb to the top, then head forward to the first spider you see. Duck down and slash it, and you should hit a ninja that jumps up from the bottom of the screen as well. After that, head forward and kill the next spider, then jump to the ladder ahead, and climb down to the next screen. There, head to the left, and jump to the platform on the far left of the screen. From there, you'll see another ladder on your right. Jump onto it, and climb off the bottom of the screen once more. From there, it's just walking to the right, slashing enemies and orbs, until you reach a door to the next part of the stage.

Dando the Cursed (Stage 1-2)

The first boss, is probably the easiest boss in the game, but if you just try to go toe-to-toe with him, you'll more than likely get a gameover handed to you. Instead, go forward, and slash him about four times. Don't get greedy with the hits. After that, run away, and jump onto the wall. Then, wait for him to charge the wall, and jump over him, back onto the ground, when he does. Once again, turn to face him, and slap him with four attacks. Then, retreat to the second wall, and repeat as necessary.

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Stage 2-1

In this stage, you'll start out on top of a moving train. Head to the right, and jump to the second car. Then, get ready to slash the first enemy you see, as he'll be running towards you. Break the orbs on top of that cart for some energy/points, and a fire power-up, then, jump onto the third car. As soon as you land, slash the bird that flies towards you. Then, drop to the middle section of the cart, and smash apart the orbs, after ducking down and killing the spider on the cart. When the place is cleared up, jump to the right side of the cart. As soon as you get there, an enemy will jump at you from the next car, so be ready to kill him. And when you do, make the jump to the car that he came from.

The first orb on that car contains a fire power-up, that you may want. After getting it (or not, depending on your preference) turn around, and slash an enemy that will be jumping from the previous car. Then, head forward and slash the next orange orb for another energy restoration. Then, it's onto the next car once more. Break the first orb there for some points, then walk forward. Take down the enemy on the roof of the car, but be careful of the enemy that will jump up from the tracks as well. When they're gone, slash the orb to get a valuable Phantom Double. From there, jump to the next cart, watching out for another enemy that jumps up from the tracks.

Walk forward along the cart, and kill the first enemy you see walking towards you; And be ready to kill the bird that will swoop down on you, just past him as well. After that, you can break the orb on the car for an Art of the Fire Wheels ninpo if you'd like. Regardless, the next step after that is to -- you guessed it -- jump to the next car. The first orb there holds another Phantom Double. As soon as you pick it up, however, be ready to slash any enemies on the top of the cart; And don't forget about the bat that is flying nearby. On the cart after that, you'll find more of the same types of enemies: Spiders, men with machettes, et cetera. Walk across it killing the enemies, and taking down the orange orbs.

At the edge, jump to the next car again, watching out for a bat that will come at you from just ahead. Once you land safely, slash the enemy on the cart with your sword, then turn around an attack the enemy that will try to get you from the back. On the third orb of this cart, you'll find a Windmill Shuriken. Grab it with caution though; A bird swoops down as soon as you reach the right side of the car. Pick up the Shuriken, then jump to the next car. The two cars after that are both small box shapes, with nothing special. You shouldn't even grab

the orbs on them, as the sub-weapons (Fire and Shuriken) are both weaker than the Windmill Shuriken you have. So, just jump across them, killing the enemies that jump at you as you land, to reach the last car. Then head through the door.

Stage 2-2

In this stage, it will be snowing. And every so often, the snow will change directions. It goes: Forward, Down, Back, Down, repeat. It's important to pay attention to this, because it can push you, and it will make a difference between making that hard jump, or falling to your doom. That said, jump to the first ledge in front of you, wait for the wind to blow forward, then make the leap to the next platform. Kill the enemy there as soon as you land, and break the orange orb for some energy. Thrn, wait for the wind to blow forward for a second time, and jump down to the next platform.

There, you'll see two enemies holding rocks. If you can, blast them both down with fire, but if not, jump the ledges carefully, and duck down to hit them before they can toss the rock they are holding. There's also an orb on the bottom step that contains a Windmill Shuriken; After you reach the top step, wait for the wind to blow forward once more, then jump to the next platform, and slash the enemy that comes towards you, as soon as you land. Then, before you go any further, chuck a (Windmill) Shuriken at the blob on the wall. Not doing this will come back to bite you.

With the blob out of the way, jump to the bottom, over the enemy that's down there, then turn around and kill him. You can also break the nearby orange orb for some fire ninpo. The nearby orbs hold energy that doesn't hurt, too. When you are ready to move on, wait for the wind to blow forward, and jump to the next ledge in front of you. Then, wait for the wind to blow to the left, and jump to the wall on your left. Finally, wait for it to blow forward once more, and jump to the platform above where you just were, and from there, to the ladder on your right. Once you've reached that, just climb it to the next area.

Start out in that area, by jumping to the ground on the left of the ladder. Then, wait for the wind to blow to the left, and jump onto the nearby wall. Climb it until you reach another platform in the air, and jump to it when the wind is blowing directly downward. From there, wait for the wind to blow to the right, and you can make the leap to the next platform ahead. Walk along it until you reach another blob on the wall, then take it out -- Preferably by using a sub-attack. Once it's gone, jump to the ground below, and immediately slash the enemy that comes toward you.

When he's come, break the orange orb on the ground, to find fire ninpo. Walk to the bottom step of the stairs ahead, and use it to clear out the enemies from it, then jump up them, to the top -- Where there will be another enemy about to jump t you, that you need to kill. Wait for the wind to blow forward, then make a jump to the next platform ahead, which is far below you. Kill the enemy with a gun as soon as you land, so he doesn't knock you off of the platform. Then, break the first orange orb for a Phantom Double. From there, walk forward and kill another enemy, and break another orb for some energy.

Jump up to the next ledge, and take out an enemy that's holding a machette, waiting for you. Then, break the orb near him for some energy, as you wait for the bird ahead to swoop down at you. When it does, kill it, then walk forward and kill another enemy with a gun. Be ready to jump over his bullet if he fires it though. You'll also want to climb the right side of the wall in the air, before you had onward. From the top, you can reach an orange orb that holds a valuable blue scroll. This adds to the amount of energy you can carry!

Take that, then walk forward, under the same wall you just climbed -- And be ready to turn around and kill the enemies that will try to blind-side you.

Wait for the wind to blow forward, then jump to the next platform. Take out both of the enemies that immediately attack you, once you land, then break both of the orbs. The first holds a life-restoration elixer, and the second holds some points. With them, jump to the next platform, and break another orb for some more points. Skip the second one though, it contains a Windmill Shuriken, and the fire powe-up will benefit you more at the upcoming boss fight. So, when you reach the second orb, be ready to kill the bird that swoops down on you, then climb the ladder on the right, to the next screen.

When you reach the top of the ladder, jump off of it, to the ground on your left. Then, wait for the wind to blow to the left, and jump to the platform over there. Kill the zombie that's standing there, and break the orange orb for some energy, then jump to the wall on your left, and climb down as far as you can. Wait for the wind to blow downward, then let go of the wall, and hold left. You'll safely land on the ground below. Walk forward and kill the bird that swoops down at you -- and wait for the air to blow downward. If you don't have the fire ninpo, break the first orange orb to get it, but avoid the second one like the plague. That power-up is no good for the upcoming fight. When the air is blowing downward, jump to the ladder above you, and climb it up to the next screen, to reach the boss.

