

# Ninja Kid FAQ/Walkthrough

by hfpseudonym

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This guide was written for the NES FAQ Completion Project. Check out the topic on the FAQ Contributors board if you're interested in contributing.

Ninja Kid FAQ/Walkthrough  
For the Nintendo NES  
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Version 1.0  
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## Revision History

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Sept 21st, 2005  
Version 1.0

Started the walkthrough and the game basics sections.

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FAQ  
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Q: I have an alternate strategy for <insert boss here>. Will you use it?

A: Sure, just send it in and I'll add it whenever I do another revision.

=====  
Introduction  
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Bandai games tend to be either be crap or strange enough that they have somewhat of a cult following. Surprisingly, Ninja Kid doesn't fall into either of those categories. It's one of those games that really doesn't benefit from a regular walkthrough since it has a lot of random events but I'll try my best. If you have any suggestions, comments, or constructive criticism, please email me at <shdswrm@hotmail.com> with the heading Ninja Kid. All flames, threats, childish comments, etc. will be deleted and you're email address filtered.

=====  
Game Basics  
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Controls  
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Start Button: Pauses the game.

Select Button: Switches weapons.

B Button: Uses your current weapon.

A Button: Makes your character jump.

Directional Pad: Moves your guy around.

Down + A: Drops down through a platform.

Items  
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Brown Flute: It allows you to do the challenge of Shangri-La. It will appear above the quota once you've found one.

Orange Flute: I don't know what this does. It will also appear above the quota once you've found one. You can collect more than one of them.

Orange/Yellow Canister: It makes you move very quickly. This can be both be blessing and a curse. If you get it, don't rush around too much, especially in the later rounds. It will wear off after awhile.

Mini Hut: It gives you points.

White Circle: It gives you an extra life.

Black Bird: It shows you which door will take you back to the map once you complete the quota.

Red Canister: It's similar in appearance to the Orange/Yellow Canister, except that this will show you the right door to enter once you fulfill the quota.

Feather: It gives you temporary invincibility but that wears off after awhile. It looks like you can use it for a weapon also.

Boomerang: It's does same thing as the feather, except that the boomerang will follow you around, killing any enemies it runs into.

#### Screen Info

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All information that you need can be found along the top of the screen when you're on an action screen or the map.

Score: Located in the top left corner. It tells you how much points you have. It goes back to 0 once you get a game over.

Round: Located below the score. It tells you which round you're on.

Lives: Located to the right of the round. It tells you how much lives you have.

Quota: Located to the right of the Lives. It tells you either how much ghosts you have to capture or how much enemies you have to kill. It depends on the action screen.

Weapon: Located to the right of the Quota. It tells you which weapon you're currently using, signified by the white box around it. Press Select to switch between your weapons.

Special Item: Located above the Quota. It tells you which special items you've collected.

#### Action Screens

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You have to complete an action screen when you enter one of the bone structures on the map. The goal should be to collect the Brown Flute if possible, but otherwise you should just fulfill the quota. If you're on the last action screen for a round, you won't be able to leave without the Brown Flute. Once

you're done, two doors will appear - one will take you back to the map, and the other will take you to a sub boss action screen.

**Blazing Inferno:** The goal here is to light all of the candles with the flame following you around.

1: The first one has a nice bone and skull theme =). The slow moving skeletons in the earlier rounds are joined by the quicker spiders in the later rounds. This one is pretty simple overall since the candles are easily accessible.

2: The second one has a lot of holes scattered around with many of the candles on the small pieces of ground between them. You can get the isolated candles by jumping to beside them and then jumping away so that the flame passes through the candle. Another way to do this is to jump onto a platform above the candle and then drop down onto it.

**Dog Fight:** The goal here is to kill the enemies. Try to do it quickly though since some of them you encounter are a pain in the ass. Watch out for the orange/brown enemy in particular. It fires in eight different directions and moves around rapidly. The other enemies to watch out for are the Witch and the Rotating Orb enemies.

1: The first one takes place at night with mountains in the background.

2: The second one takes place at daytime.

3: The third one has trees and takes place at night.

