

# Super Chinese 3 FAQ/Walkthrough (JIS)

by LastBossKiller

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Super Chinese 3 (Famicom)  
Guide by E. Phelps, ver. 1.1  
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- - - = = = ===== Disclaimer ===== - - -  
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---Viewing This Document---

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- - - = = = ===== Intro ===== - - -  
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Super Chinese 3 is the third installment of a game series you might be more familiar with under different names. Super Chinese 1 in Japan was called Kung Fu Heroes in the US, and Super Chinese 2 was called Little Ninja Brothers. There were further installments on the SNES as well.

Personally, I had a lot of fun with Kung Fu Heroes as a kid, playing 2 player with my friend. The game always had a mysterious feel to it, and we could never figure out how to beat it. Nowadays, with the help of some nice guides on GameFAQs, I was able to finally beat it (although it was still pretty hard). All of this made me excited to move on to the third installment, Super Chinese 3, released only in Japan.

If you've played Little Ninja Brothers, then you will be familiar with the format of Super Chinese 3. It is an action-RPG, where you wander around a world map, looking for towns or dungeons, like a typical RPG. But battles are generally done like a typical fighting game, sort of like Final Fight or something, but not as good. Certain special battles are done turn-based fashion, like a Dragon Warrior type battle, so you get a mix of genres. There are even numerous platforming sequences throughout the game, adding even more variety.

In my opinion, Super Chinese 3 is a pretty good game, but not great. The random encounter rate is astronomically high, so it takes an eternity to walk from point A to point B. You will often win a battle and return to the world map, then be engaged by another random battle before you even touched anything. No exaggeration. Then, there's a part in the game where they make

you backtrack to several previous towns you visited, and you have to walk a very long way to complete the whole trek. They obviously added this task just to make the game seem longer without having to do the work to put more levels in. Just warning you in advance.

As far as old NES games go, though, it has a lot to offer to keep you entertained for awhile, and would probably be pretty exceptionally fun on 2 player. But you will certainly get bored before you finish, unless you're a crazy NES freak like many of us.

By the way, I played the game through on "Hard" mode, and this guide is written assuming you will as well. I played Little Ninja Brothers and Super Ninja Boy on hard too, and they weren't so bad, so I knew this wouldn't be too hard either, and it's not. Give hard a try!

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- - - = = = ===== Story ===== = = = - - -  
- - - = = = ===== = = = - - - [sec1]
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This is the story as told when you begin a new game:

A strange object is seen descending from the skies. A few days later, a broadcast is televised on TV. A figure announces, "We are the Galactic Army. Chinese Land is now our. Emperor Chin is our captive. Those who resist us will be executed."

The brothers Jack (ジャック) and Ryu (リュウ) are relaxing in their dojo. The prince Boku Chin arrives, panting and coughing. He has come from the capital to inform the kung fu brothers of the calamity that has befallen Chinese Land and his father the emperor. He asks the brothers to help. They give a confident remark about how easy this will be and your journey begins.

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- - - = = = = Getting Started = = = - - -  
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At the game start-up, you will be given the following options:

はじめから - "From the beginning".

つづきから - "Continue". Enter a password to continue your previous progress.

Next, you will be prompted to select the number of players:

1プレイ - "1 Play"

2プレイ - "2 Play"

Finally, you are prompted to choose the difficulty setting:

やさしい - "Easy"

ふつう - "Normal"

むずかしい - "Hard"

For the purposes of this FAQ, we are going extreme and choosing "Hard" mode. That means you can follow this guide to win on the hard setting, but you can do an easier setting if you like. Hard is very beatable, so don't be a wuss! You can actually change your mind later. Every time you restart from a password, you will be able to choose whatever difficulty setting you like.

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-----= Action Battle Sequences -----[sec3a]---

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The majority of battles take place in the style of a fighting game. You wander a screen and punch or kick enemies, use weapons, throw enemies, and other things. Here are all the actions you can do and how to activate them:

Punch or swing weapon - Press "A".

Run - Double tap a direction. You can jump and/or punch while running.

Jump - Press "B". You can punch while jumping.

Moonsault Kick - Press a direction and then "B". You flip and damage enemies when you land on them. You can't get hit while flipping, so use this to avoid damage.

Miracle Kick - Press a direction and then press "A" and "B" at the same time. It costs 1 NP. You do a flip which damages enemies as you fly into them. More powerful than the Moonsault Kick.

Pick up enemy - You can pick up an enemy by pressing "A" when you're standing over them if they are lying on the ground. If an enemy picks you up, jump to get out of their grasp.

Throw - You can throw enemies that you have picked up by pressing the "A" button.

Pick up weapons by standing over them and pressing the "A" button. Enemies with weapons will drop them when you hit them, allowing you to pick them

up.

There are also boxes on the battlefield which can be broken open to find items or have some other effect. Here is a list of what might be inside a box:

Yen symbol - Gain six and you can use a Power Ball (see "Power Ball" section below).

Skull - Lose all of your yen. Only appears if you have six yen.

Boo Bomb - Looks like a small blue orb. Goes into your inventory. See "Items" section for details.

Sweet Bun - Restores your HP.

Sword - Lies on ground until you press "A" to pick it up.

Nunchaku - Same as sword.

Other things that can happen when you punch a box:

It could go flying across the screen, potentially damaging an enemy.

The box could explode, damaging any nearby enemies.

During battle, you might also fall into a pit or some water. You don't automatically die, but you will lose a lot of HP, then you will respawn above the ground and float down to the battlefield again. If an enemy falls into the water or pit, they will die, but it will not count toward your kill total.

Every action battle has a certain kill total that you have to achieve. On the pre-battle screen, when the game shows you the enemy you have encountered and gives you the option to run away or not, it will show you how many enemies you have to defeat to win the battle, next to the phrase クリアすう ("Clear number").

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-----= Power Ball -----[sec3b]---
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When you have six yen symbols, you can use a Power Ball. It can be used in an action fighting sequence or in a turn-based battle.

During an action fighting sequence, use it by pressin "Start" to open the menu screen. Then select そうび ("Equip"), then select パワーボール ("Power Ball"). Some blades will circle around your character for a limited time, damaging any enemies they contact.

During a turn-based battle, use a Power Ball by selecting にんじゆつ ("Ninjutsu"), then selecting パワーボール ("Power Ball"). Your character will attack with the Power Ball, which will do significantly more damage than a regular attack.

It is always a good idea to go into a turn-based battle with enough yen symbol to allow you to use a Power Ball so you can get an extra chunk of damage on the boss characters.

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-----= Pre-Battle Menu -----[sec3c]---
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When you have a random encounter, a menu will show you what enemy you are

about to face, their level (LV), and the number you have to defeat to win the battle (クリアすう). You will also be given the following options:

たたかう - "Fight"

にげる - "Run". Escape the battle. There is no punishment for trying to run.

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-----= Action Battle Menu =-----[sec3d]---
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Press "Start" during an action battle or platforming sequence to bring up the following menu:

どうぐ - "Tools". Use items in your inventory.

にんじゅつ - "Ninjutsu". Use Ninjutsu skills you've learned.

そうび - "Equipment". Brings up the following submenu:

けんをもたない - "Don't hold a sword". Put your sword away.