Baron Spider (Stage 2-3)

The bad thing about this fight, is that the wind is still blowing, so you'll have to be extra careful, if you want to avoid being hit. Start, by standing to the right of the platform the boss is standing on. Then, hit him with as many fire ninpo attacks as you can, before you run out. This will make the fight much easier. If he doesn't die, however, you'll have to switch tactics. Stand underneath the platform he's on, and wait for him to toss some spiders. Wait until he throws a group, where two land on the platform with him, then quickly jump to the wall on the right, climb it, and jump to the platform he is standing on. IF the wind pushes you away, you'll have to try again, though. Because, if you stay on that wall, you will get hit by a spider. Assuming you do hit him -- or at least get close -- he'll jump down to the ground. Jump after him, and get in close. That's your chance to unleash as many hits as you can on him. After a few seconds, he'll jump back to the platform above though. You'll have to keep repeating. A note of advise though, if you find yourself in a situation, where there are always spiders on the wall, and you can't climb, try and slash one of them instead of climbing. Then, quickly jump to the wall. He'll probably already be tossing more spiders, but if you do it quickly enough, there will be a "gap" between the spiders, and you won't be hit.

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Stage 3-1

This level has another "fun" weather effect: Lightning. As you attempt to get through the level, the screen keeps fading. And the only time you can see fully, is when lightning strikes. When there's no lighting, you can't even see the ground you're walking on. So, it's best to go slowly, and be careful. Remember where you see gaps when the lightning strikes, and don't even attempt

to make those jumps until you can see. A little patience can go a long way in keeping you alive.

Start, by jumping onto the first ledge in front of you, and killing the enemy that comes at you from ahead. Then, continue to the right, breaking orange orbs for the energy they hold, until you reach another ledge. There, you'll find the first gap of the level. Wait for lightning to strike, so that you can see, then jump over the gap. Break the orange orb on that gap, for a Fire Ninpo power-up, then wait for some more lightning, so that you can make it to the next platform safely. As soon as you land, turn around and slash the flame that will form in the air, then slash the first orange orb for a basic Shuriken. Normally, you wouldn't want this, but this is an exception. Toss the shuriken at the slime on the wall ahead, before it can hurt you. After the slime is out of the way, jump to the next platform.

As soon as you land on the platform, wait for some flames to form in the air just ahead. Then, wait for the first two flames to approach you, and slash both of them. Then, jump to the ground, and turn back to kill the third one. Be ready to take out a bat that will fly in from the left, too. When the area is clear, jump to the next ledge, and kill the zombie. Then, break the orange orb that's nearby for a Phantom Double. Just past that, there's a point jar, and a bat. Pick up the points, and kill the bat, then jump to the next platform, break the orange orb for some more points, then jump ahead, to the platform after that.

Break the orange orb in front of you to get Fireball Ninpo, then attack the flame that floats at you from ahead. Toss a fireball at the slime on the wall ahead, then drop to the ground. Pick up a Fire Ninpo from the left, and an energy refill from the right, then turn back and jump onto the wall that the slime was on -- You'll have to kill any enemies you see while doing this. At the top, jump off to the platform on the left, then jump over the gap, to the platform on the right. Immediately after landing, break the orange orb to get another Phantom Double. From there, head to the right, until you see another slime on the wall. Jump over the pellet it tosses at you, and slash it, then break the orbs near where it was, for an Art of the Fire Wheels ninpo, and some more points.

From there, turn around, back to where you saw the first slime, and re-kill all of the enemies closeby. Then, jump to the ground again, and head to the right. Wait for lightning to strike, and jump over the gap, then head forward. The first enemy you'll run into, is a fireball in the air. Just slash it, and continue forward. Just past where the fire was, you'll find a wall with two slimes on it. Jump and kill the first slime, then begin climbing the wall. When you reach the second one, wait for it to jump away, then climb to the top of the wall, and jump to the left. As soon as you land there, jump back over to the right, and break an orange orb for some energy.

Now this is, by far the hardest part of the level. There are many very thin platforms far below, that you'll have to jump across, while slimes, bats, and enemies all try and get you to fall. And yes, the lightning is still in effect, so you won't even be able to see the platforms. Take your time, and slash your enemies as you jump. You can also pick up the Windmill Shuriken from the third platform, which may help you -- Especially if you have Phantom Doubles tossing them with you. From the last platform, you'll be able to see an enemy walking on the platform ahead. Wait for him to walk away from the edge, then jump to the platform and slash him. Walk across this platform, and break the two orange orbs for some energy, as you watch your back for some more enemies, that will try and back-attack you.

On the right side of the ledge, drop down and break the orange orb for a

health restoration elixer. Then jump over the gap on your right, and be ready to slash an enemy in mid-air, who will be jumping as well. Just past that, you'll find an orange orb which contains the Fireball ninpo. Take that, and move to the edge of the platform, killing several more enemies who will try to blindside you. From there, make one more jump over a gap, when the area lights up, and break an orange orb for some points. From there, there's just a single enemy blocking your path to the next area -- and yes, that area is actually lit up.

Stage 3-2

Walk forward, and jump onto the first ledge. Then, slash the red enemy that jumps at you, while you jump over the gunfire from an enemy in green. After that, kill the green enemy as well, and take out the two orange orbs for some points an energy. From there, jump to the ground, and slash the orange orb to recieve a fire ninpo power-up. Use it, to take out an enemy with blades out, from the platform ahead. Then, turn around, and jump back onto the ledge you just came down from. Then, from there, jump to the stairs floating in the air, and from them, to the platform the enemy you just killed was on to the ladder on the wall to the right of there, and climb it to the next screen.

At the start of the next screen, jump off, to the platform on your left. Then, climb the wall there, and jump to the wall on your right. From there, you can make the jump to the ledge on your left. Slash the orange orb that's there, to get a Fireball Ninpo attack, then walk towards the edge of the platform, and use it to attack the enemy on the ground. Jump down, once he's dead, and make your way onto the second ledge, the same way you made it onto the first; Be ready to slash an enemy that's standing on the edge of it, after you jump though. Slash the first orange orb on this platform, for a bit of energy, then kill the bat that flies by. Don't touch the second orb, though. It contains a near-useless Shuriken.

Drop to the ground below, on the left, and break a few more orbs, for a Fire Ninpo, and a Phantom Double. Then, jump to the next platform on your left. As soon as you land, you'll see an enemy holding a gun. Wait for him to fire it, then jump over the bullet, so that you aren't knocked off the platform. Then, run forward and slash him. From there, jump to the wall on the left, and jump to the wall on the right from there, to reach a ladder. Climb that to reach the next screen. And as a note, avoid the orange orb near the enemy that had a gun. It's best to keep the Fire Ninpo.

As you climb the ladder onto the next screen, jump off to the wall on your left. Climb that wall to the top of the screen, and from there, jump to the platform sitting on top of the ladder you just got off of. Jump onto the wooden steps in the air, from there. What will now follow, is another exceedingly hard sequence of jumps. Well, that's not exactly true. The jumps are very easy; It's just that enemies will be attacking you from both sides, as you move, and one hit, will most probably send you into a pit. Just use your Ninpo whenever you see a bird coming -- they are bad news -- and stop and take time to slash any humans that approach. Don't go for any orbs on the way either, they aren't worth it. Just stay focused. When you reach the right-hand platform, break the first orb for a Phantom Double, and a second for a health elixer, then jump and climb the next ladder, to another screen. Be careful though, as you go for a ladder, a bird behind you may respawn; So be ready to take him out, if need be.

