

Ultraman Club 2: Kaette Kita Ultraman Club FAQ/Walkthrough (JIS)

by LastBossKiller

Updated to v1.0 on Dec 9, 2014

Ultraman Club 2: Kaette Kita Ultraman Club (Famicom)
Guide by E. Phelps, ver. 1.0
(aka LastBossKiller)

- - - = = = ===== = = = - - -
- - - = = = ===== Disclaimer ===== = = = - - -
- - - = = = ===== = = = - - -

This document may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission by the author. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Copyright 2014 E. Phelps

---Viewing This Document---

This document contains Japanese text. To view it correctly, set your browser or word processor to view "Shift-JIS" format. For example, if you are using Internet Explorer, using the dropdown menu, go to View -> Encoding -> More -> Japanese (Shift-JIS). You could, instead, open this document with Microsoft Word, and it will ask you about the encoding automatically, allowing you to select Shift-JIS.

- - - = = = ===== = = = - - -
- - - = = = ===== Intro ===== = = = - - -
- - - = = = ===== = = = - - -

Ultraman Club 2: Kaette Kita Ultraman Club (or "Ultraman Club 2: The Return of the Ultraman Club") is an RPG released only in Japan for the NES/Famicom. It's extremely short and easy, and really not very good. But it does have a good number of appearances from different characters and enemies in the series.

Like the show, the game doesn't have much of a story. You just go around fighting monsters and aliens to save people or planets.

This faq should help guide you through the game even if your Japanese isn't very good. Hopefully, you'll find a brief playthrough of the game to be fun. If you like Ultraman, then I think you might!

- - - = = = ===== = = = - - -
- - - = = = ===== Contents ===== = = = - - -
- - - = = = ===== = = = - - -

Search words are given in square brackets [].

1. Game Mechanics [sec1]
 - a. The Ultra Base [sec1a]

- b. Battles [sec1b]
- c. Capsules [sec1c]
- 2. Characters [sec2]
- 3. Capsule Monster List [sec3]
- 4. Items [sec4]
- 5. Menus [sec5]
- 6. Walkthrough [sec6]
 - a. Area 1: Earth [sec6a]
 - b. Area 2: The Moon [sec6b]
 - c. Area 3: Planet Dokkun [sec6c]
 - d. Area 4: Kaiju Graveyard [sec6d]
 - e. Area 5: Planet Ultra [sec6e]

- - - = = = ===== = = = - - -
- - - = = = == Game Mechanics = = = - - -
- - - = = = ===== = = = - - - [sec1]

---The Ultra Base-----[sec1a]---
There is an Ultra Base on almost every planet in the game. At the Ultra base, you will have your HP restored to maximum, your dead party members revived, your capsules replenished, and you will receive your password. This all occurs when you talk to the obvious commander in the middle of the room.

The password is the 12 character phrase that is shown. It is always shown alone, so it's easy to distinguish from the rest of the text.

If your party is wiped out, you will automatically restart your game from the point at which you last visited the Ultra base.

---Battles-----[sec1b]---
Battles are essentially like any turn-based Dragon Quest clone. However, there are a few unique things that are important to understand.

Deathblow Skills:
First of all, each character has four "Deathblow Skills". You are able to use these only at randomly chosen times, so you can't use them whenever you want. But they don't cost anything to use, so use the ones you like whenever you have the chance. The more powerful Deathblow Skills often seem to miss the enemy more often than a regular attack, and the instant kill attacks seem to miss the most, so there is a drawback to using these skills.

Talking:
Ultraman is able to talk to the enemy during the first turn of a battle. The result will be that either nothing happens or he intimidates the enemy. Intimidated enemies are more likely to run from the battle. Either way, it doesn't take Ultraman's turn to try, and there's no punishment for failure, so use it as much as you like.

Status Ailments:
There are two status ailments in the game which both go away at the end of battle. The first is poison (どく), which causes your character to receive damage at the end of each turn in the battle. The second is paralysis, which makes it so your character can take no actions for a few turns.

Odds and Ends:
If an enemy dies or runs away from battle before your character can attack it, he will not attack a different character instead.