けんをもつ - "Hold a sword". Only available if you own a sword. The name of the sword will be displayed to the right of this option.

パワーボール - "Power Ball". Makes blades circle your character. Only available if you have 6 yen symbols. Doesn't work during platforming stages.

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-----= Platforming Sequences =-----[sec3e]---
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During the game will be a series of platforming stages. The controls are just like the action battle scenes, but the screen is two-dimensional, meaning you can't push up or down to change your elevation. The goal in this stages is to reach the end of the screen, where a moving platform is visible. Jump on the platform to ride to the next screen.

Strategies for specific platforming segments are given in the corresponding walkthrough sections.

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-----= Turn-Based Battles and Menus =-----[sec3f]---
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When you battle a major boss it will usually be a turn-based battle. These are typical Dragon Warrior type battles. If you are playing one player, you can use the "call" command to summon Ryu to help you during these battles. You can't control Ryu, he just attacks every turn. If you use a healing item or skill, it will heal both Jack and Ryu.

Boku Chin will randomly take actions during these battles. Usually his actions will have no effect on the battle, but occasionally he will restore a small amount of your HP or NP. Very rarely, he will deal major damage to enemies.

If you use a regular physical attack, your character will randomly punch, use a Miracle Kick, use a sword, or a few other things. You have no control over this. You can use Ninjutsu skills, but they don't seem to deal enough damage to be worth using the NP. Instead, I would save the NP for healing yourself.

The turn-based battles are the times in the game when your Nintendo thumb skills won't help you much. What I mean is, if you are really good at the

action scenes, you can win even if you have a low level. But if you are under-leveled during the turn-based battles, you will have no chance of winning. In this game, gaining one or two levels can make a huge difference, even late in the game, at how hard these battles are. A battle might be almost impossible at level 40, but be easy if you're at level 41. So no matter how hard a boss is, you can make him easy simply by gaining a level or two.

The menu during turn-based battle scenes is the following:

こうげき - "Attack". Regular physical attack.  
どうぐ - "Tools". Use items such as Sweet Buns.  
にんじゅつ - "Ninjutsu". Use Ninjutsu skills you've learned.  
よぶ - "Call". Summons Ryu to the battlefield in one player.  
にげる - "Run". Escape from the battle.

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-----= Death in the Party =-----[sec3g]---
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If you die on one player, you will appear back at the last place you asked for your password, with all of the items and experience you have gained since, but with half of your money missing.

In 2 player, if one of you dies, you have to return to the convenience store in town and select the なかまがしんじやった ("Party Member Died") option to bring the dead party member back to life.

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-----= Walking Menu =-----[sec3h]---
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While walking around towns or the world map, press "A" to open up the following menu:

はなす            のりもの  
サブがめん

The above options have the following meanings:

はなす - "Talk". Talk to a towns person if you're facing one.  
サブがめん - "Subscreen". Shows more menu options.  
のりもの - "Vehicle". Use the Kattobi Jet if you have it.

The additional menu options when you select "Subscreen" are:

どうぐ - "Tools". Shows your inventory.  
にんじゅつ - "Ninjutsu". Shows your Ninjutsu skills.  
そうび - "Equipment". Shows the equipment menu (see below).  
つよさ - "Strength". Shows the status menu (see below).  
たから - "Treasure". Shows any "key/event items" you are carrying  
やくそくのことば - "Words of Promise". Get your password.

The equipment menu shows the equipment you are carrying for the following categories:

てっこう - "Punch".  
かぶと - "Helmet".  
よろい - "Armor".  
たて - "Shield".  
けん - "Sword".  
レベルカウンター - "Level Counter".

The status menu shows the following information:

- しゅぎょうつ - "Experience".
- レベル - "Level".
- HP - Hit points.
- NP - Ninjutsu points.
- こうげきりょく - "Attack Strength".
- ぼうぎょりょく - "Defensive Strength".
- せいしんりょく - "Spirit Strength".
- もちきん - "Money".

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-----= Towns and Store Menus -----[sec3i]---  
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In every town there are 3 locations that you can visit: the inn, the convenience store, and the tool store. The inn has the word やど on the sign above it, the convenience store has a giant "C" on its sign, and the tool store has the word どうぶ on it.

Visit the inn to restore your HP and NP for free. At the tool store, you can buy various items, which varies from town to town.

There are several uses to the convenience store. When you enter one, you are told the experience you need to level up. Then you get the following menu options:

- なかまがしんじった - "Party Member Died". A dead party member is revived if you are playing on two player.
- ゲームにんずうをかえる - "Change Player Number". Switch between 1 or 2 player.
- やくそくのこたばをきく - "Hear Words of Promise". Get your password.
- たちさる - "Leave".

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- - - = = = ===== Items ===== = = = - - -  
- - - = = = ===== = = = - - - [sec4]

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-----= Common Items -----[sec4a]---  
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Here are the useable items you can obtain. Sorry I don't know what a couple of them do.

- Sweet Bun (あんまん) - Recover some HP. Can hold a max of 8.
- Meat Bun (にくまん) - Completely restore HP and NP. Can hold a max of 1.
- Boo Bomb (ビックリボム) - A bomb you can use during battle. You carry it around, then press "A" to drop it. Then after a short time, it will explode.
- Charm Capsule (まよけカプセル) - Effect? Can carry a max of 8.
- Patapata Wing (パタパタウイング) - Fly around the screen during action battles. You can't be hurt during this time. Can carry 8 max.
- Errand Boy (おつかいくん) - Allows you to buy items without visiting a town.

- The items available are:
- Meat Bun - 600
  - Sweet Bun - 40
  - Young Priest - 2000
  - Charm Capsule - 120
  - Boo Bomb - 20

Young Priest (こぼうずくん) - Revives a player during a two player game.  
(Thanks to Brian Bond for contributing the info about this item!).

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-----= Key Items =-----[sec4b]-----  
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These are the key/event items in the game, referred to as "treasures" in the game itself:

- Kattobi Hover (かっとびホバー) - Allows you to cross shallow water.
- Kattobi Cruiser (かっとびクルーザー) - Allows you to cross deep water.
- Kattobi Digger (かっとびモグラ) - Allows you to dig through dirt walls.
- Kattobi Jet (かっとびジェット) - Allows you to fly on the world map.

- Tenryu Armor (てんりゅうのよろい) - One of 5 sacred armor pieces.
- Tenryu Shield (てんりゅうのタテ) - One of 5 sacred armor pieces.
- Tenryu Gauntlet (てんりゅうのコテ) - One of 5 sacred armor pieces.
- Tenryu Helmet (てんりゅうのカブト) - One of 5 sacred armor pieces.
- Tenryu Sword (てんりゅうのけん) - One of 5 sacred armor pieces.

- Vaccine (まともワクチン) - Removes the stupidity disease.
- Diamond Snail Shell (ダイヤモンドのカラ) - Needed to get the Kattobi Digger.
- Turtle Feed (カメのエサ) - Needed to steer Turtle Island.

