

Ninja-Kun (Import) FAQ

by winnie the poop

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Ninja Kun (NES) FAQ Version 1.1 6/20/05
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Table of Contents
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- i) Controls
- ii) How to Play
- iii) Tips
- iv) Levels
- v) Useless Info

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i) Controls
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A Button - Jump

To jump upwards, you have to hold the D-Pad down to the left or right. Otherwise, the ninja will jump down a level instead.

B Button - Throw Shuriken

Your only weapon. :)

D-Pad

Move the ninja. Again, if you want to jump up, you have to press this button to the left or right.

Start

Pause.

Select

Who knows?

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ii) How to Play
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This game is very simple. All you have to do is to eliminate every enemy in the level and move on to the next one. Yes, this game is somewhat like Tetris, with infinity levels. You will only have three lives to deal with. For every third level, you will be placed upon a pagoda, but there's no bonus level.

Of course, to eliminate an enemy, you have to throw a shuriken at them.

Enemies

Black Ninja --- The easiest enemy to eliminate, those dudes mirrors you by throwing shurikens (horizontally only) at you. If you bump

upon one of those, it will be momentarily stunned, and you have the initiative to attack them cold-blooded.

Blob ----- A more harder enemy, it throws sonic-boom-esque projectiles which dips down a bit, so be careful when jumping up to it, one of the projectiles might nip you just before you reach the platform.

Ninja Cat ----- First appears on the top platform of the fourth stage, this mother throws bombs all over the place. Beware of its bombs and eliminate it as you would as any other Black Ninja.

Fire ----- Not really an enemy, but it kills you anyway. In some levels, if you've taken quite some time to defeat the enemies, a fire will seek you out to force you to go on faster. It's a pain in the ass, you can't stop it with your puny shurikens... just finish the level ASAP!

Scoring System

Black Ninja - 100
Blob - 200
Cat - 300
Scroll - 100~300 (depending on enemy)
Time - 10 per second (after completion of a level)
Falling Orb - 1000

Dying

-A projectile from one of the enemies hits you
-A homing flame finally touches you
-That's it! If an enemy physically touches you, you two will be stunned, nothing more.

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iii) Tips
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-With Black Ninja, sneak up from behind and bump one of them to stun them and you can defeat them easier this way.

-Also with Black Ninjas, you can just wait for them to come down to your platform first and shoot them down as soon as they come down.

-You have unlimited ammo, don't worry about your accuracy, just throw like crazy!

-With the blobs, just stay BEHIND THEM, even when they're on a different platform. This way, when you jump up or they come down/up, you're already facing their ass and they will not be able to attack you. Once they face you, they're going to kill you.

-Don't worry about the scrolls or anything, just concentrate on the kills. In the later levels, a flame will come after you if you don't kill them all quickly enough!

-As for the cats... just dodge their bombs and kill them ASAP. The bombs are not that tough to dodge, just plan your escape out and jump to the cat's platform and fire away.

-You can actually parry the projectiles from the enemies by throwing shurikens at them. This is effective against Black Ninja's attacks, but not so good against Blob's and Cat's attacks since they are too fast and there are too many of them at once.

-Don't jump up or down to platforms with multiple enemies, wait until there is only one of them and jump away.

-Have any more? Let me know!

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iv) Levels
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There are only three, and they will repeat themselves over and over again, only in different colors. The first one looks like a sandy mountain, then the second one looks like a steel mountain... The third one looks the coolest, being a pagoda.

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v) Useless Info
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Disclaimer

I don't care. Go ahead and post it on your site. I. Do. Not. Care.

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