On the next screen, start by jumping to the wall on your right, then to the ledge above the ladder you were climbing on. From there, jump to the top of

the wall you were just climbing, on your left. Next, jump down to the wooden steps, further to the left. When you land on them, jump up and kill the enemy jumping around on them, then break the first orange orb you see to get a Fire Ninpo. Then, head to the left, and kill the bird that comes towards you. Then -- and this is important -- break the second orange orb, but catch the scroll that comes out, before it falls off of the screen. This will score you an increase in your maximum amount of energy.

With that, jump to the next set of stairs. Then, turn around, and burn the bird that will attack you from the back. You then have a choice; Jump down to the platform below, and kill the enemy throwing swords around, or jump to the next set of wooden stairs on your left. Regaurdless of which way you choose, you'll end up on the ground further ahead, assuming you don't die. Do be aware though, that the orange orb above the platform with the sword-guy, is an extra life. That said, when you reach the ground, you'll find an enemy with a gun. Jump over any bullets he fires, then kill him. Be ready to slash the other enemies that will come at you too though. One comes from ahead, and one comes down from the wooden stairs. With them out of the way, break the two orange jars for points, then jump to the wall on your left, climb it up until you can reach a ladder, then jump for it. Climb to the next screen.

When you reach the top of the ladder, jump off to the wall on your left. From there, jump to the platform above the ladder. Then, jump to the next platform on the right. Jump down to the ground on your right, and you'll find yourself facing a big guy, in a red mask, who's tossing fireballs like a set of boomerangs. Either burn him with your ninpo, or jump over his attacks, and attack him three times to kill him. Then, head to the right, to where you see an orange orb. Break it for some energy, then keep going. You'll face a lot of skeletons here, while enemies in red shirts rush at you from the back. Both of these enemies only have melee attacks, so if you are careful, and make sure to attack them, you'll be fine.

AS you proceed to the wall on your right, make sure to break the orange orb you pass by, to get a Phantom Double. Once at the wall, climb it to the ceiling, then jump off to the platform on your left. Break some orbs here for a health restoration elixer, another Phantom Double, and Fire Ninpo. You will find a skeleton and another masked figure on this platform as well. It's best to slash the skeleton, then just use fire on the masked man, to make things easy. After all, you have a boss battle just ahead. From the left side of the platform, jump onto some wooden stairs, and from there, to the ladder on the wall above you, to the right. Climb them to reach the boss battle.

Funky Dynamite (Stage 3-3)

First of all, know that this guy can fight on both the ground, and in the air. In the air, he'll fly back and forth dropping bulet-like objects on you. When he lands on the ground, and he frequently will, he'll send several bombs out in an arc. As long as you don't run into him, or do anything like that, dodging these will keep you out of harms way. Now, as for attacking him, the first thing that you should know, is that the Fire Ninpo does huge damage; We are talking almost a third of his total health bar! So, start by hitting him with everything you have, at the start of the battle, while he is in the air. Once you run out of energy, however, you'll have to turn to your less-effective sword attacks. Just hit him when he comes down, and if he is being stubborn, and is staying in the air, jump at him from one of the platforms on either side of the arena, and hit him. As a trick, if you have Phantom Doubles on hand -- and you should, seing as there were two in the previous room -- jumping will place one of them in the air. Then, assuming you don't move, you can keep slashing, and the double will keep hitting him.

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===== / / / / Stage 4 [STAG4] / / / /=====

Stage 4-1

Start, by walking forward and killing the first two enemies with machettes, while you smash the orange orbs for energy. After that, get ready to duck down and slash a rabbit-like enemy that will run at you, and break another orange orb for a Fire Ninpo. From there, move forward and slash another orange orb for a Phantom Double. After you pass that, you'll find yourself right near a pit full of fire. Stand clear of it, and wait for a fireball to jump out of the pit. It will break into four pieces. Make sure to avoid them, then after they've fallen off the screen, jump over the pit, and kill another rabbit-like creature.

Skip the next orange orb, as it contains a useless Fireball Ninpo, then grab the next two for points and energy. Proceed ahead, and a bird will swoop down at you. Burn it up with Fire Ninpo, then continue to the next pit of fire. When the fire ball in it sinks away, jump over it, and grab onto the wall. Climb it as high as you can, then jump off of it, to the platform on the left. Slash the orange orb that's there for a Windmill Shuriken, then turn to your right, and use the Shuriken to take out the two enemies from the nearby platform. With them gone, jump to the right, and slash another orange orb for some points.

Next, jump down to another platform, but don't break the orange orb. It contains the Art of the Fire Wheels Ninpo, and you don't need it. Instead, just head forward, and slash another enemy, then jump up to the next platform. Use caution though, there are fireballs in the pit between the platforms. On the platform, slash the orange orb for some points, then get ready to kill the bird that will swoop down at you from ahead. After this, wait for any fire that may be in the air to clear, then jump to the next platform. As soon as you land, duck down and kill any bats flying around. Then, take out a few orange orbs for some points, as you make your way to the right. Once you're at the edge of the platform, jump forward, onto the wall, and climb to the top of the screen, to leave the area.

This next area is quite short. Climb the ladder, as high as you can, without jumping off. Then, toss a Windmill Shuriken to your left, to take out the flame that's in the air. It will respawn, but you'll have enough time to jump from the wall to a platform below, so do so. Once there, immediately jump to the second platform, and then to the wall on the left. Climb it to the top of the screen, and from there, jump off to the ladder on your right, and climb it upward to reach the next screen.

Jump off the ladder, to the wall on your left, and climb it a little ways upward. Then, jump off to the platform above the ladder, and head to the right. You'll quickly encounter an enemy that's tossing rocks around. Jump over the rocks he tosses, Donkey Kong-style, and get close to him. Then, kill him and keep moving forward. Be careful though, the rocks he tosses will still be rolling around. Slash the orange orb behind where he was, to find some energy, then jump up to the next ledge -- The whole time, being careful to kill enemies that will be rushing from both sides of you. And although it is hard, in the middle of all this chaos, try and break a second orange orb, to get a Fire Ninpo power-up.

Walk forward across the platform, and slash the machette enemy you find. Then, jump up, to the next platform, and kill the rabbit-like enemy, before it can charge at you. From there, slash the orange orb you see, for a health restoration elixer. Then, from there, jump to the platform on your right. There's a orange orb in the air, which holds a valuable energy max increase, but it's dangerous to get, so you'd be doing so at your own risk. Once you land on the first platform, some fire balls will begin rising from below the platform, so you'll have to move quickly. Jump to the next platform slashing the enemy on it from mid-air. Then, jump to the very edge of the platform below. There's an enemy there, and if you don't land directly on the ledge, and attack -- prefferably with Fire Ninpo -- as you land, he'll knock you off, and you'll die.