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- - - = = = ===== Equipment ===== = = = - - -  
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This is a list of the obtainable equipment, listed in order or weakest (top) to strongest (bottom):

---Punches---

- Speed Punch (スピードパンチ)
- Sonic Punch (おんそくパンチ)
- Light Speed Punch (こうそくパンチ)
- Rapid Punch (ちょうそくパンチ)

---Helmets---

- Kung Fu Cap (カンフーキャップ)
- Shinobi Cap (シノビキャップ)
- Spy Helmet (おんみつメット)
- Ikoga Helmet (イコウガカブト)

---Armor---

- Kung Fu Cloth (カンフークロス)
- Shinobi Cloth (シノビクロス)
- Steel Armor (コテツアーマー)
- Vajra Armor (コンゴウアーマー)

---Shields---

- Denjin Shield (デンジンシールド)
- Raijin Shield (ライジンシールド)

---Swords---

- Thunder Saber (サンダーセイバー)

---Level Counters---

- Level Counter 1 (レベルカウンター1)
- Level Counter 2 (レベルカウンター2)
- Level Counter 3 (レベルカウンター3)
- Level Counter 4 (レベルカウンター4)

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 - - - = = = ===== Ninjutsu ===== = = = - - -  
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Ninjutsu skills are basically the "magic" abilities in this game. Here is a list of the skills, their NP cost to use, and their effects. They are listed more or less in the order in which you can obtain them:

- Power Ball (パワーボール) - Attack using the Power Ball. Need 6 yen symbols.
- Double Shuriken (ダブルしゅりけん) - Use shurikens for limited time, 5 NP.
- Escape Leaf (エスケープリーフ) - Escape from battle, 4 NP.
- Power Dern (パワーデルン) - Restore HP, 10 NP.
- Super Shuriken (スーパーしゅりけん) - Use more powerful shurikens, 15 NP.
- Revealing Light (ミエールライト) - Make invisible enemies visible, 5 NP.
- Time Slow Down (タイムスローダー) - Makes the enemies move slower, 10 NP.
- Chumikron (チェーミクロン) - Change to mouse, 0 NP.
- Door Passage (ドアツケール) - Return to surface from digging caves, 0 NP.
- Reflecting Shuriken (はんしゃしゅりけん) - Throw projectiles that bounce around the walls on the screen, 20 NP.
- Copy Boy (コピーくん) - I don't know when I learned this skill. Makes a decoy of yourself that enemies attack instead of you, 15 NP.
- Spider Shoes (スパイダーシューズ) - Allows you to crawl on ceilings, 10 NP.

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 - - - = = = ===== Walkthrough ===== = = = - - -  
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You begin the game on the world map, next to the city of Hainen (ハイネン). Boku Chin is following you.

After a battle or two to get some experience and money, enter the city to rest up and buy some equipment.

---Hainen (ハイネン) City-----[sec7a]---

Available in the shop:

- Sweet Bun - 20
- Speed Punch - 50
- Kung Fu Cloth - 40
- Level Counter 1 - 50

In Hainen, at the shop (どうぐ) buy the Speed Punch, Kung Fu Cloth, and Level Counter 1 as soon as you can afford them. Visit the inn (やど) to restore your HP and NP for free. Visit the Convenience store ("C") to get your current password, restore your comrade to life (if you're playing 2 player), learn how much experience you need to level up, or change the number of players.

Build a few levels around town, and when you're confident you can handle these battles pretty easily, it's time to head out. Stock up on Sweet Buns in town first (at least 1 or 2, but you can hold up to 8). Go West across the bridge, a little North, then go East to the end of the landmass. To the South you will see a pier. It's useless now, but keep it in mind for the future.

Head North at the Eastern edge of the land to find a little hut.

---Crab Guy Hut-----

Inside is a guy wearing a crab helmet that says he's an expert at the shuriken. You will then begin a test, which is a battle using the shurikens. Just toss them at the enemies using the "A" button as they come on the screen. It's very easy. You learn the Double Shuriken (ダブルしゅりけん) Ninjutsu skill. He then tells you to go through the mountains to find the capital. Go West and you will find a cave.

---Cave to Yokan-----

This is a platforming game type stage. On the first screen will be some enemies on springs. They hurt you if they jump on you, but if you stay on the platforms in the background, they won't hurt you. Just run and they won't be able to keep up with you, and you can attack them from the platforms if you like, but they'll keep respawning. At the end of the screen, use the moving elevator platform to go to the next screen.

On the second screen is a guy riding in a cloud dropping bombs. You can kill him by jumping and punching, or you can just run from him. To pass through this screen, you have to jump against the side of walls, where your character will automatically grab ahold, Ninja Gaiden style. You can then scale the walls. You'll have to use the wall cling a lot here to get to the elevator platform and reach the next screen. If you fall, you don't necessarily die, but you lose a good chunk of HP.

The third screen requires you to jump on some clouds to progress. First, wall jump on the left side of the screen to reach the platform. Then jump on the clouds. You automatically bounce when you jump on a cloud, so you don't need to push the jump button. But you have to push the arrow keys in the direction you want to go. If you let go of the arrow key, your momentum will instantly stop. Just focus on reaching the next cloud or platform. You can't do much to avoid a hit or two from some bats on this screen, and they do a surprisingly large amount of damage. If your life is getting low, use a Sweet Bun.

The final screen is short. There's one more cloud rider whose bombs you need to avoid. Right after that, there's a pit that you have to cross by using the clouds again, so wall jump to reach them. When you reach the end of the screen, you meet an old man. You tell him you're fighting the Galactic Army. He teaches you the Escape Leaf (エスケープリーフ) Ninjutsu skill. He disappears and there's some discussion about how it was actually the spirit of an ancient hero. Then you exit the cave, appearing on the world map again at a new location.

The capital, Yokan, is to the North, but you have to go quite a ways East first to get around some mountains, then go around the mountains and back West to reach the capital. If you go too far East, you'll see a person surrounded by mountain ranges whom you can't reach right now, but is worth noting for the future.

---Yokan (ヨウカン)-----[sec7b]---

Available in the shop:

Sweet Bun - 20  
Boo Bomb - 10  
Charm Capsule - 60  
Patapata Wing - 500  
Kung Fu Cap - 50  
Kung Fu Cloth - 40  
Speed Punch - 50  
Level Counter 1 - 50

In Yokan, buy the Kung Fu Cap and stock up on Sweet Buns, at least 5 or so. Rest at the inn and get your password. Then enter the castle at the top of the screen. It has been occupied by the Galactic Army.

---Yokan Castle-----

You must battle through a series of screens. The first screen has enemies with nunchakus. It's a harder fight than you've had up until this point. They'll attack you when they surround you, so you have to be careful of how you maneuver. You can use the Double Shuriken Ninjutsu skill for an easy win though. When you beat enough of them, the door at the top of the screen will open, allowing you to pass into the next room. The second screen is easier, just some of those cat head enemies. There are no enemies on the third screen, just exit via the left hand side of the screen to get to next screen.

On the fourth screen will be a chicken-looking enemy who is divided into three figures. They appear and disappear a few times, then he'll appear as only one figure. This is when he's vulnerable to your attacks. After a brief instant, he will shoot projectiles in a circle around him. So you have to be fast to hit him while he's vulnerable before he shoots. Only go in for the attack if the timing is good. On the fifth screen is more nunchaku enemies. Use the Double Shuriken for an easy win if you like. The sixth screen has cat-head guys with swords. The seventh screen has guys with horned helmets that turn into fireballs and fly across the screen. They also throw projectiles. You can jump onto them with your flip to hurt them while they're fireballs, or just wait for them to turn back into their normal form and attack them. Use a Sweet Bun to restore your HP if it's low before killing the enemies on this screen, because you're about to enter your first turn-based fight.