If your party fails to escape from battle, all the enemies will get a free

turn to act. The exception is if you surprised the enemy, giving you a free turn. Then they won't attack on your first failed attempt.

All of your characters level up at the same time, even if some of them are dead.

---Capsules-----[sec1c]---

All Ultramen except for your main character can use "Capsules", which contain monsters you can summon. They each have different effects, which I list in the "Capsule Monster List" section of this guide. Some are used only during battle, others only outside of battle.

Character's have a certain amount of maximum number of capsules they can hold. This number increases as you level up.

You can receive new capsule monsters randomly after battles, but only if you don't already have the maximum number of capsules. Your capsules are automatically refilled when you visit an Ultra base. The types of capsule monsters you get are random, but there are some capsule monsters that can only be received after battles, not in an Ultra base.

Using many of the capsule monsters will result in the monster fighting in the battle in place of the character who summoned it. The monster will be computer controlled. During each turn, you will have two options: *がんばれ* ("Persevere") and *ごくろうさん* ("Tired"). Choose "Persevere" to continue using the summoned monster, and choose "Tired" to remove it from the battle. If a summoned monster receives too much damage, it will automatically disappear from the battle. The character that summoned it does not receive damage while the monster is on the battlefield in his stead.

- - - = = = ===== = = = - - -
- - - = = = ===== Characters ===== - - -
- - - = = = ===== = = = - - - [sec2]

Here is a list of all of the playable characters in the game and their "Deathblow" techniques.

Ultraman (マン) - The hero of the original Ultraman series from 1966. He is the main character of this game and the only character unable to use capsule monsters.

Deathblow Skills:

- Electric Barrier (でんじ バリア) - Increases Ultraman's defense.
- Cutting Halo (ハツザキ こうりん) - Instantly kill a single enemy.
- Specium Ray (スペシウム こうせん) - Damage a single enemy.
- Spring Ray (スプリング こうせん) - Damage a single enemy.

Ultraman Ace (エース) - Hero of Ultraman Ace, the fourth Ultraman series, from 1972.

Deathblow Skills:

- Metalium Ray (メタリウム こうせん) - Damage all enemies.
- Ace Barrier (エースバリア) - Increases Ace's defense.
- Red Beam (レッド ビーム) - Instantly kill a single enemy.
- Absorption (きゅうしゅう) - This skill never seems to appear for use.

New Ultraman (新マン) - Also known as Ultraman Jack. He is the hero of The Return of Ultraman, the third Ultraman series, from 1971.

Deathblow Skills:

- Cutting Halo (ハツザキ こうりん) - Instantly kill a single enemy.

- Specium Ray (スペシウム こうせん) - Damage all enemies.
- Meteor Kick (りゅうせいキック) - Damage a single enemy.
- Fog Beam (フォッグビーム) - Damage all enemies.

Ultra Seven (セブン) - Hero of Ultra Seven, the second Ultraman series, from 1967.

Deathblow Skills:

- Emerium Ray (エメリウム こうせん) - Attack a single enemy.
- Eye Slugger (アイスラッガー) - Instantly kills a single enemy.
- Paralyze Ray (かなしばり こうせん) - Paralyze an enemy.
- Wide Shot (ワイドショット) - Attack all enemies.

Ultraman Taro (タロウ) - Hero of Ultraman Taro, the fifth Ultraman series, from 1973.

Deathblow Skills:

- Horn Smash (ホーン スマッシュ) - Damage a single enemy.
- Storium Ray (ストリウム こうせん) - Damage a single enemy.
- Ultra Dynamite (ウルトラ ダイナマイト) - Effect?
- Relive Ray (リライブ こうせん) - Revive a fallen ally.

- - - = = = ===== = = = - - -
 - - - = = = ===== Capsule Monster List ===== - - -
 - - - = = = ===== = = = - - - [sec3]

When you return to base to rest and get your password, your capsules will be restored to the maximum number. The types of monsters you can get from base are limited, so below I list the capsule monsters in two categories:
 "Restored In Base" and "Only Won From Battles".