What follows next, is another sequence of deadly dangerous jumps. You'll be jumping across logs sticking out of the lava pool, and in addition to fire balls between every log, you'll have all kinds of birds and bats trying to knock you down. Along the way, you'll be able to find a Phantom Double and a Windmill Shuriken, but don't worry about them. Make your focus on simply staying alive. Slash things as you jump, and if you do happen to get hit, try and grab onto the side of a log, and climb back to the top. This may look hard -- and it is -- but it's a bit more forgiving then a few of the previous jump sequences you had to make. When you reach the last log, jump to the ladder against the wall on the right, and climb into the opening of a cave, at the top of the screen, to reach the next part of the stage.

Stage 4-2

First of all, this area has yet another special effect: Running Water. Along most of the walls and floors, you'll see a water current moving. If you stand on a ground covered with water, you'll be pushed along with the flow, and you won't be able to move as quickly. The same can be said for climbing a wall covered in water. As you move, you'll be able to get around more quickly, if you keep jumping. With that said, you can start off by jumping to the first platform ahead, which is covered in water. Then, from there, jump to the next ledge, and kill an enemy. After he's gone, slash the orange orb for some energy, then be ready to take out enemies that will come at you from both sides, all while making your way to the edge of the platform.

From the edge of the platform, you'll be able to see a slime on the wall ahead. Toss a Shuriken at it, then jump onto the wall it was on. Climb it to the bottom, then drop off of the wall, while holding right, and you'll land safely on the ground below. Slash the enemy that comes at you, to protect yourself from harm, but avoid the orange orb. The Fireball Ninpo isn't very good, compared to the Windmill Shuriken you should have. Head forward to the next fall, and slash another slime off of the wall. Then, with the wall cleared, climb it, jump to the wall on your left, and then finally jump to the ledge above where the slime was.

Slash the enemy from the platform, then break the orange orb for a Phantom Double. From there, jump ahead to the next platform and kill another enemy. Then, break the orange orb for a Fire Ninpo power-up. When you pick that up, be prepared to take out an enemy that will jump at you from the left though. When all is clear, jump over to the right, to another water-covered platform. Use the fire on this platform, to take out a few enemies and a bird all at once. Then, make up for the used energy, by breaking all of the orange orbs nearby. They hold energy as well as a

Windmill Shuriken. After picking up everything, jump to the ledge on the right, and jump to the ladder on the wall from there. Climb down to the next screen, to continue.

At the start of the next screen, jump off of the ladder down to the water-covered platform below. Then, walk to the edge of the platform, and jump across a large gap to a dry platform. Jump from there to another dry platform, and from there to another water platform. Slash the orange orb on that platform for a Fire Ninpo power-up, then jump ahead to yet another dry platform. Kill the enemy that's on it as soon as you land, then head to the left, and jump to the next platform. Climb the wall on the side of this platform, and jump off to the water ledge in the air. Then, you can break the orange orb that's here, for a Windmill Shuriken.

Head forward, along the platform, until you reach the edge. When you reach that point, toss the Shuriken to take out an enemy and a bird from just ahead, that would otherwise attack you. Then, jump onto the ledge, and hop from platform to platform, until you reach the one that's highest in the air. From there, jump off to the main water-colored platform on your left. Walk along this platform, killing the enemy you run into, until you reach the edge. There, you'll find an orange orb which contains a valuable energy increase scroll. Pick that up, then jump over the gap, to the platform ahead. The final enemy of the area is on that platform. Kill him, and head to the left. There, jump onto the ladder, and climb down to the next screen.

When you reach the bottom of the ladder, drop down to the platform below. There, head to the right, towards the edge of the platform. Make sure to kill all enemies that drop off of platforms from above, along the way. Next, jump to the platform in the air. Once again, you'll enter a sequence of jumps. And once gain, fire balls will be chasing you along the whole way. So, jump quickly, slashing as you jump, whenever an enemy gets close to you. When you reach the last ledge, jump down to the ground below, and slash the enemy that's there. Then, take out the slime that's on the wall just past where he was.

With the slime gone, jump onto the wall on the right, and then jump from there, onto the wall on the left. Next, jump to the platform above the first wall, and slash the zombie that's walking around there. You can then break the orange orb that's on that platform to find a Fire Ninpo power-up. Pick that up, then drop to the next platform below. There, duck down and slash the rabbit-like enemy you see. Next, comes a big jump. Run forward, and jump to the wall ahead. Then, jump from there to the wall on your left, and from there to the platform above the first wall. As you cross this platform, a bird will try to fly around you, and get you from the back, so be ready to slash it when it does so.

Next, drop to the ledge in front of you, and slash the zombie that's there. After you kill the zombie, break the nearby orange orb for some energy. After that, jump to the platform in the air. Then, break the orange orb that's closeby for some points, before jumping to the next platform in the air. Another bird will be flying by around this time, so be ready to use your sub-attack on it. After that, jump across the next few platforms, slashing the zombies on them, as you go. From there on, it's a linear path to the door to the boss chamber. Make sure to slash enemies that attack you from the back, so that you have full health for the fight. There are a bunch of orange orbs along the way, so you can pick up some energy, and a Fire Ninpo power-up. However, just avoid the final orange orb. It's a Windmill Shuriken, and that will do very little good in the boss fight.

The most dangerous aspect of this boss fight, is the environment. There's a gap on both sides of the area, and the walls and floor is covered in flowing water, which all push into these holes. The only dry areas are two platforms floating in the middle of the area. That being said, if you are careful, this is a very easy boss fight. Wait in the middle of the floor, being careful not to be pushed away by the current, until you see a hand come out of the wall. After that happens, climb up the wall it came from, as quickly as possible, and jump to the platform closest to you, that's in the middle of the area. From there, attack the face in the middle of the area, by either jumping and slashing, or using any ninpo you may have. Now, the hands keep alternating sides. So, first one will come from the right-wall, then from the left, then from the right, et cetera. After you hit the face two or three times, jump back down to the ground, and immediately head to the other wall, and get back onto the platform. From there, continue your assault on the head. Repeat this until the boss is out of health.

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===== / / / / Stage 5 [STAG5] / / / /=====
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Stage 5-1

Start by jumping on the wall on your left, and from there jump to the platform in the air on your right. Then, jump to the next platform, and to the next platform after that. When you reach that platform, slash the enemy that's there, and slash the orange orb for some energy. You will then see several enemies run by, on the platform below you. Wait until they're out of the way, then jump down to the ground, and jump over the gap on your right. Take out any enemies that you see still standing around, then head to the right, until you reach a wall. On the way, break the orange orbs for points, and a Phantom Double. Be ready to attack any bats that come at you from behind as well.

When you reach the wall, climb it to the top. You'll then see a rabbit enemy, and a soldier with a gun on the platform above. Wait until he's not firing, then jump to the wall on the left, and then jump over the rabbit enemy, who will jump off the platform, and kill the soldier. From there, jump to the next platform below, over another rabbit who will run away. Then, slash the orange orb for a Fireball Ninpo power-up. The other orange orbs in the air, contain the three other power-ups (Windmill Shuriken, Fire, Art of the Fire Wheels). You can jump off the wall ahead to get one of them; Fire is recommended. After you have the power-up of your choice, climb down the ladder on the right.