After clearing screen seven, you will encounter a turn-based fight with an elephant looking officer of the Galactic Army, Commander Gakin.

Boss: Commander Gakin (ガキンしれい)

In addition to regular physical attacks, Commander Gakin can launch a sphere to paralyzes your party members. On your first turn, call Ryu by using the よぶ ("Call") command if you are playing one player. You should always call Ryu on your first turn during these turn-based battles. Just use normal physical attacks and use a Sweet Bun to heal if your HP gets down to around 10 to 15 or so. If you are at level 8 or so, you should be able to win without too much trouble, assuming you have enough Sweet Buns (4 or so). Commander Gakin has around 80 HP.

When you defeat Commander Gakin, he will drop the Tenryu Armor (てんりゅうのヨロイ).

You have saved Emperor Chin. He thanks you and suggests you take a rest. But you say, no, because the Galactic Army has spread throughout Chinese Land, and you must return to your journey to defeat them. Boku Chin says he'll come too. The emperor teaches you the Ninjutsu skill Power Dern (パワーデルン), which will restore your HP, a very useful skill.

Back in town, you can hear that to the West you can pass through Hell Valley to get to Houshou (ホウシヨウ) City. You also hear that there are four Galactic Army leaders remaining.

On the world map, go West of town to reach Hell Valley.

---Hell Valley-----

Hell Valley is a series of platforming screens.

Nothing new on the first screen. On the second screen is a rope you need to jump to. First, do a wall climb on the rocks to the left so you can get up high enough, then just jump right. You automatically cling to the rope, there's no need to push "up". On the third screen, you will eventually come to a moving platform that slowly goes forward. When you get on the platform, you might continue running forward if you don't touch anything, so be ready to push the control pad in the appropriate direction to correct your movement so you don't fall. You have to wall climb to get over a platform soon after, then jump on top of the same wall by pushing "right" away from the wall, then "B" to jump away from it, but then push "left" right away, so you start moving toward it again and try to get on top of it. The rest of this stage is straightforward. If your HP gets low, don't forget you have a new Ninjitsu skill Power Dern (パワーデルン), which will restore your HP.

When you return to the world map, follow the only path available and eventually you will come across what looks like a hut, which is actually Houshou City.

---Houshou (ハウシヨウ) City-----[sec7c]---

Available in the shop:

Sweet Bun - 20  
Boo Bomb - 10  
Charm Capsule - 60  
Kung Fu Cap - 50  
Kung Fu Cloth - 40  
Denjin Shield - 150  
Sonic Punch - 150  
Level Counter 2 - 480

In Houshou, you will want to buy the Denjin Shield, Sonic Punch, and Level Counter 2.

In town, you hear that you need the Kattobi Hover (かっとびホバー) to cross the water, but it was stolen by the Galactic Army. You hear the Galactic Army has a fortress to the North. You also hear that the city of Saien is across the sea, and there's a famous scientist there.

On the world map, you might encounter a new enemy named Joenise (ジョニース), like "Joe" and "Chinese" put together. It's a Chinese cowboy that shoots projectiles (this seems very racist).

Head to the Northwest to find a fortress.

---Fortress Northwest of Houshou-----

The fortress is a series of screens that you must fight through. The first screen has some guys with nunchakus. It seems like they never stop coming, but you don't have to fight them, just walk off the right side of the screen to enter the next screen. On the second screen, again you can just walk off the right side of the screen to progress. On the third screen, you fight one of those chicken-looking guys. On the fourth screen, you fight bears with axes. They can launch projectiles, so be careful. The fifth screen is another screen with axe bears.

After finishing the fifth screen, you receive the Kattobi Hover (かっとびホバー) and appear back on the world map. Now you can return to town to rest and save.

---Journey to Saien-----

When you're ready to head to the next town, walk off the pier next to Houshou

and you will automatically use the hover boat. For now, you can only travel on the lightly colored (shallow) water. Be careful when engaging in battles on your boat since you can walk off the bottom of the screen into the water. You'll encounter some enemies now that have octopus-looking helmets that launch claws at you that stick to you and will eventually explode. You can push the attack button to shake the claw off of you before it explodes. There are also enemies with white heads and longish snout that blow wind, making it hard to walk in their direction, but they are weak and give a lot of experience and gold, so fight them whenever you get the chance.

From the dock, head North, then East and you'll see a pier which would take you back to the first town of the game. From that pier, head East and you'll see an island that's shaped like a plus sign (+) to the South. Go around the South side of that island and head East and you'll find the only other pier available for you to land at at this time. Walk onto land, then walk South and you'll come to a bridge. Go Northwest from there to find the town of Saien (サイエン). As you approach the town, you may be attacked by a gargoyle looking enemy called Baboon (バビューン) that flies around the top of the screen and will probably do a lot of damage to you if you get hit. To defeat him and any other enemy that flies, use shurikens.

---Saien (サイエン) City-----[sec7d]---

Available in the shop:

Bun - 20

Surprise Bomb - 10

Errand Boy - 500

Young Priest - 1000

Shinobi Cloth - 300

Shinobi Cap - 520

Super Shuriken - 500

Level Counter 2 - 480

In Saien, buy the Shinobi Cloth and Shinobi Cap. Also, buy the Super Shuriken, which will cause you to learn the Super Shuriken Ninjutsu skill.

Talk to people in town to learn that the Tenryu Shield is the treasure of Stonevale (スットンバレー) City, and that it can be reached to the East by riding on a cruiser.

In the Northeast corner of town is Dr. Seigi's house. Go inside. He says there's some sort of plague that's making people in town stupid. You look in a microscope to see the germs that cause the stupidity disease. He goes to show you a steamed bun that is infected with the germs, but the plate is empty. Uh oh, Boku Chin ate it! Boku Chin starts babbling stupidly. The doctor says there's no cure yet, but if you become small and enter his body you can fight the disease. He says you have to go South to his lab to get his micro-equipment which will shrink you down.

Go South from town and follow the only path available until you come to a pier. Enter the water and go up the other pier nearby where you'll see a whirlpool blocking your path. Walk into the whirlpool to enter another platforming level.

---Path to Seigi's Lab-----

This is another platforming style area. The beginning is straightforward, but shortly into the level, you come across a bridge that collapses as you walk on it. Just keep walking (or running) forward at that point to keep from falling. Just after that point, you'll be at a gap that requires you to make a running jump to cross. There are a few jumps in a row like this, so keep running for awhile so you can make the jumps. When you reach the second

bridge that falls, there is no more need to run after that. The next screen arrives shortly.

The second screen has a lot of running jumps as well. Some of those guys with snouts that blow wind make it hard for you to move in the direction you want, making it slightly harder, and some exploding fish jump up from the water, hitting you and causing you to fall mid-jump. These things make it a lot more likely that you fall into the water. But you should have plenty of NP to cure yourself with, so don't fret too much. This is the last screen, anyway.

When you reach the end of the second screen, you are back on the world map. Go a little North to enter a cave.