Restored In Base:

- Mochiron (モチロン) - Instantly warp back to base.
- Sadora (サドラー) - Instantly escape a dungeon.
- Gavadon (ガバドン) - Restore the party's HP to maximum.
- Gamakujira (がまくじら) - Cures your party of poison status.
- Bullton (ブルトン) - Increases the party's defense.
- Telesdon (テレスドン) - This monster fights for you during battle.
- Crazygon (クレイジーゴン) - This monster fights for you during battle.

Only Won From Battles:

- Woo (ウー) - Revive dead allies with full HP.
- Vakishim (バキシム) - This monster fights for you during battle.
- Dorako (ドラコ) - This monster fights for you during battle.
- Live King (ライブキング) - This monster fights for you during battle.
- Gomora (ゴモラ) - This monster fights for you during battle.

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

Here are all of the items in the game. All items are "event" items. There are no common items.

- King Chocolate (キング チョコ) - Give to Gusura to get the Balaz Stone.
- Balaz Stone (バラージのいし) - Antlar attacks you with this in your possession.
- Red Fruit (あかいきのみ) - Bring to the cave to save the townspeople.
- Coffin Key (カンオケのかぎ) - You can open coffins while you have this.
- Color Timer (カラータイマー) - Needed to revive Taro.

Bright Orb (せんれいのたま) - Needed to locate the person that stole the Ultra Ki.

Broken Ultra Ki (こわれたウルトラキー) - Get it fixed!

Ultra Ki (ウルトラキー) - Return it to the holy mountain altar.

Ultra Cape (ウルトラマント) - Needed to initiate the final battle.

Ultra Bracelet (ウルトラブレスレッド) - Needed to initiate the final battle.

Plasma Energy (プラズマエネルギー) - Return to the Plasma Spark.

```
- - - = = = ===== = = = - - -  
- - - = = = ===== Menu ===== = = = - - -  
- - - = = = ===== = = = - - -
```

[sec5]

---Walking Menu-----

Press "Select" to open the menu.

At the top is shown your characters, their current and maximum HP, and the number of capsules they are holding.

In the bottom window is shown the items you are currently carrying.

The middle window has the following commands:

ステータス - "Status". Shows the status menu.

アイテム - "Item". Use items in your inventory.

カプセル - "Capsule". Use or view the capsules currently held by one of your characters.

---Status Menu-----

On the left side of the screen is shown the following stats:

Level

Max. HP

Max. CAP - Maximum number of capsules a character can hold at one time.

こうげき - "Attack"

ひっさつ - "Deathblow"

ぼうぎょ - "Defense"

すばやさ - "Speed"

HP

CAP - "Capsules". Current number of capsules held.

On the right side of the screen is shown:

ひっさつわざ - "Deathblow Skills". The skills pertaining to the character are listed below.

EXP - "Experience"

NEXT EXP - Experience needed to level up.

---Battle Menu-----

During battle, you will see the current character's name at the top of the lower-left window who you are about to give a command to. Below their name is their current HP (たいりよく) and the number of capsules they are currently carrying (カプセル).

In the lower-right window are shown the command options. Some of them are not always available:

今だ必殺 - "Deathblow Skills". Use a deathblow skill. This option is only available randomly and the available skills to choose from are random as well.

こうげき - "Attack". Use a regular physical attack.

ぼうぎょ - "Defend".

アイテム - "Item". Use an item in your inventory.

はなす - "Talk". Attempt to intimidate the enemy. Only the original Ultraman

can use this, and only during the first turn.
にげる - "Run". Escape from battle.
かいじゅう - "Kaiju". Use a capsule. This option is only available for
characters who carry capsules.

```
- - - = = = ===== = = = - - -  
- - - = = = === Walkthrough === = = = - - -  
- - - = = = ===== = = = - - - [sec6]
```

```
=====
```

-----= Area 1 - Earth -----[sec6a]---

```
=====
```

---Pigmon Village-----

At the game start, you see Ultraman receive an order to investigate a mysterious flying object that descended on Pigmon (ピグモン) Village. He flies off to the village and finds an Alien Baltan (バルタン) teasing a child. Ultraman yells to the alien that his real enemy is now here, and the alien attacks. The battle is computer controlled, and Ultraman wins with the last of his strength before he collapses. He awakens in one of the houses in the village and you can control Ultraman at last.

