Penguin-Kun Wars (Import) FAQ

by Raging_DemonTEN

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                      PENGUIN KUN WARS FAQ


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           Console....................Nintendo Entertainment System

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                   (  Version History  )
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                   Version 1.0 - FAQ Completed
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                   OOOOOOOOOOOOOOOOOOOOO
                   (  Table Of Contents  )
                   OOOOOOOOOOOOOOOOOOOOO
          O-------------------------------------------O
               1..............Introduction
               2..............Overview And Controls
               3..............The Art Of Penguin Kun War
               4..............Match Overviews
               5..............Tips
          O-------------------------------------------O



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                      1. INTRODUCTION
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You may have come across this game in your many travels across the
Internet, and tossed it aside as trash. You though of it as just a game
with cute animals throwing balls at each other, instead of the penguin

carnage you were expecting. Well, my friend, I ask you to pick this game
right back up. While it doesn't involve the violence you expect
when you see "War" in a game title, it does involve strategic and
fast-paced gameplay which coincidentally involves cute animals. So if
you're in the mood for some ball throwing but lack the ball, or have 8
friends over with a lack of social skills or a taste for Atari-like
graphics, breaking out Penguin-Kun Wars seems like the right thing to do.
I hope that with a little help from me, you can take knocking out small,
furry animals with heavy balls to new heights.

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                       2. OVERVIEW AND CONTROLS
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The game was originally in Japanese, so I'm a little unsure about the
backstory. From what I can read into it, you and 15 other cute, furry
animals are in a massive animal kingdom tournament. A tournament to throw
balls at each other, and hurt each other with them. It's a game of less is
more, as the person with the least amount of balls at the end of 60
seconds wins the set. Best 2 out of 3 sets wins. Let's do it.

CONTROLS
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D-Pad   - Moves your penguin left and right
A Button - Picks up ball / Throws ball
B Button - Picks up ball / Throws ball
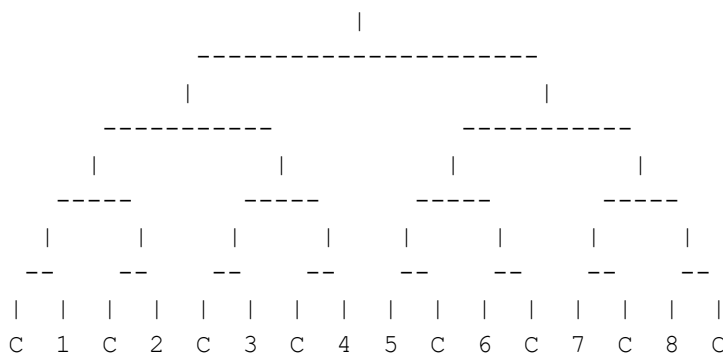START   - Pauses game
SELECT   - Selects number of players in game

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                      3. THE ART OF PENGUIN KUN WAR
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So you've played for a while, and you think you know it all. "Throw ball,
avoid getting hit, repeat". Well, there's quite a bit more than that. And
we'll go over all the small nuisances in this little section right here,
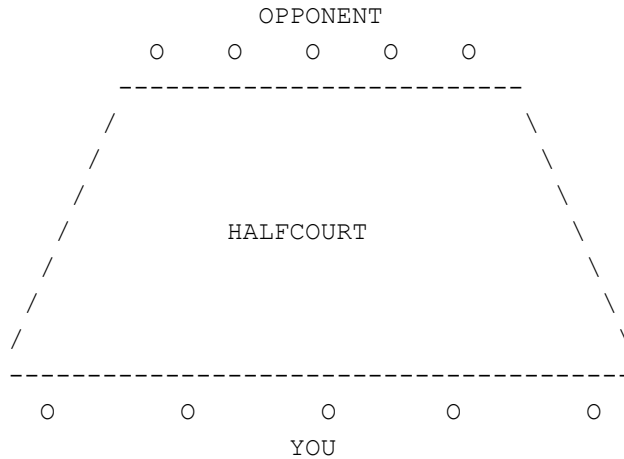so the game doesn't throw any curveballs at you.
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                    The Tournament Structure