---Dr. Seigi's Laboratory-----  
You have a series of screens to fight through. The first screen has some easy enemies to beat to open the door. Second screen has some octopus mask guys that launch the exploding claws, you probably have some experience against these now. The fourth screen is the fairly difficult gargoyle looking enemy. Avoid the fire bombs he drops, and try to avoid his swoop, he can do a lot of damage with both. Climb up the walls to reach the platforms above, then use a Shuriken or Super Shuriken to hit him and take him out quickly. You get the Micro-Equipment after winning this battle.

When you exit the cave, head back to town via the same route you took before. You don't have to replay the platforming area at the whirlpool, thankfully. Return to Saien.

---Inside Boku Chin-----  
When you return to the doctor's house, he gives you the Revealing Light (ミエールライト) Ninjutsu skill and says it will help you see invisible enemies, then shrinks you and sends you inside Boku Chin. As you probably expected, his innards look like the inside of a palace. You will fight through a series of screens.

The first screen is a wave of fish-faced guys. I find jump kicking them, then punching works well. The second screen is empty...no wait! Something's hitting you! Use the Revealing Light (ミエールライト) Ninjutsu to make them visible. They like to throw their heads, which explode, and they try to pick you up a lot too. Their heads are especially annoying because they heat-see at you. Try to jump flip when they're about to hit you, because they won't hit you if you are flipping. Also, they will hit their own team if you can guide the head into an enemy. The third screen is more fish-faced guys, but you can walk off the left side of the screen without fighting. The fourth screen, is more fish-faced guys, and you can walk off the right side of the screen without fighting.

The fifth screen has more invisible guys, so use Revealing Light to make them appear, and you have to fight them all again. When you clear this wave of enemies, you will have finished the level and cured Boku Chin of the virus.

Back with the doctor, you say that you want to stop the people causing the disease. The doctor says you need to take to the open sea, so he remodels your Kattobi Hover into the Kattobi Cruiser (かっとびクルーザー). He tells you to head East from the pier to reach Stonevalley (スットンバレー) City. He says everyone there has become stupid.

Return to the pier to the North from where you first arrived here, then go North on the water until you see an opening to the East. From there go South, then East and there will be a pier very nearby. Go up it, and right next to it is the town of Stonevale.

---Stonevalley (ストーンバレー) City-----[sec7e]---

Available in the shop:

Sweet Bun - 20  
Boo Bomb - 10  
Meat Bun - 300  
Patapata Wing - 500  
Shinobi Cloth - 300  
Shinobi Cap - 520  
Super Shuriken - 500  
Sonic Punch - 150

Enter the house near the entrance to talk to Capricorn Pei (カプリコンペイ). He says the person who made the townspeople stupid is Doctor Pikin (ピキン). He is as at the other end of the railroad line. He says to visit Taurus (タウラス), in the mountains to the North, to get him to make the railroad start working again. He shows you a picture of Taurus and tells you to remember his face well. He says to come visit him again when Doctor Pikin is defeated.

No new equipment to buy here, but the Meat Bun is a good item to have in stock. It fully replenishes your HP and NP, but you can only hold one at a time.

The house in the Northwest corner of town has a time challenge to see how many enemies you can defeat within a time limit. I defeated 23 on my first try and received the Time Slow Down (タイムスローダー) Ninjutsu skill. I redid the challenge, using Shuriken, and defeated 50 enemies and didn't get any further prizes, so that Ninjutsu skill must be all there is.

If you enter the train station at the top of town, a sign says "Service Suspended".

Leave town and head North.

During battles around here, sometimes a giant red dinosaur looking monster will appear, crossing the screen and shooting projectiles. Just avoid him and he'll go away. This big monster will make occasional appearances throughout the game. There is also a new robot enemy that transforms into a bird and flies back and forth across the screen. It also shoots projectiles. You can jump flip onto him to damage him when he's a bird, or else wait until he changes back to humanoid form, then attack. Follow the path Northeast until you can't go any further, then go West to find a cave. Inside is another platformer type level.

---Taurus Mountains-----

The first screen is straightforward. Beware, the ground is icy, so you will slide around a bit, but I didn't find it particularly hard to control myself. If you just jump straight up, you will stop your forward momentum. There are some new enemies that throw shurikens at you, so just do you best to avoid them and get to the moving platform to the right side of the screen.

The second screen has some clouds that you have to jump on. It's nothing new, but don't forget the ground is icy. A cloud riding enemy will appear after the first round of platform jumps, so just give him a jumping punch and take him out. At that spot, you have to make a pretty far running jump, but you can cling to the side of the platform even though it doesn't look like it. Another couple clouds to jump on after that, and you'll probably need a running start to reach them. Another cloud rider to take out, another running jump, and then you made it to the moving platform.

The third screen is hard to get started. You have to reach a cloud that's pretty far from your platform, and it's hard to get a running jump started. Actually, I reached it without a running jump, but it took a lot of tries. From there, it's straightforward, and you exit via the right side of the screen to finish this platforming stage.

You meet Taurus (タウラス). He says to show him his true face, then you see a series of face parts rotating and you have to press the "A" button when the correct piece appears, starting from the top. First stop it on the blue hat with the star. Then, look for the piece that finishes the horns. The timing is always the same, so once you determine the feature, count "1, 2, 3, 4, 5" hit "A" on the count of 5. Next, stop it on the normal looking eyes. Next, stop it on the one with the red suspenders over the shoulders. Finally, stop it on the one with the white buttons at the end of the red suspenders.

For finding his face, he teaches you the Chumikron (チューミクロン) Ninjitsu skill. It will turn you into a mouse and allow you to crawl into narrow places. Boku Chin asks him to get the train station running, and he says he'll go ahead of you and do so.

Return to town, stock up on Buns, and enter the train station. You will be taken on the train and face random encounters on the way. You can fall off the train during the train battles, but you won't get hurt. Note, near the middle of train line is a man on the world map that's currently inaccessible because he's surrounded by mountains and water.

You arrive at the end of the train line to an abandoned station. Exit to the world map, then go a little North to get to Pikin's Fortress.

---Pikin's Fortress-----

This is another series of screens to fight through. The first screen is some Joenise. The second is the octopus-masked guys, and if you wait too long, the red dinosaur appears (just wait for him to go away). The third screen has a frog looking wizard guy that does the same pattern as the chicken enemy you faced previously. The fourth screen has the robot-bird transformer enemy, but be careful because some weird snake head might come out from the side of the screen and kill you in one hit, so be prepared to flip over it if you see it. On the next screen, you see a little mouse hole. Quickly, use the Chumikron (チューミクロン) Ninjitsu to turn into a mouse, then go through the hole. Joenise will be around, but just run forward and you should be able to pass them by without any trouble. Repeat this mouse process and running forward on the next screen. The seventh screen has another frog wizard, but you can exit out the right side of the screen without fighting him.

The eighth screen has some Joenise riding on robotic horses. Jump flip onto them to knock them off their horses. The timing has to be such that it looks like you're going to land on them. Also, you should be standing on a lower level than them. They'll come out of the sides of the screen at this level, so just focus on timing your jumps, and not up and down motion. Then after knocking one or two off, beat them up like normal. Make sure your HP is full before finishing this screen, because you are about to face a turn-based battle.