Some of the villagers tell you that your base is to the South, so go outside and travel South, across a bridge, and you will eventually come to the Ultra base.

The commander inside the base says that Ultraman Ace has some news, but he doesn't know where he is right now.

In these Ultra bases, you can get your HP restored to full by talking to the commander. Any dead allies will also be revived, your capsules will be restored to maximum, and you will get your current password. The password is the 12 character long phrase that is shown.

By the way, you can fly over water by walking toward it.

You can enter the village just Northwest of your base to get a clue about what to do next. There, you hear that the drinks at the pub don't taste as good as they used to (this is important later). Also, you hear that Ultraman Ace went flying off toward the Northwest. Finally, you hear that there's something in the lakes on the "Glasses Peninsula".

You're probably going to want to gain some levels before going to the Glasses Peninsula. When you're feeling ready to try it, fly to the Northwest and look for a peninsula that looks like a pair of glasses. Stand facing one of the lakes and press "A" to enter a fortress.

---Glasses Peninsula Fortress-----

There aren't any treasures or anything to find in this game. Just make your way to the upper-left corner of the fortress and you will find some figures standing there. One of them is Ultraman Ace, who has been captured. The other is a boss.

Boss: Alien Metron (メトロン星人). From episode 8 of the Ultra Seven series. There isn't a lot of strategy needed to use in these boss battles. Use the Electric Barrier if you get a chance to greatly improve your defense. Also, use the Specium Ray and Spring Ray when you get a chance since they do more damage than your regular attack, but don't use the Cutting Halo since the instant kill attacks don't seem to work on boss characters.

Ultraman Ace (エース) thanks you for saving him and joins your party. He says there's a suspicious looking base to the South, but a barrier prevents you from entering it.

Ultraman Ace has the ability to use capsules. See the "Capsules" section of this guide for info on what they are and how to use them. He also has a "Deathblow Skill" that can attack all enemies at once, which is very convenient when it appears.

You can use Ultraman Ace's Sadora (サドラー) capsule to instantly escape this dungeon. Then use the Mochiron (モチロン) capsule to instantly return to base.

---Pub Dungeon-----

When you're ready for the next mission, go to the Kaiju Village located just Northwest of your base. If you enter the top building, which is the pub, you will see that the bartender is no longer there. There is a set of stairs leading down behind the counter, so go down them.

After going down the stairs, you'll see an enemy that's angry you found the entrance to their secret base and he attacks you.

Boss: Alien Icarus (イカルス星人). From episode 10 of the Ultra Seven series. Again, you can use your barrier skills (Ace has one too) to increase your defense when you have the chance. Also, if you have a Bullton (ブルトン) capsule, you can use it to boost your defense. You can use the Gavadon (ガバドン) capsule to restore your party's HP to maximum. Otherwise, just keep attacking and if your level is high enough, you'll win.

After winning the boss battle (and resting and getting your password perhaps?), head toward the lower-right corner of the dungeon. You'll pass by some UFO's along the way, but there's nothing for you to do with them. In the corner, you'll find some treasure chests, but make sure your HP isn't very low before you approach them. As you enter the treasure room, a gate shuts behind you and some poison gas damages your party. The chests are empty, so don't bother searching them. Go up toward the gate and the Alien Icarus will be angry that the trap didn't kill you and he attacks. It's the same battle as before, but this time he runs away after one turn. He jumps into one of the UFO's and you chase him to the moon.

=====
-----= Area 2: The Moon -----[sec6b]---
=====

When you reach the moon, the Alien Icarus gets away and you decide to stop at the Ultra base located on the moon. Your party goes automatically and you enter the base. You hear that the moon's water has dried up and you are asked to investigate the origin of this. You are told to go to the desert castle to gather clues.

Before leaving, New Ultraman (新マン) joins your party. One of the creatures in the base also tells you that Gusura (グスラ), who lives in the Southwest, wants some moon chocolate.

---Desert Castle-----

Go straight North from the base to find a castle.

Inside the castle, go to the Northwest corner of the room to find an elevator

that leads to the throne room. Speak to the king. He wants to see your power and makes you fight a Dinosaur Tank (きょうりゅうせんしゃ). When you win, go back upstairs and talk to the king. He's about to give you a reward when the Alien Icarus appears to steal it. It's no different than the previous Alien Icarus fight. When you win, the king gives you the King Chocolate (キング チョコ).

