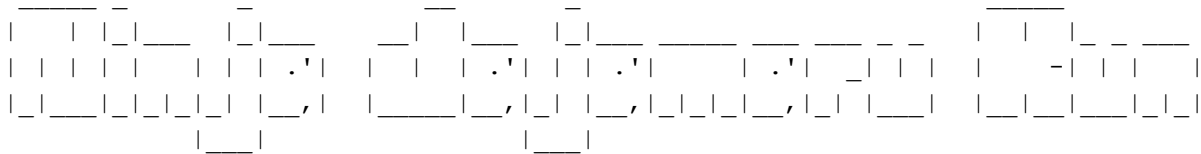


Ninja Jajamaru Kun (Import) FAQ

by Da Hui

Updated to v1.0 on Jan 28, 2009

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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 | NJK1 |
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D-Pad - Move
A - Jump
B - Attack
Start - Pause
Select - No Use

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| 2. - How To Play | NJK2 |
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This game reminds me of the end result of mixing Ice Climbers with Joust. Each round will include eight different enemies. As you enter each round, you will see them laid out for you. Once you appear, the enemies will scatter. There will be two on each floor. After you complete the first stage, you will notice one different enemy on the top floor. You can consider this one to be the boss of each stage and is stronger than the rest.

You have to break through the odd colored floors above you to climb to the top. You will complete the stage once you defeat all eight enemies. If you wait too long, you will notice a flame start to float around the screen. The flame will keep floating to you until it hits you or you make it go off screen. That's basically all there is to this game. When you reach rounds nineteen to twenty one, the enemies will be random. After you complete round twenty one, the game will repeat itself.

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- * As you have read above, eight enemies will appear on the screen. There will be two on each floor and on every stage except for the first, the top floor will have a different enemy. The odd enemy on the top will be stronger in attacks and defenses.

- * The safest way to go through this game is one floor at a time. Make sure you kill both enemies on each floor before you progress upward. Each enemy takes one shot to kill except for the odd enemy on top which will take two. Some of the later enemies will force you to stun them before you kill them. They will be the one-eyed enemies you reach toward the latter stages. Read below to learn more about stunning.

- * Some enemies required you to stun them before you can kill them. These will be the enemies you encounter later into the game. However, stunning all of the enemies can prove quite beneficial. To stun them, you can jump on top of their heads. Another way they will become stunned is if they fall through a hole you made without jumping. Once they land they will be stunned. This isn't a very reliable way to stun enemies since it seems to be random so try to jump onto the enemies.

- * Try to complete stages as quickly as possible. You will notice a couple of obstacles to avoid as you get closer to the end of the timer. In the first couple of rounds, you will notice a flame floating around trying to hunt you down. You can only make this flame disappear by making it float off the screen which isn't easy. Towards the latter rounds, you will notice the pirate on the top of the screen drop bombs below him. These will fortunately go straight down but he drops several of them at once so it could be difficult to pass them.

- * You will notice a couple of items in the blocks after you break them. The only ones you want to avoid are the bombs which appear as small black circles. You will die if you touch these. The other power ups you can get is a further throw, a throw that goes through shots, invincibility, and an extra life.

- * Throughout the game, you will notice flower petals floating from the girl in the top of the screen to the bottom while floating side to side. Only one will drop per stage. When you catch three of these flower petals, you will go into the bonus round after completing the stage you're on. In the bonus stage, you will throw shurikens upwards at the pirate who will drop fire at you. When you hit him, he will fall off the screen, and you will get some nice bonus points.

- * If you collect four extra lives throughout the game, you will notice a frog appear on the screen. You can jump around on him and attack people with him. You really don't need this power up but it is pretty fun to change it up and to have the powerful frog helping you.

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## 4. - Enemies

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Witch	The witches will run side to side and shoot an attack every so often. They will only jump over gaps.
Penguin	The penguin will be similar to the witch except they jump a little more often.

Pyramid These are a bit quicker but act the same way as the previous enemies. They will jump a lot more than the others.

Skeleton These shoot a lot more often than the previous enemies. Don't be surprised to see several shots from them at once.

Cyclops The cyclops will jump around a lot. You have to stun these before you can kill them.

Pink Blocks These are pretty much exactly the same as the cyclops, they just have a different model. Again, you have to stun them to kill them.

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5. - Disclaimer

NJK5

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