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            | | | |
          -----   -----   -----   -----
          | | | | | | | |
         --   --   --   --   --   --   --   --
        | | | | | | | | | | | | | | | | | | | |
        C 1 C 2 C 3 C 4 5 C 6 C 7 C 8 C

If you were to have 8 players, that would be their seeding. If you have
less than 8 players, just replace them with computer players. You only
move up if you win, and it痴 a single elimination tournament, so make
every game count. Also, once you reach the top, the tournament repeats
itself, with a harder difficulty and higher points, so you can never
actually become King of the Jungle (or Antarctica, or wherever this

tournament is held).

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The Playing Board

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                         OPPONENT
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          -------------------------
          /                         \
         /                           \
        /                             \
       /             HALFCOURT         \
      /                                 \
     /                                   \
    /                                     \
   ------------------------------------------
      O         O         O         O         O
                        YOU
```

The object of the game is to win the match against your opponent. A match
is won if you win 2 out of 3 sets. A set is won when you:

   A. Get all ten balls on your opponent's side before 60 seconds are up
      (Perfect Set)
   B. Get more balls on your opponent's side then your own by the end of
      60 seconds

Each player starts with 5 balls on their side. When the 60-second timer
starts, the players pick up and throw balls to the other side to get them
off their own. If a ball strikes another while crossing the court, it will
ricochet in a new direction. If a ball strikes the other player, that
player will be stunned for a certain amount of time depending on the
difficulty level. After 35 seconds have passed and no winner has been
declared, a barrier will appear at halfcourt that will move back and
forth. If a ball strikes the barrier, it will ricochet in a totally new
direction.

In the event of a draw at the end of 60 seconds, another set will be
played. In this set, a bomb ball will be added, that will explode at any
time. If it explodes on your opponent's side, you automatically win the
set, regardless of how many balls are on each side. Also, a barrier will
be at halfcourt from the beginning, and there will only be 30 seconds on
the clock. You can win by the normal means also.

You score points at the end of sets according to how well you did. As
said before, if you win 2 out of 3 sets, you win the match and move on
to the next round of the tournament.

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Minigames

After you win a match, you will play a minigame against the opponent you
just beat for extra points. There are three different minigames to play,
and they cycle from A to B to C and then starting again from A. The three
minigames are:

AIR HOCKEY   - You and your opponent both get paddles, and you must try
               to get balls past them by guarding your side with the
               paddle. There are ten balls to score with. There are 60
               seconds on the timer.

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WHACK A MOLE - You have unlimited balls to throw at moles that come out of
                holes. Hitting a mole scores you points. You have 20
                seconds to complete this task.
                *KNOWN BUG* - If you hit a mole, the game is known to
                              freeze. I would suggest not attempting this
                              minigame at all and letting the timer run
                              out.

BOMB BALL    - You and your opponent are playing a normal game, except all
                the balls in play are bomb balls. They will explode in your
                hand at the worst times, and cause you to be stunned for
                longer if hit with them. You score points for every ball
                you get on your opponent's side by the end of 60 seconds.


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                         4. MATCH OVERVIEWS
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                                KEY
-------------------------------------------------------------------------------
GAME NUMBER: Match in the tournament (First match is Game 1)
BALL ON OPPONENT'S SIDE: Number of points you score for each ball you have
                         on your opponent's side at the end of a set
HITTING OPPONENT:        Number of points you score each time you hit your
                         opponent with a ball
PERFECT SET:             When you achieve a perfect set, you will get a
                         set bonus depending on the game you are on
                         (the higher the game, the higher the bonus), and
                         you also receive points depending how much time
                         was left on the clock when you achieved the
                         perfect game.
MINIGAME:                The minigame you play if you win
STRATEGY:                A quick overview of your opponent
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GAME 1

BALL ON OPPONENT'S SIDE: 500 points