Return to base to rest, then go a little Southwest to a cave. Talk to the alien inside two times to trade the King Chocolate for a gem, the Balaz Stone (バラージのいし). He says to use it to seal Antlar (アントラー) and restore the moon water. As you exit the cave, you are attacked by Antlar.

Boss: Antlar (アントラー). From episode 7 of the original Ultraman series. Although Gusura says to use the Balaz Stone to seal Antlar, you don't really use it during the battle. Just defeat him like any other enemy.

After winning the boss battle, go outside to see that the moon surface is now covered with water. Return to the desert castle (North of your base) and talk to the king. He says that there's a mysterious whirlpool to the Southeast. As you exit the desert castle, Ultraman Ace decides to go to Planet Ultra, the home of the Ultramen, and leaves your party.

---Whirlpool-----
Go Southeast from the castle and you will see the whirlpool. Inside, you meet Ultra Seven (セブン), who has collapsed due to a battle with Bemstar (ベムスター) that was too hard for him to handle alone. He joins your party and wants to go get the monster for a rematch.

Ultra Seven has an excellent "Deathblow Skill" called the Paralyze Ray (かなしばり こうせん). It paralyzes enemies so that can't take any actions for several turns during a battle, and it even works against boss enemies. In fact, I used it multiple times against the last boss! So make use of this ability, especially against the tougher enemies.

A little further right into the dungeon, you find Bemstar.

Boss: Bemstar (ベムスター). From episode 18 of the Return of Ultraman series.

After winning this battle, make your way to the upper-left corner of the dungeon to find the next boss.

Boss: Alien Mephilas (メフィラス星人). From episode 33 of the original Ultraman series.

After winning this battle, escape the dungeon. Return to your base and the commander says that Kaiju are rising from the dead at the Kaiju Graveyard and he asks you to investigate the source. As you exit the base, New Ultraman leaves your party to rush ahead to Planet Ultra.

As you fly off toward the Kaiju Graveyard, your ship crashes on some other planet.

=====
-----= Area 3: Planet Dokkun -----[sec6c]-----
=====

On the new planet, enter the nearby town. You hear some young members of the town are kidnapped by some Kaiju and are being held in the nearby cave. The Kaiju want some fruit from a nearby tree as an offering to keep the

youngsters alive.

In this town, you can enter the house farthest to the left to rest and get your password.

Search the tree to the Northwest of town and it will attack you. It's very weak, and you get the Red Fruit (あかいぎのみ) when you defeat it.

Enter the cave to the Northeast of the town and make your way to the back. Search the boulder looking object and you will give the Kaiju the Red Fruit. But they then attack you. It's against a Gavadon (ガバドン), which is just as easy as ever.

Return to town and the people there will thank you for saving the youth. The guy in the far left house tells you to get in his cannon to be sent to the Kaiju Graveyard. Go in the contraption in the upper-left part of town and you will be shot to the Kaiju Graveyard.

```
=====
-----= Area 4: Kaiju Graveyard =-----[sec6d]---
=====
```

In the Ultra base, the commander tells you that the Kaiju are being revived and he wants you to investigate the origin. He mentions that Ultraman Taro is in the space station to the Southwest.

You can fly to the spacestation Southwest by walking off the edge of the ground to start flying, but you don't need to do this yet. If you do, you'll see Ultraman Taro is dead and the Mother of Ultra standing by him, imploring you to resurrect him.

From the base, head Southeast to reach a tower. Inside, go up the stairs in Northeast corner of the first floor. On the second floor, head upstairs again. On the third floor, you find the next boss.

Boss: Kodaigon (コダイゴン). From episode 43 of the Return of Ultraman series. Defeat him to get the Coffin Key (カンオケのかぎ).

Exit the tower. The next place to visit is another continent, which you can reach by flying Southeast from the tower. You'll see a cave after landing on this continent. Inside the cave are two rows of coffins. Don't search the wrong ones or else you will get attacked by enemies. Search the coffin that is located below the upper-left coffin. You will hear the voice of someone in the coffin telling you about Zetton's grave.