**Guerrilla Warfare:** The goal here is to kill the enemies. No flying enemies here. Yay!

1: The first one takes place in a town with three evenly spaced platforms. The enemies here will shoot at you quite a bit, but later in the game you'll get a little rest when the floating enemies start to appear. Stay on the middle platform and just shoot.

2: The second one takes place in a cave with unevenly spaced platforms. The two enemies that appear initially will be replaced, one of them with a floating enemy. The strategy is the same as the last one except that you stay on the bottom this time.

**Poison Field:** The goal here is to capture the spirits flying around. Occasionally, a bunch of stones or small knives will fall from the sky but they are fairly easy to avoid. That seems to happen most often on this type of action screen.

1: The first one has several pyramid structures and temples in the background. You can jump onto the pyramids and the wall near the top of the screen. This one is quite simple to complete. All you have to do is stay off the ground and grab the spirits when they appear. The only dangerous enemy that appears here is a fast moving blue enemy that will fire at you.

2: The second one takes place in a forest. There's nothing to jump onto here, except the small pillars that appear every so often, so you'll have to either jump over or shoot at the enemies on the ground. This one tends to take a bit longer than the other so watch out for the various flying enemies here.

3: The third one takes place in a graveyard. You can jump onto the headstones and trees to grab ghosts making this one pretty easy to complete.

4: The fourth one takes place beside a lake. There are three evenly spaced platforms here that makes it easy to grab the spirits and dodge or shoot the enemies, including the various flying ones. Don't drop down into the water though. It will kill you.

#### Sub Boss Action Screens

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You have to do these action screens if you jumped into the wrong door after you complete the quota. The goal here to climb to the top where the sub boss is and then shoot it to get taken back to the map. You have to be careful when you're climbing since enemies will tend to drop down on you and the sub boss itself will usually shoot something at you. When you see an enemy, shoot it and then quickly climb to the sub boss before another one reappears.

1: There are purple blocks that form two paths starting in the corners but eventually converge into one that goes along the right side and then turns left, forming a bridge of sorts. Start going up but watch out for the black/red enemy around the place where the paths converge. It moves fairly quickly and will jump after you. Shoot it and then quickly continue up. Watch for more of them to appear from above. Shoot the sub boss in the eye to kill it.

2: There are a lot of small brown platforms here. Start jumping upwards until you reach the white platforms near the top. A flying skull will be going around anywhere here so watch out. Shoot it and then jump up again to make the sub boss fire upwards. When it does, quickly jump to the middle platform and then top. Shoot both of the sub boss's eyes to kill it.

3: There are pink blocks that form several inverted and right side up "v" shapes until near the top, where there are two paths along the sides of the screen. Stay on the sides and shoot the Frankenstein if you see one. They are slow and fairly simple to kill. The sub boss will open and close it's eye, while shooting at you. Just fire continuously until you hit it in the eye.

4: There are brown stylized blocks here that form several continuous circles upwards to the sub boss. Climb the same way as the previous sub boss action screen until you reach the top. A weird blue enemy will be wandering around here. It's fairly fast so you have to watch out. Shoot both of the sub boss's eyes and it's nose to kill it.

#### Challenge of Shangri-La

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After you collect the Brown Flute you can activate the challenge of Shangri-La. Touch the hut and then walk into the large building to do it, which basically boils down to a boss fight. Destroy the boss and you'll move on to the next round.

#### Tips

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Fire all the time to hit enemies before they shoot at you.

Use the other weapons you find to defeat the bosses quicker. The fireball is

especially good against them.

Walk into the skull structures that are in your way first to save some time and possibly lives. That way, if you find the Brown Flute in one of ones in your way you won't have to bother with the rest of them.