At the start of the next room, head to the left, and walk off of the platform, so that you fall to the floor. Be careful not to run though, or you'll hit the spikes on the wall. When on the ground, head to the right, under an overhang of spikes. Halfway through, you'll see some blobs pushing along on the floor. Since you obviously can't jump, duck down and slash them to take them out, then continue walking forward until you reach a wall. From there, jump onto the wall, and then onto a second wall on your left. Wait there, until a slime on the platform ahead crawls off the ledge. That will make things a little safer for you.

Jump onto the edge of the platform on your right, so that you don't get

burned by the fire. Then, jump over the fire, avoiding the first orange orb which contains the Fireball Ninpo. Slash the second orb for some energy, then slash the slime off of the wall on your right. As soon as you do that, turn around and get ready to slash a bird that will come at you from behind. After that, head forward, under another overhanging of spikes. Slash the first two Skeletons that you see, and you'll find yourself against another Red-masked enemy. Thankfully, by the time you see him, you'll be under an opening on the ceiling, with no spikes. So, wait for him to toss his fire boomerang, and jump over it. Immediately, follow that up with three slashes to him, to take him out. You'll then be free to follow the path to another open area.

Jump to the platform in the air ahead, and slash the skeleton that's on it, from mid-air. Then, turn to your left, and slash the enemy that jumps at you. The orange orb in the air contains a Windmill Shuriken, but it's not worth going for. Instead, just make the jump to the platform on your right. At the same time as you land on it, a Red-masked enemy will land on it too. However, you'll have time to slash him three times, before he gets ready to attack you. When he's gone, jump to the next platform -- and by the way, the orange orb between these platforms contains a energy increase scroll -- and walk to the edge of that platform, on the right. Kill any bats that come at you when you are there, then jump down, off of the screen on your right; Just be careful not to touch the spikes on either side of the wall.

When you land, turn to your right, and slash the bat that will come at you. Then, walk off of the platform on your left, to reach the ground. Walk to the right, until you see a flame on the ground, and a sword-thrower on a platform in the air. Jump onto the wall on the left, and jump from there, up to where the enemy is, and take him out. Jump down, over the flame from there, and slash the orange orb for a Fire Ninpo power-up. Use it, to take out another sword-thrower from a platform ahead, as well as release a health elixer from an orb near him. Jump up to grab the elixer, then jump over the last flame in the room. Head down the last hallway, slashing the bats and skeletons that attack you, to reach the door to the next area. Just be careful not to jump around; There are spikes on the ceiling.

Stage 5-2

This stage introduces yet another gameplay element: Ice. The platforms are covered with it, and you will slide around, as you walk. Climbing remains unchanged, but remember, that if you climb to the top, you'll be touching the icy ground, and you'll slide downward onto the wall again. That being said, head forward to the first gap, and jump up to the next platform. Slash the zombie that's there, and break the orange orb to find a bit of energy. Then, jump over to the bottom layer of the next platform. There, you'll see a couple of slimes on the wall ahead. Just use ninpo to take them both out quickly and easily. Then, jump onto the wall, and jump from there, to the top layer of the platform, on the left. Kill the zombie that's there, then slash the orange orb for some energy to make up for the ninpo you just used.

From there, jump over to the other side of the platform, on the right, then from there to the next platform. Once you land, slash the orange orb that's in the air, for a Phantom Double, then jump to the next ledge and slash the enemy waiting there with an axe. With him gone, jump up to the ledge, and slash the orange orb for a Windmill Shuriken. Use it immediately, to kill birds that will attack you from both directions, then drop to the platform below, and slash another orange orb, to get your Fire Ninpo power-up back. With that, jump to the ledge on your left, then back to the top of the platform. Next, head forward, and jump over the gap to the next platform;

And be ready to slash an enemy as soon as you land!

Head forward, and drop off of the next ledge, onto the ground below. Then, turn and slash the zombie that's there -- Make sure to kill any spiders you see on the ground as well. When all is clear, slash the orange orb on the left for a Phantom Double, then head back to the right. Jump into the air and slash the spider that's hanging from his web. Jump to the next platform after that, and do the same to a second spider. After that, jump to a third platform, and from there, up to the wall on your right. Jump from that wall, to a second wall on the left, and from there onto the platform above the wall on the right.

Slash the zombie that's on the platform, but don't touch the first orange orb; It contains an Art of the Fire Wheels Ninpo, which you don't need. Head to the right, and you'll see a few ice platforms in the air. Jump across the first few, and a bird will fly off of the bottom of the screen. Kill him before he knocks you down -- Perhaps with Ninpo. Then, use the fire Ninpo to take out the zombie on the last platform. There's an orange orb on that platform, which contains a health elixer. So, pick it up, then climb down the ladder on the right. There's only a single, empty room on the screen after that, so head to the left, and climb down another ladder. You can reach that ladder, by jumping off of the wall to the left of it.

Climb off of the bottom of the ladder, while holding forward, and you'll land safely on a platform below. From there, drop onto the platform below it, and jump from there, onto the ground on your right. Walk along the stairs on this platform, killing enemies and slashing orbs for energy, points, and a Fire Ninpo power-up, until you reach a gap. And from there, make the large leap, to the next platform -- Where you should slash an enemy from, as soon as you land.

From the middle of that platform, use your Fire Ninpo. In addition to taking out all of the enemies from the platforms above, you'll also hit an orange orb that's in the air, causing an energy increase scroll to fall to you! Take it, then jump to the wall on your right, and climb it to the top. There, jump off of it, to the platform on your left, and jump from there, to the platform above the wall. Kill the enemy that's there, then head forward, and jump over the gap. Be ready to kill a bird that will fly at you, as you do this. Walk forward, and slash the next two orange orbs for points, as you take out any other enemies on the ledge.

When you reach the far right, an enemy will jump from the hole in the ground. Wait for him to shoot at you, and dodge his attack, then jump over the gap. As soon as you land, duck down and slash the rabbit-like enemy from the platform, then turn to your left and slash the bat that will be flying towards you. After that, it's just another sequence of jumps, to reach the exit door. And surprisingly, this one is easy! An enemy will be jumping after you, but just keep moving, and ignore the (useless) orbs, and you'll be fine. Juyst make sure to slash the one before the door, to obtain a valuable Phantom Double. With that, head forward, to the boss.

Ashtar (Stage 5-3)

Now this is an annoying boss... He has an obvious pattern, but it's still quite hard to counter. What he will do, is appear, shoot fire balls in every direction at once, wait a few seconds, and dissappear. Now, if you have a few Phantom Doubles, and the Fire Ninpo on hand, you'll be off to a great start. Just wait for him to appear, and blast him; Ninpo will destroy his

fireballs, as well as damage him. Now, when you run out of ninpo, things get a little trickier. Climb either of the walls, and wait for him to form. If he's close, you may be hit, so there's some luck involved, but if he's away, you're all set. Wait for him to fire the fire balls, then jump through one of the gaps between the attacks, and slash him a couple of times. It's really hard to do the whole battle like this, without a head start with Ninpo, but with effort, it can be done.

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===== / / / / Stage 6 [STAG6] / / / /=====
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Stage 6-1

Start by walking past the first brick formation (it's in the foreground, but you can walk behind it.) After you pass it, duck down and slash the enemy that will crawl out from behind the second formation. When he's dead, head forward, and slash the first two orange orbs you come across, for some energy from each of them. Then, jump up to the next ledge, and you'll find an enemy with a gun. Jump over the first bullet he fires, and kill him, then turn around and slash the flame that forms in the air. From there, jump to the next ledge, and break the orange orb for some more energy. Immediately after picking it up, turn around once more, to take out a bird that will swoop down at you.