HITTING OPPONENT:        1000 points
PERFECT SET:             5000 points + (Time left x 50)
MINIGAME:                Air Hockey
STRATEGY:                Just strike the bear repeatedly. Throw the ball
                         where you think he is headed, and if he gets
                         stunned, just continue to pummel him with balls
                         until you attain the perfect game. Also note
                         that balls speed up if the game is under 10
                         seconds.

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GAME 2

BALL ON OPPONENT'S SIDE: 1000 points
HITTING OPPONENT:        1000 points
PERFECT SET:             10000 points + (Time left x 100)
MINIGAME:                Whack A Mole
STRATEGY:                The difficulty picks up a bit. Expect a lot of
                         your shots to be ricocheted back at you, and
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they will move faster on their side than on
yours. Try for the stunlock if you can, or just
keep pushing balls over and hope time runs out
with you ahead.

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GAME 3

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BALL ON OPPONENT'S SIDE: 1500 points
HITTING OPPONENT:        2000 points
PERFECT SET:             15000 + (Time left x 150)
MINIGAME:                Bomb Ball
STRATEGY:                The balls are going to move fast from now on from
                         the beginning, which can work against you or for
                         you. On one hand, it's going to be a lot harder
                         to dodge balls coming at you. On the other hand,
                         this makes stunlocking much easier. Also, this
                         opponent tends to get trapped in corners for some
                         reason, so you can also throw the balls in the
                         two corners and hope the bug takes affect.
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GAME 4 - CHAMPIONSHIP

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BALL ON OPPONENT'S SIDE: 2000 points
HITTING OPPONENT:        2000 points
PERFECT SET:             20000 points + (Time left x 200)
MINIGAME:                Air Hockey
STRATEGY:                Ah, so you made it to the top of the ladder, and
                         the animal kingdom has been reduced to two
                         champions. Well, all you need to know is the
                         barrier comes out at 45 seconds, the balls are
                         fast, and if you're playing single-player, your
                         opponent is sly as a fox. Your best bet as always
                         is stunlock, but try sticking balls in both
                         corners again, as the same stuck bug seems to
                         work like the last opponent.
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GAME 4+

So you made it to the top of the bracket, and you're expecting a small
celebration, maybe just a little scene with a penguin being held up by a
bunch of animals or something similar that will bring a tear to your eye.
Unfortunately, like most games of the time, it repeats indefinitely. I got
through the tournament three times with no end in sight. Are there any
differences past game 4? Only the amount of points you get and barriers
of different kinds from the beginning. It's still the same opponents with
the same AI and the same minigames. You are going to face two new
barriers:

Random - Barrier changes everytime you hit it until it turns into a bunch
         of grapes worth 5000 points

Air Hockey Barrier - If ball hits it, it goes faster and bounces back at
                     you

That's the only differences for the rest of the game. If you're dedicated
enough though, I think you'll pull a rewarding experience out of it.

Maybe.

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                              5. TIPS
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- Stunlock is your friend in this game. If you are able to strike the
  other player with a ball, continue to throw all your balls at him while
  he remains stunned, and you rack up a perfect game. Cheesy? Yes. Do I
  care against the cheating computer? Not in the slightest.

- Throwing your ball directly at an incoming ball is a big no-no, as more
  likely than not it will come back and hit you in the face, stunning you.
  Your best bet is try to throw it off-center of the other ball so it
  sends one ball at least bouncing in your opponent's direction, and
  hopefully stunning him (where you then stunlock him to death).

- After Game 3, the only way you're going to win is if you throw most of
  your balls in a corner, but save one in your hand. When your opponent
  starts coming over to throw them back at you, throw your ball where the
  other balls are. Hopefully, it hits them, and you can continue your
  stunlocking ways.

- If you're winning with perfect sets consistently, don't expect to get
  far in the game. Stopping your opponent from throwing balls back is the
  only way to win as they move much faster than you.

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    I hope this FAQ helps with playing the game Penguin Kun Wars
for the NES. If you have any questions on my FAQ, please contact me at
eagle25_100@yahoo.com. Thank you for reading my 25th (woohoo!) FAQ.
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