Boss: Doctor Pikin (ドクター ピキン)

You will now fight Doctor Pikin. Use the "Call" command to get Ryu here immediately. Doctor Pikin doesn't do anything special, but he has a machine gun attack that can do 18 damage or so (depending on your level, of course). After some time, he upgrades and becomes Gatchander (ガッチャンダー). At that time, he can shoot a giant missile, which does the same damage as the machine

gun, so the upgrade isn't a big deal. If you have trouble, you may need to level up one or two times, which will make the fight significantly easier. He has about 175 HP.

When you defeat Doctor Pikin, he will drop the Vaccine (まともワクチン).

Return to town via the train and talk to Capricorn Pei, the guy at the house near the town entrance. He takes the Vaccine and distributes it to all of the townspeople. As thanks, the people of the town give you the Tenryu Shield (てんりゅうのタテ).

If you talk to the people in town, you'll learn that you can go South by boat to Animal Town (アニマルタウン). So go straight South from the pier and you'll eventually come to another pier. Next to it is Animal Town.

---Animal Town (アニマルタウン)-----[sec7f]---

Available in the shop:

Sweet Bun - 20  
Boo Bomb - 10  
Meat Bun - 300  
Charm Capsule - 60  
Steel Armor - 1200  
Errand Boy - 1000  
Light Speed Punch - 1000  
Level Counter 3 - 1300

In Animal Town, buy the Steel Armor, Light Speed Punch, and Level Counter 3. Also, you can buy an Errand Boy, which allows you to buy things from a store anywhere on the world map, which is somewhat convenient.

The animals in town are afraid of humans since they've been getting kidnapped and sold for food and taxadermy. You hear that a criminal was in town, and his footprints are seen entering a cave at the South end of the island, but you need a drill mounted on a diamond snail shell to pass through the cave. You hear that diamond snails live on the West side of the island inside a tree. Finally, you hear that the princess has the Tenryu Helmet.

Go in the upper-left building to meet the animal princess. She is scared of humans and throws you out of her palace.

Visit the house just below and to the right of the princess' house to play a mini-game. You are supposed to choose the two names not shown on the left side of screen as different names quickly flash by. When I played, the two were: ガキンしれい (Commander Gakin) and タウラスじいさん (Uncle Taurus). If you get it right, you learn the Door Passage (ドアツケール) Ninjutsu skill, which will bring you back to the world map if you get lost in the digging type screens, such as the one coming up.

Go Southwest of Animal Town and you will find a tree with a door in it at the Southwest end of the island. There are a few newer unique enemies that you'll encounter around here. There's a Dragon Alien that has an extending neck. You have to jump and punch them to damage them. There are other dragon aliens that hold shields and breath fire. They'll block your attacks with their shields, so jump flip onto them to get around this, then you can punch them like normal.

---Diamond Snail Tree-----

The diamond snail tree is another platforming stage. On the first screen are monsters with long necks that you have to jump on to get to next ledge, and they start sinking when you land on them, so make your jumps quick. On the

second screen is a moving turret on the ceiling that shoots 3 bullets downward slowly. You can attack these turrets, but it's easier to just run past them. There are 3 screens in total, and the rest you will be familiar with.

After finishing three screens, you get the Diamond Snail Shell (ダイヤモンドのカラ). You appear back on the world map, so return to town.

Someone in town suggests you need a scientist to attach a drill to the Diamond Snail Shell. Head all the way back to Saien and visit Dr. Seigi in the upper-right house to get the Kattobi Digger (かっとびモグラ). Then go all the way back to Animal Town.

Head Southeast from Animal Town and follow the only available path to find a cave.

---Thief Cave-----

With the Kattobi Digger, you can walk through the dirt walls in this cave. Your destination is in the Southeast corner of this screen, but to get there you have to head North, then West, then South, then make your way to the Southeast corner. There is some kind of palace there you can enter.

There are now a series of screens to fight through. The first screen has red lizards with swords, shields, and breath fire. The second screen has extending neck lizards. The third screen is more red lizards with swords and shields. The fourth screen has more extending neck lizards (there's a Sweet Bun in a box here). The fifth screen five has a goblin in a flying spiked ball, which you should use shurikens to defeat. The sixth screen has more red lizards with swords and shields, but make sure your HP is full before finishing this screen since a turn-based battle is about to begin.

Boss: Baron Pururun (プルルンだんしゃく)

Baron Pururun says he wants to eat the Animal Town villagers. Call Ryu on your first turn. If your level is below 26, his attacks do 35 to 46 damage, but if your level is 26 or higher, his attacks do more like 15 damage, so you probably need to be at least at level 26. Far into the battle, he suddenly becomes invisible. Use the Revealing Light (ミエールライト) Ninjutsu skill to make him visible again. He has around 200 HP.

When you defeat Baron Pururun, you get the Thunder Saber (サンダーセイバー). You can use this during battle by pressing the "Start" button to open the menu screen. Then select the そうび ("Equip") option, then けんをもつ ("Hold the sword"). You appear back in the cave. Use the Door Passage (ドアツケール) Ninjutsu skill to quickly return to the world map.

Return to Animal Town and go to the Northwest building to talk to the animal princess. She sees her fear of you was a misunderstanding. You say you will need the Tenryu Helmet (てんりゅうのかぶと) in order to defeat the Galactic Army, so she gives it to you.

In Animal Town, you hear that Asobe City (アソベシティ) is West of the diamond snail tree.

Enter the water via the pier West of town and follow along the shore to the Southwest until you can see the tree you entered previously. From there, head West until you come against some land (you can see the town you want to get to from here). Then follow the coast Southwest to find a pier. Note: South of the pier is a guy surrounded by mountains that you can't access yet, but remember he's there.

From the pier, head Northeast by land to find Asobe City.

---Asobe City (アソベシティ)-----[sec7g]---

Available in the shop:

Sweet Bun - 20

Boo Bomb - 10

Charm Capsule - 60

Young Priest - 1000

Raijin Shield - 2000

Spy Helmet - 1000

Reflecting Shuriken - 3000

Level Counter 3 - 1300

In Asobe City, enter the building near the entrance to see a fortune teller. Say はい ("yes") to agree to have your fortune told. She says that you should get some turtle food from Fish Island, which can be found by going West of town to a little island, then North from that island.

In town, to the right, you have to take a train to reach the main area of the town. Buy the Raijin Shield and Spy Helmet. Also, you can buy the Reflecting Shuriken to learn the Reflecting Shuriken (はんしゃしゅりけん) Ninjutsu skill.

In the building next to the shop, there is another scrambled head mini-game. Produce the image of the shop keeper and your prize will be to have your Sweet Buns maximized.

In town, you hear that you need the Toy Key (おもちゃのカギ) to open the water gate North of town. You hear the Tenryu Gauntlet (てんりゅうのコテ) is in the Ocean Current King's palace, but it is occupied by the Galactic Army.

Stock up on Sweet Buns, and get a Meet Bun from Animal Town if you don't have one. The next portion of the game is long and you won't get a chance to heal up for quite awhile. Go back to the pier to the South and enter the sea, go Northeast along the coast until you can see Asobe City. then go directly West from the town for quite a long ways and you 'll come to an island with a guy on it that you can't access yet. From there, go North a really long way. You might come across a turtle floating on the sea, and you can go onto him to enter Turtle Island, but for now just keep going North and you'll eventually come across a pier that gets you access to Fish Island.