Walk to the edge of the platform, and take out another bird that will swoop down on you from the right. Then drop to the platform below, and slash the first orange orb you see, for a Phantom Double. Be careful though, enemies and birds will be forming and rushing at you from both sides here. When all is clear, jump over the gap in the ground, duck down, and slash the rabbit-like enemy that's there. Then, head to the right, and jump into the well. The next screen consists of one room, which is empty; Simply jump into a separate well from there.

Jump over to the ledge on your right at the start of the next screen. Then, wait for a bat to come at you, and slash it. Jump down to the next platform after that, and slash both the human, and the snake on the platform. Then, jump to the next platform, and slash an orange orb for a Fire Ninpo power-up. Around this time, an enemy will run at you from the back, so turn around, and be ready to slash him. After he's gone, take faith, and walk off of the edge of the platform, into the back of a brick structure. You'll land on ground that you can't see, and you'll be safe. Use the Fire Ninpo to break an orange orb from the air. This will score you an energy increase scroll. Pick it up, as you continue to slash enemies that rush at you from both directions.

Make your way to the right side of the platform, attacking all of the birds that dive towards you. Then, slash down the last orange orb for some energy. When the air is empty, jump over to the next platform, and kill the enemy that's throwing rocks. From there, walk forward, underneath some brick formations. Proceed with caution though, as some snails will fall out of the sky; Be ready to slash them. Also, while under the formation, make sure to slash the orange orb you pass, to get a Phantom Double. After you have that, jump up to the next ledge, and slash another orange orb for some energy. After you have it, keep heading forward, towards the edge of the platform, killing the flames and enemies that attack you. There's an orange orb nearby, which holds an extra life, as well. Make sure to get it. Past that, there's not much else. Make your way off the right side of the screen, being careful of birds and other enemies.

Stage 6-2

This stage, consists of only one screen, so for once you've got a break. At the start, head to the right, and slash the first two enemies. Then, turn around and take out the bat that will be flying towards you. Slash both of the orange orbs you pass, for some points and energy, then head further ahead. When you reach a snake and an enemy throwing rocks, you should probably use whatever sub-attack you happen to have, and take them both out, quickly -- Because a bird will fly by when you walk forward, and taking down the three all at the same time, will prove difficult. After they're gone, head forward a bit more, and take out another snake, while you watch your back for any other enemies that try to sneak up on you. Then, slash the nearby orange orb for an Art of the Fire Wheels power-up. Use this power-up, and begin running forward, jumping through enemies and orange orbs. Soon, you'll reach an orb containing a Windmill Shuriken. Pick that up, then head forward a bit more. The entrance to a cave, is past just a few more enemies, and since there's nothing special -- no holes in the ground, no jumps, et cetera, you should be able to get there without too much trouble.

The Kelbeross (Stage 6-3)

You'll be facing two bosses at once here: Sort of. See, there are two Gargoyle like creatures, that will be jumping around the room, spitting purple gas clouds. Seperately, thy aren't very strong, or fast, but when they're together it can be pretty hard to move without getting hit. As another feature of this fight that makes things tough, only one of them can take damage. You'll have to hit them both once, to find out which one that is. You can only hurt that one, so just avoid the other. The best strategy for this fight, is to use either Windmill Shurikens, or Fire Ninpo, while you have Phantom Doubles. Those attacks can more often than not hit both enemies at once, guaranteeing that you do damage. Once you run out of ninpo, however, you'll have to use your sword. Stay near either of the two platforms, which are on both sides of the screen. Then, when ever a gas cloud nears you slash it. Whenever one of the bosses comes near you, if you are on the ground, jump onto the platform. If you are on the platform drop to the ground. Then, if it's the "real" boss, get near him, and slash him a few times. After enough of a beating on the real boss, the battle will end.

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===== / / / / Stage 7 [STAG7] / / / /=====
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Stage 7-1

Start off, by heading to the right, until you reach the first ledge. Jump up and slash the enemy standing on it, then, when you land, slash the enemy that will run at you from the right. Don't bother going above the platforms, since they only hold energy, and you don't need a refreshment yet. Instead, keep walkign forward. When you pass the first ledge, be ready to slash a bird that will swoop down on you from the air, as well as another few enemies on the ground, who will roll themselves at you, in a balled-up form. Keep heading forward, until you reach a wall with two slimes on it. Jump up, and slash both of them, then climb the wall. At the top, jump off to the wall on your

left, then to the platform on your right; And slash the enemy that's there, as soon as you land.

After killing the enemy, walk towards the edge of the platform, turn around, and slash the bird that flies at you. Then, jump to the ground, and slash a few more enemies, as well as another bird, which will swoop down from a ledge in the air. When they're all wiped out, jump up onto the wall left of the waterfall, and climb it. Halfway up it, jump and slash the orange orb in the air for a Phantom Double, then climb it once more. This time, jump off to the platform on your right at the top. Then, jump two platforms to the right, and slash the zombie you find standing there. From there, be careful as you jump the next few platforms; Birds and enemies will be all over the place. When you reach the right, jump onto the ladder, and climb to the next screen.

The next screen is only a single room, but there are four flames in it, that will make things a bit tricky. Jump to the left as soon as you get off of the ladder, then jump and slash both of the flames in the air. Then before the other two can get you, or the first two can respawn, jump onto the wall on your left, and climb it to the top of the screen. Once there, jump off to the ladder on the right, and climb. When you reach the next screen, jump off to the platform on the left, climb the wall, then jump to the ledge above where the ladder is.

Jump to the next platform from there, and walk to the right side of it. Slash the enemy that's there, then turn around and kill the bird that will be trying to get you from behind. Once they're both gone, slash the orange orbs on the platform, for points as well as an energy increase scroll. From there, jump to the next platform -- and be ready for the bird again, as it might respawn -- then climb the first ledge you see, and take out the snake on the top of it. From there, slash an orange orb you see, for a Phantom Double. Then, head to the right, and kill any other enemies you see on the ground. Take out the other orange orb you see, for a Fire Ninpo power-up.

Head further ahead, and you'll be attacked by two birds -- One from each side. You may want to consider using that Fire Ninpo to take them both out. From there, head to the right, up to the edge of a gap. Wait for a fireball to jump out and then fall down it, then jump over it, and grab onto the wall. From there, jump to the wall on your right, and use your Ninpo to kill the snake on the right. After that, jump to the platform the snake was on, and then onto the next wall on your right. From there, climb down, wait for the zombie on the ground to move away, then drop to where he was, and kill him. After that, head to the right, and jump onto the first stone "step" in the air, and then onto the second, where you'll see a snake. Kill it before it can shoot fire at you, then jump up to the ladder on your right, and climb to the next screen.

This next screen is another area that consists of one room, and flames spread around it. Start, by quickly jumping to the platform on your left, and then onto the wall. There, slash the flames that come near you. After that, jump onto the ground, and slash any more flames that come near you, and then jump across the two ledges in the air, to reach a ladder that's on the right. Climb it up to the next screen, then jump off to the ground on your left.