=====  
Walkthrough  
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Round 1

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```

$$$$$$$$$$$$$$$$ S = Start Point
$. . . . . $. X = Challenge of Shangri-La
$. . $. . . $. H = Hut
$. . $. . $. ~ ~ $. $ = Trees
$. . $. . $. X ~ ~ $. ~ = Water
$. . $. . $. H $. . $. . $. . = Grass
$. . $. . ~ ~ $. . $. . $. . $.
$. . $. . ~ ~ $. . $. . $. . $. There are three Skull Structures here. Usually one or more
$$$$$$ ~ ~ $. . $. . $. . $. of them will be in your way so you'll have to complete them
$. . $. . $. . $. . $. . $. to continue. It's a big winding circle really, but it's not
$$$. . . . $. . $. . $. . $. that hard.
$$$$$$$$$$$$$$$$

```

Challenge of Shangri-La:

Defeating this boss is pretty simple. Start plugging the boss right from the start. Jump over it's shots and continue blasting him until he's dead. Watch out for the Rotating Orb above you. It will usually stay out of jumping range but be careful.

Round 2

-----

```

$. . $. . $. . $. . $. S = Start Point
$. . . . . $. . $. . $. X = Challenge of Shangri-La
$. . . . $. . $. . $. H = Hut
$. . $. . $. . $. . $. $ = Mountains
$. . . . $. . $. . $. . = Dirt
$. . $. . H. . $. . $. . $.
$. . $. . X. . . $. . $. This map is quite open ended so you can do whichever skull
$. . $. . $. . $. . $. structure you want. Occasionally, a skull structure will
$. . $. . $. . $. . $. appear along the narrow path where you start.
$. . $. . $. . $. . $.
$. . $. . $. . $. . $.
$. . $. . $. . $. . $.

```

Challenge of Shangri-La:

This boss is a little tougher but only because it has a lot more energy than the previous one. It's one of those rotating orbs, except that this one will move back and forth across the top of the screen, shooting at you. Stay in the corner, shoot it when you can, and jump over it's shots. After a long while it will blow up and you can continue to the next round.

Round 3

```

-----
$$$$$$$$$$$$$$$$ S = Start Point
$$.....$$ X = Challenge of Shangri-La
$..$....$$$$..$ H = Hut
$.$$$.$$.~$. $ = Trees
$..$$$$...X~$. ~ = Water
$..$....H$$$$..$ . = Grass
$..$.~$$$$$$$$.
$$...~.....$ Your eyes aren't tricking you. This is the same map as the
$$$$$~..$$..$$ first round but there are four skull structures this time.
$..$$....$$$$$ This time you'll probably have to do at least two of them,
$$S.....$$$$$$$ since there is more of a chance that they will be in your
$$$$$$$$$$$$$$$ way.

```

Challenge of Shangri-La:

The boss is quite a bit tougher this time. It will jump around and shoot at you. Jump and shoot at it as well, and if you have to, walk under it when it jumps. You should try to keep your distance though. After it runs out of energy it will change to another form that moves and shoots faster but has very little energy. Continue doing the same thing and it should go down quickly enough.

Round 4

```

-----
$..$..$$$.$$. $ S = Start Point
.S.$$. $$..$....$ X = Challenge of Shangri-La
$..$$.$$. ....$$ H = Hut
$. ....~$~$ $ = Trees/Tall Grass
$..$$..$. $~.X. ~ = Water
$. $$$~$~.~$.... . = Grass
...~$~..$. $. $. $$
~$~$~..$. $. $. $$ It seems like the bone structure across the bridge is always
$. ....$. ....$H$$ there but the other two are random. There's quite a lot of
$$$.$$$$$.$....$ tight spaces here so you might have to do two here.
$$.....$$
$$$$$$$$$$..$$$$

```

Challenge of Shangri-La:

This boss is quite simple compared to the last one. A guy with a spear will start walking to the left and occasionally shoot at you. Stand at the other end and start blasting him. After he's out of energy he'll split into three pieces and disappear. Jump over the piece that flies toward you and you'll be done.

Round 5

```

-----
$$..$$.....$.S$ S = Start Point
$.....$$..$..$ X = Challenge of Shangri-La
$....$..$..$$$$. H = Hut
$. $...$. $..$$$$. $ = Mountains
$....$. $$..$$$$. . = Dirt
$. $..H..$. $...$. $
$. $....X....$. $ Yes, this is the same map as round 2. Everything is the same
$. $$...$. ....$ except that there are four skull structures instead of three,
$. $$$$$.$$. $$.$ just like the other repeat.

```