---Fish Island-----

The cave on fish island is another digging type place. Inside, just go South and you'll find what looks like a palace. Enter it and you'll exit the cave to the world map, next to a hut. Go inside and a fish guy inside will give you the Turtle Feed (カメのエサ).

Exit from the pier back to sea. Turtle Island, a turtle floating around on the sea, is just a little South of Fish Island.

---Turtle Island-----

The guy in the cave on the island is the chief of a tribe here. He says to return when you have the Turtle Feed if you don't have it yet. If you have the Turtle Feed, he says to try standing on the wharf at the West end of the island.

So stand on the West end of the island and you will find that you can control the turtle. If you leave the turtle, you'll have to go get it South of Fish Island again, where you first found it, so don't exit it. While riding the turtle, enemies won't attack you. Head back South to the small island, then

East again to where you can see Asobe City. Then head just a little Northeast and cross some whirlpools to a pier. Push "B" to release control of the turtle, then exit the turtle and go up the pier and into a palace.

---Ocean Current King's Palace-----

This is a series of screens you have to fight through. On the first screen are some standard enemies, but if you wait too long, the giant red monster appears. On the second screen is a guy in a flying machine dropping bombs, so use shurikens to hit him. On the third screen are some big frogs with weapons. They shoot projectiles across the screen, and it's often helpful to make them hit their own team with them. On the fourth screen, just exit out the right side if the screen. On the fifth screen, you fight a snake dragon that is similar to the flying enemies you've been fighting, so avoid the "bombs" it drops and use shurikens to attack it. On the sixth screens are aliens with beam sabers. On the seventh screen is a purple jet pack guy that you should fight with shurikens. On the eighth screen is more frogs.

You now talk to the Ocean Current King (the dragon), and Prince Zabun of the Galactic Army. The Ocean Current King says he wants to rule Chinese Land with the Galactic Army. You now fight him in an action-style battle. He is a snake dragon just like the one you fought previously, only he is stronger. Use a Super Shuriken to damage him from the platform at the upper-right of the screen, and use a jump flip to avoid damage when he gets close to you. Try to keep your HP up pretty high because a turn-based battle will take place after this fight.

When you beat the dragon, you get the Tenryu Gauntlet (てんりゅうのコテ).

Next, you will battle Prince Zabun in a turn-based battle. If you die against Prince Zabun, you don't have to fight the Ocean Current King again when you return here (although you have to go all the way to get the Turtle Island again, which is ridiculous).

Boss: Prince Zabun (ザブンたいし)

Call Ryu on your first turn. Prince Zabun Shoots a "sticky net" that paralyzes your characters. Sometimes, the screen will flash blue, indicating that he is healing himself, but he does not heal himself fully. He is hard to defeat if you are at level 30 or below, but if you are at level 31, his attacks will do small enough damage that you should handle him fairly easily. It can take awhile though since he heals himself. Hopefully, you still have a Meat Bun to restore your HP and NP if things are going badly, since you're likely pretty drained on resources by now.

When you win, you get the Toy Key (おもちゃのカギ). You appear back on the world map.

Get back on the turtle so you can cross the whirlpools. You want to open the red water gate that is North of Asobe City, and now you can use the Toy Key to open it. But you don't need the turtle anymore, so you can return to Asobe City first to heal up and get your password.

When ready, open the red gate with the Toy Key and go into the whirlpool to enter a platforming stage.

---Water Gate Stage-----

There are three screens to pass through here. There is nothing new here, except on the second and third screens are moving platforms that you have to stand on to get them to start moving. You don't need them though, but they can make it easier to avoid falling into the water since otherwise you have to make a lot more skillful jumps.

When you return to the world map, go off the pier to the South. Follow the water to the Southwest until you find another pier. Go onto land there and go North to the edge of the island, then go West. You'll see an oasis. From there, go Southwest and you'll come across the toy town of Gadgetopia (ガチャトピア).

---Gadgetopia (ガチャトピア)-----[sec7h]---

Shop:

Sweet Bun - 20

Boo Bomb - 10

Meat Bun - 300

Level Counter 4 - 1800

Vajra Armor - 2500

Reflecting Shuriken - 3000

Rapid Punch - 8000

Patapata Wing - 500

Buy the Vajra Armor, Rapid Punch, and Level Counter 4. Then go into the building at the top of the screen to talk King Gangu. He says their power generator is running low and their town is in trouble. You suggest seeing Dr. Seigi, the scientist, to help repair the generator. This part of the game sucks. You have to go back to previous towns in the game on a long trek (there is no warp spell, so you'll be walking). During this trek, you can't turn off the game or else you will have to start over (your progress of places visited is not recorded in your password for some reason). A good way to make this trek less time consuming is to, of course, run away from every battle. But if you can't run from a battle, use the Escape Leaf Ninjitsu skill to force it to let you escape.

Return to Saien and go into Dr. Seigi's lab. There's a note. It says he went to the capital, Yokan, on urgent business.

Now, return all the way to Yokan. From Saien, go into the water via the Northern pier. Then go West and a little North to find the pier that is East of the town you started in (Hainen). From there, walk North into the mountain ranges, then West to a cave. I think you'll remember how to get to Yokan from there.

In Youkan, go into the castle at the top of the screen and talk to the king. He says Seigi was here, but he left to Animal Town.

Go all the way back to Animal Town. Talk to the princess in the upper-left house. She says Seigi was here, but left for Stonevale.

Go North to Stonevale and enter the house near the entrance. You are told Seigi was here, but he went to Fish Island.

Return to Fish Island, located North of Turtle Island, and go to the hut with the fish guy inside. He says Seigi was here, but went to a town somewhere in the South.

Finally, return to Gadgetopia and go into the building at the top of the screen. Seigi will be there (you left from here to go find him on that huge trek... did you throw your controller through the window?). He has already helped the people here. He'll convert your digging machine so it can fly. It becomes the Kattobi Jet (かっとびジェット).

Go outside and select のりもの ("Vehicle") from your menu screen to use your new flying machine. Now you can get around easily.

Northwest from Asobe City, across the water, is a city surrounded by mountains. to access it, you have to land in a grassy area to the East of it, then walk through some trees and hills to reach it.

---Ikoga (イコウガ) Village-----[sec7i]---

Available in the shop:

Sweet Bun - 20

Boo Bomb - 10

Meat Bun - 300

Young Priest - 1000

Ikoga Helmet - 2200

Vajra Armor - 2500

Patapata Wing - 500

Level Counter 4 - 1800

This is a ninja village. You should buy the Ikoga Helmet here. Enter the building above the inn to talk to a lion ninja. He tells you that he has the Tenryu Sword, but you need to defeat 6 ninjas scattered about the world to prove yourself. He gives you the Spider Shoes (スパイダーシューズ) Ninjutsu skill that will let you crawl on the ceiling.

One of the ninjas is reached by going into the castle at the top of town.

---Ikoga Castle-----

This is a series of screens to fight through. On the first screen, you will come across a jump that is too far to make. Use the Spider Shoes Ninjutsu to crawl on the ceiling here to get past it. Nothing else new until the third screen, where some tiles will fall from the ceiling. You have to run to get by them. After that point, there will be some bridges that collapse and various other obstacles that you will be familiar with.