Next, head to the left, and jump to the first ledge you come across. There, be ready to slash the birds and enemies that will come at you from both sides. You'll have to be careful of the "vines" on the wall, as well. They drip acid, and it's dangerous. On the stairs, as you go, slash the orange orbs for a Phantom Double, some energy, and some points.

From there, drop to the next platform -- and be ready for another bird that will come from behind you. Then, on the ground, dodge an enemy's gun fire by jumping, then kill him. After that, just a single bird swooping down from the wall ahead, blocks your way to the exit door.

Stage 7-2

Start this stage, by walking forward, and climbing the left side of the pillar near the edge of the platform. At the top of it, jump off to the ground on the left. Slash the bats and enemies that you see there, and take out both orange orbs, for a Phantom Double, and a Windmill Shuriken. Then, jump up and slash a zombie of the next platform. From on the platform, jump up and use the Windmill Shuriken on a snake. After that, jump up and climb the wall on the right, and follow that up by jumping onto the platform where the snake was.

Look down at the next platform ahead. You'll see a snake, and a zombie on it. Wait until the zombie is away from the edge, and snake is not shooting any fire balls, then jump down to it, and quickly slash both of them. After the platform is safe, head to the left, and wait for a flame that jumps out of the next gap to fall away. Then, jump to the wall left of the gap, and climb it to the top. There, jump to the wall on the right, and wait until the zomie on your left moves away from the edge of the platform. When he does, jump to the platform and kill him.

Next, jump over the gap ahead, and kill another snake. Then, when it's gone, jump over to the next platform, and be ready to kill a bat after landing. Look down to the next platform after that, and you'll see another snake. Wait for it to stop spitting fire, then jump next to it, and hand it some pain. Kill the enemy after it, as well as any bats that come, and you'll be all set to move on. Climb the wall on your left, and jump to the ladder on your right from there. You'll enter another short room. Simply jump to the wall on your left, and from there, to another ladder on your right. Just make sure to jump to the wall, when the snake on the right is not shooting fire. When you get off of the ladder on the next screen, jump to the wall on your left, and then to the top of the platform with the ladder under it.

Here, jump to the ground on your right, and walk forward until you see a sword-thrower. Slash the orange orb close to him for a Fire Ninpo power-up, then just slash him with your sword. Head forward, avoiding the next orange orb, as it contains an Art of the Fire wheels Ninpo, while you take out the enemies with machettes that will come at you from both directions. When all is clear, head forward, and jump to the next platform, slashing a bird when you land. After that, jump to the wall on your right, drop down to the platform below it, and slash an enemy that's holding a gun, as well as any enemies that rush out at you from behind him.

After you come out from the overhang, jump onto the wall on your left, and climb it upward. Next, jump off, to the platform on your right, and from there to a second platform, where you can slash an orange orb to get a Windmill Shuriken. Use it immediately, as there are about four birds flying around you, which can all easily knock you off a platform, if not taken out quickly. Once you make it to the ground on the right, past all of the birds, slash the first orange orb you see to obtain a health restoration elixer.

Walk under the ledge with a sword thrower on it, and slash the bird that comes at you. From there, jump onto the platform on your right, where there's an enemy with a gun. Slash him, then onto the platform with the sword thrower. Kill him, then jump to the platform on your right, and then onto the ladder just past it. At the start of the next screen, which is another one-room area, jump to the platform on your left, climb the wall, and jump to the ladder on your right. If you do this quickly, you'll be safe, but if you hesitate, the fire that forms on the right side of the room will get you. When you arrive on the next screen, jump to the platform on your left, climb the wall, then jump onto the platform above where the ladder is.

Walk forward, and drop down to the next platform, where you'll find a red-masked enemy. Jump over the fire boomerang he tosses, and slash him three times to kill him, then duck down and take out the crab-like enemies that are slugging towards you. There's another red-masked enemy on the next platform, but you can just use your sub-attack to take him out, as the orange orb where you are, holds some energy to make up for it. Jump to the next platform, when the skeleton who's guarding the edge moves away, and kill the skeleton. After that, there's a few birds in the air, that you should be ready to slash. After that, walk forward and slash the final orange orb you see, for a Windmill Shuriken. Then, head through the next door, to meet your final confrontation.

Jaquio I (Stage 7-3)

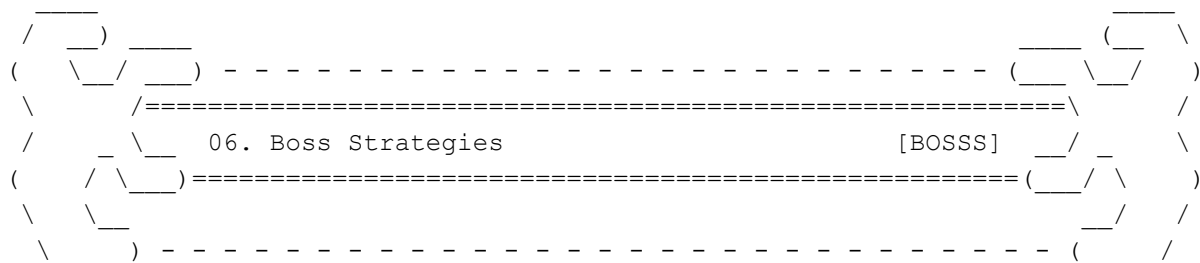
In his first form, Jaquio will be a purple monster, who flies around the screen, tossing fireballs at you., in bursts of four. Now, what's strange about this battle, is that if you are close to the right wall, and if you stay close to the ground, Jaquio won't be able to hit you. However, if he shoots fire, it's almost a guaranteed hit. So, what you should do -- Besides unleashing all the ninpo you have at the start of the fight -- is wait on the wall. Then, if he passes by, jump off and try to slash him. If he shoots fire, climb to the top of the wall, jump off, and slash him if he comes near you. Make the priority simply jumping over the flames though. As soon as you complete either of those phases, jump back onto the wall, and repeat the strategy until he's dead.

Jaquio II (Stage 7-4)

In his second form, Jaquio will be a large face, molded into the wall on the right side of the area. He can shoot fireballs, but he only shoots one at a time in this form. The bigger threat, is that acid drips from the ceiling quickly, and all of the area, and it's just as much of a danger as the fireballs. For a strategy, you can unleash any Ninpo you happen to have. However, as far as sword tactics go, the battle will be much more difficult (like always.) Try to stay on the right side of the arena, as you move back and forth trying to dodge acid drops. Then he spits fire, make sure to move further to the left, to dodge it. Slash him as you dodge, whenever you happen to be over on the right, but don't make it your main objective. This is a case, where your best offense, is a good defense. You can't do damage if you're dead.