After finishing the third screen, you emerge back in town from a cave in the upper-left corner. Next to you is a girl. Talk to her and it turns out she one of the ninjas you're supposed to fight. During the battle, she floats at the top of the screen and shoots projectiles in a circle around her. Use Super Shurikens to attack her and she should go down in just a few hits.

Go back through the cave to appear back in the main part of town. Now you must find the other five ninjas.

---Ninja Battles-----

The other five ninjas are scattered about the world map. They are the guys that you've seen periodically that have been standing around the world map, surrounded by mountains and such. Here are their locations and what they're attack patterns are:

Ninja 1: Located East of the capital Youkan.

This is a battle like the one with the chicken-looking enemy, or the frog wizard where they are split into three figures, appear and disappear, then suddenly appear as one figure that shoots bullets in a circle. This one is especially hard because he shoots his projectiles very quickly and they do a lot of damage. You need to have a lot of patience and only attack him when you think there's a good chance you can get an attack in before he emits his projectiles. Try jump flipping onto him and then punching, but wait for him to be directly above or below you or directly to your side, otherwise you won't have enough time to line yourself up to get the hits in.

Ninja 2: Located along the train line at Stonevale.

These guys shoot projectiles that go across the screen, then come back back

to them (like a boomerang). You can make them hit their own team with their projectiles, which is useful sometimes. It might be a good idea to try using shurikens during this battle.

Ninja 3: Located South of Houshou, where you first got your first boat. This is a ninja that climbs on the ceiling, shooting projectiles at you and dropping down to slash with his sword sometimes. Get up on the left ledge and throw Super Shurikens as fast as you can, just mashing the button, taking hits and healing when you need to. He'll go down pretty quickly.

Ninja 4: Located on the small island West of Asobe City and South of Turtle Island.

This "ninja" is a cloud that flies overhead, shooting lightning down, and shooting lightning around itself in a circular pattern. It also swoops at you. Get on the platforms and toss Super Shurikens to take him out pretty easily.

Ninja 5: Located Southeast from Gadgetopia.

These are a bunch of guys on rocket skates that go back and forth across the screen. Flip onto them twice to kill them. Don't bother punching, it won't help.

After defeating these five ninjas and the sixth in Ikoga Castle, return to the lion guy in ninja town who promised you the Tenryu Sword (てんりゅうのけん). He will now give it to you and says it's time to face the last enemy at the Demon Tower.

Before trying to fight the last enemy, you should be at level 41 or higher. If you fight the "Ninja 5" rocket skate guys listed above, you will gain several levels in one battle. If you restart your game using your current password, the above ninjas will all appear on the world map again. So then you can quickly boost your levels by fighting the rocket skate guys. When you're at level 41, you're ready to finish the game. But make sure you are stocked up on Sweet Buns and a Meat Bun.

---Demon Tower-----

To find the Demon Tower, go to the end of the train line from Stonevale, where the abandoned station is. Then go Northeast, over the seas and look amidst the whirlpools for an island with a palace on it and a person standing out front. Talk to this person. He's some scorpion guy that won't let you pass unless you have all of the Tenryu equipment. If you do, you'll hear the voice of the Tenryu Saint. He gives you the name of Tenryu Ninja and allows you to pass into the palace.

First, you have a series of platforming screens to pass through. The first two floors are slippery due to ice, and the second two have treadmills to walk on, but you will be familiar with the rest of the obstacles.

After finishing the fourth platforming screen, you'll be in one of those digging caves. The exit is close to the upper-right corner of the screen. It's a very large area, and to reach that section, you first have to go all the way South, then all the way East, then North, then a little West and look for one of those palace looking structures.

After entering the palace, you'll have a series of screens to fight through. The first screen has invisible enemies, so use the Revealing Light Ninjutsu to make them visible. The second screen has aliens with beam sabers. The third and fourth screens require you to turn into mouse and run right. If you get hit while trying to transform, it won't work, which is annoying. On the fifth screen is a purple guy with a jetpack. On the sixth screen are robot

guys that transform into birds. On the seventh screen are more invisible guys. On the eighth screen are some guys with nunchakus. The ninth screen has Joenise on mechanical horses. This is the last non-boss screen.

Boss: General Shubaban (シュババン)

You come across General Shubaban. You fight him in an action style battle. He looks like those robots that transform into fireballs and fly across the screen. He does the same thing, but a lot faster. Jump flip to avoid getting damaged when he's a fireball. None of your attacks will damage him except for the sword attack. So, to equip your sword, press "Start" to open the menu, then select そうび ("Equip"), then けんをもつ ("Hold sword"). Don't stand in his line of sight when he changes back from the fireball or he will turn into the fireball again right away. Your reach with the sword is longer than his, so wait for him to change back from a fireball, then stand back away from him (higher or lower than him), and wait for him to come into range, then slash at him. You should get three hits in, then he'll turn into a fireball again. When you defeat him, he'll start exploding. Immediately heal yourself at this time since a turn-based battle is about to begin.

Boss: Galactic Rangasshun (ギンガラガッシャン)

This is the final battle, a turn-based fight. Call Ryu immediately. As I said previously, you need to be at at least level 41 to stand a chance here. Use a Power Ball if you have one charged up. As long as your level is high enough, it's a pretty easy fight. He has somewhere around 310 HP.

Defeat Galactic Rangasshun and you will have saved Chinese Land from the Galactic Army!

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I hope you found this guide useful. If you have information that you'd like to contribute or other suggestions for how the guide can be made better or if you find any mistakes, please send it to lastbosskiller@gmail.com. I will give you the proper credit for your help.

Thanks to the NES FAQ Completion Project regulars for providing a fun environment for exploring old, obscure games!

Special thanks to Brian Bond for pointing out the use of the "Young Priest" item. He also points out an interesting sidenote about the game characters:

"Not sure if you noticed, but 12 of the game's characters represent the Zodiac symbols.

Aries = The ram looking inventor-guy (named Dr. Justice in Super Ninja Boy)

Taurus = The bull guy (named Old man Taurus in Ninja Boy 2)

Gemini = Those two identical looking red/blue guys (called Ninja Gems in Super Ninja Boy and Ninja Boy 2)

Cancer = The crab guy

Leo = The lion looking guy

Virgo = The bunny girl in the casino town (called BB Virgo in Super Ninja Boy and Virgo Vixen in Ninja Boy 2)

Libra = The guy who looks like he has scales for a head

Scorpio = The guy with the scorpion tail head (named Samurai Scorpio in Super Ninja Boy and Samurai Happy in Ninja Boy 2)

Sagittarius: The grinning guy with the wild hair (named Chief Arrowhead in Ninja Boy 2. "Arrow" = archer)

Capricorn = The goat sheriff in the western town (named Sheriff Baa in Ninja Boy 2)

Aquarius = The guy with the head that looks like a vase or jug (named "Fortune Teller" in Ninja Boy 2)

Pisces = The fish looking guy (named Merman in Ninja Boy 2)

Also, in Little Ninja Brothers, the 12 Celestial Beings represented the Chinese Zodiac symbols."

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