Jaquio III (Stage 7-5)

In his third, and final form, Jaquio is a head, and a pair of claws, attached to some kind of organ system, with an open heart. Basically, he's a giant body, that's missing half of its parts. At the start of the battle, the head will spit fireball chains at a 45-degree angle, while the hands try to move forward and scratch you. If you have Ninpo, using it now, to take out the skull, would be a good idea. If not, you'll have to jump (or duck, depending on the altitude of the hand that attacks you) to avoid the hands, as you try and take out the skull with your sword. When the fireball chains appear, just stay to the left, and you'll be safe. Once the skull is destroyed -- or the hands, for that matter, as slashing both seems to do damage, and when one is destroyed, both are -- the battle will change significantly. For one thing, now you can actually drain his life, so that it shows on his health bar. The other, is that now energy balls will be shooting out of Jaquio's decapitated neck. If you have any Ninpo at all left, use it to attack the exposed heart from a distance, as you can't be hit by Scythes if you stay on the left. If you must go in close, wait for one "set" of energy balls to be thrown, then run in and attack. Then, stand just to the left of the head, so that the next batch gets shot in that direction, then go in for a few more hits. This is really trick to do without getting hit, but it is possible. Keep it up, and Jaquio will fall.



Dando the Cursed (Stage 1)

The first boss, is probably the easiest boss in the game, but if you just try to go toe-to-toe with him, you'll more than likely get a gameover handed to you. Instead, go forward, and slash him about four times. Don't get greedy with the hits. After that, run away, and jump onto the wall. Then, wait for him to charge the wall, and jump over him, back onto the ground, when he does. Once again, turn to face him, and slap him with four attacks. Then, retreat to the second wall, and repeat as necessary.

Baron Spider (Stage 2)

The bad thing about this fight, is that the wind is still blowing, so you'll have to be extra careful, if you want to avoid being hit. Start, by standing to the right of the platform the boss is standing on. Then, hit him with as many fire ninpo attacks as you can, before you run out. This will make the fight much easier. If he doesn't die, however, you'll have to switch tactics. Stand underneath the platform he's on, and wait for him to toss some spiders. Wait until he throws a group, where two land on the platform with him, then quickly jump to the wall on the right, climb it, and jump to the platform he is standing on. IF the wind pushes you away, you'll have to try again, though. Because, if you stay on that wall, you will get hit by a spider. Assuming you do hit him -- or at least get close -- he'll jump down to the ground. Jump after him, and get in close. That's your chance to unleash as many hits as you can on him. After a few seconds, he'll jump back to the platform above though.

You'll have to keep repeating. A note of advise though, if you find yourself in a situation, where there are always spiders on the wall, and you can't climb, try and slash one of them instead of climbing. Then, quickly jump to the wall. He'll probably already be tossing more spiders, but if you do it quickly enough, there will be a "gap" between the spiders, and you won't be hit.

Funky Dynamite (Stage 3)

First of all, know that this guy can fight on both the ground, and in the air. In the air, he'll fly back and forth dropping bulet-like objects on you. When he lands on the ground, and he frequently will, he'll send several bombs out in an arc. As long as you don't run into him, or do anything like that, dodging these will keep you out of harms way. Now, as for attacking him, the first thing that you should know, is that the Fire Ninpo does huge damage; We are talking almost a third of his total health bar! So, start by hitting him with everything you have, at the start of the battle, while he is in the air. Once you run out of energy, however, you'll have to turn to your less-effective sword attacks. Just hit him when he comes down, and if he is being stubborn, and is staying in the air, jump at him from one of the platforms on either side of the arena, and hit him. As a trick, if you have Phantom Doubles on hand -- and you should, seing as there were two in the previous room -- jumping will place one of them in the air. Then, assuming you don't move, you can keep slashing, and the double will keep hitting him.

Naga Sotuva (Stage 4)

The most dangerous aspect of this boss fight, is the environment. There's a gap on both sides of the area, and the walls and floor is covered in flowing water, which all push into these holes. The only dry areas are two platforms floating in the middle of the area. That being said, if you are careful, this is a very easy boss fight. Wait in the middle of the floor, being careful not to be pushed away by the current, untuil you see a hand come out of the wall. After that happens, climb up the wall it came from, as quickly as possible, and jump to the platform closest to you, that's in the middle of the area. From there, attack the face in the middle of the area, by either jumping and slashing, or using any ninpo you may have. Now, the hands keep alternating sides. So, first one will come from the right-wall, then from the left, then from the right, et cetera. After you hit the face two or three times, jump back down to the ground, and immediately head to the other wall, and get back onto the platform. From there, continue your assault on the head. Repeat this until the boss is out of health.

Ashtar (Stage 5)

Now this is an annoying boss... He has an obvious pattern, but it's still quite hard to counter. What he will do, is appear, shoot fire balls in every direction at once, wait a few seconds, and dissappear. Now, if you have a few Phantom Doubles, and the Fire Ninpo on hand, you'll be off to a great start. Just wait for him to appear, and blast him; Ninpo will destroy his fireballs, as well as damage him. Now, when you run out of ninpo, things get a little trickier. Climb either of the walls, and wait for him to form. If he's close, you may be hit, so there's some luck involved, but if he's away, you're all set. Wait for him to fire the fire balls, then jump through one of the gaps between the attacks, and slash him a couple of times. It's really

hard to do the whole battle like this, without a head start with Ninpo, but with effort, it can be done.

The Kelbeross (Stage 6)

You'll be facing two bosses at once here: Sort of. See, there are two Gargoyle like creatures, that will be jumping around the room, spitting purple gas clouds. Seperately, thy aren't very strong, or fast, but when they're together it can be pretty hard to move without getting hit. As another feature of this fight that makes things tough, only one of them can take damage. You'll have to hit them both once, to find out which one that is. You can only hurt that one, so just avoid the other. The best strategy for this fight, is to use either Windmill Shurikens, or Fire Ninpo, while you have Phantom Doubles. Those attacks can more often than not hit both enemies at once, guaranteeing that you do damage. Once you run out of ninpo, however, you'll have to use your sword. Stay near either of the two platforms, which are on both sides of the screen. Then, when ever a gas cloud nears you slash it. Whenever one of the bosses comes near you, if you are on the ground, jump onto the platform. If you are on the platform drop to the ground. Then, if it's the "real" boss, get near him, and slash him a few times. After enough of a beating on the real boss, the battle will end.

Jaquio I (Stage 7)

In his first form, Jaquio will be a purple monster, who flies around the screen, tossing fireballs at you., in bursts of four. Now, what's strange about this battle, is that if you are close to the right wall, and if you stay close to the ground, Jaqio won't be able to hit you. However, if he shoots fire, it's almost a guaranteed hit. So, what you should do -- Besides unleashing all the ninpo you have at the start of the fight -- is wait on the wall. Then, if he passes by, jump off and try to slash him. If he shoots fire, climb to the top of the wall, jump off, and slash him if he comes near you. Make the priority simply jumping over the flames though. As soon as you complete either of those phases, jump back onto the wall, and repeat the strategy until he's dead.

Jaquio II (Stage 7)

In his second form, Jaquio will be a large face, molded into the wall on the right side of the area. He can shoot fireballs, but he only shoots one at a time in this form. The bigger threat, is that acis drips from the ceiling quickly, and all of the area, and it's just as much of a danger as the fireballs. For a strategy, you can unleash any Ninpo you happen to have. However, as far as sword tactics go, the battle will be much more difficult (like always.) Try to stay on the right side of the arena, as you move back and forth trying to dodge acid drops. Then he spits fire, make sure to move further to the left, to dodge it. Slash him as you dodge, whenever you happen to be over on the right, but don't make it your main objective. This is a case, where your best offense, is a good defense. You an't do damage if you're dead.

Jaquio III (Stage 7)