Back outside, go directly South from the Ultra base to find a graveyard. If you enter the large grave, you will enter a new location. But there's nothing here to do. Instead, go back outside and search the grave directly West to enter another location. Here, search the lower-right grave to find the next boss.

Boss: Zetton (ゼットン). From episode 39 of the original Ultraman series. Defeat him to get the Color Timer (カラータイマー).

Go to the space station, located Southwest of the Ultra base. Search Taro's corpse and you will use the Color Timer to revive him. After awaking, Taro says that the Kaiju are using a "monster recycle machine" to revive their dead comrades. He says that you should investigate a strange building to the West. Taro (タロウ) then joins your party.

Taro has the great ability to revive fallen party members with one of his "Deathblow Skills", the Relive Ray (リライブ こうせん). Super useful!

Go back to the cave that's located on the new continent, Southeast from the tower. From the cave, continue walking East and you will come across another graveyard. Enter the large grave and you will be inside a new location that has Ultraman statues in it.

Search the lower-left coffin and your party will enter it. Shortly after, some Kaiju appear and, thinking the coffin is full of newly dead Kaiju, they decide to take it to the recycle machine. They take you past a barricade that you couldn't get past before and set down the coffin next to a cave. Press "A" to bust out of the coffin and fight the Kaiju.

Boss: Black Gillas (ブラックギラス) and Red Gillas (レッドギラス). From episodes 1 and 2 of the Ultraman Leo series.

After winning the battle, the barricade is gone so you can leave and return if you like. Enter the cave and make your way to the recycle machine, located in the upper-left corner of the dungeon. When you arrive, the machine starts spitting out enemies and you have to win four normal battles to defeat them all. Then, you fight the boss.

Boss: Yapool (ヤプール). From episodes 1-23 of the Ultraman Ace series.

After winning the battle, the recycle machine explodes. Go right through the opening created and you will emerge outside, North of the cave entrance.

Return to the Ultra base to rest and save. The commander takes your Coffin Key since you don't need it. When you step outside, you find it's become dark. You see an "Ultra Sign" message indicating that something terrible has happened on Planet Ultra. Your party heads there immediately.

```
=====
-----= Area 5: Planet Ultra =-----[sec6e]---
=====
```

In the base, you see the Father of Ultra. Ultraman Ace and New Ultraman are also here. Father Ultra says that the Ultra Ki, which helps keep the Planet Ultra from spinning out of orbit, was stolen from the holy mountain to the West. He wants you to find it quickly before the whole planet is doomed!

Go west into the mountain ranges and look for some blue, discolored mountains and enter them. Inside, you find Ultraman 80 lying on the ground. He says that the Ultra Ki was stolen by one of the Ultra people, but he didn't see who it was.

Next, go East from the Ultra base, flying over space, to find another island with a castle on it. Talk to the Ultra King inside who gives you a Bright Orb (せんれいのたま), which will help you locate the person who stole the Ultra Ki.

Go straight south from the Ultra base to find a town. Talk to a guy in the upper-left part of town and you learn that he is the one who stole the Ultra Ki, and a battle ensues.

Boss: Alien Balbalu (ババルウ星人). From episode 39 of the Ultraman Leo series. Defeat him to get the Broken Ultra Ki (こわれたウルトラキー).

After the battle, you will see a hole where the enemy was standing. Go down it right away (there are no battles). Find an Ultra person frozen in ice. Talk to him to save him and he fixes the Broken Ultra Ki as thanks. You get the Ultra Ki (ウルトラキー). He says to take it to the holy mountain. Exit the cave via the path to the lower-right and you will emerge from a cave entrance, East of town.

Return to the holy mountain West of the Ultra base and you will see an enemy standing in front of the Ultra Ki altar. Talk to it to begin the battle.

Boss: Tyrant (タイラント). From episode 40 of the Ultraman Taro series.

After winning, search the altar to place the Ultra Ki back in its place. Return to base where you'll hear that the Plasma Spark, which gives Planet Ultra its life energy, has been robbed of its energy. The Father of Ultra tells you to find the Plasma Energy immediately.

Go to the castle East of the Ultra base again and talk to the Ultra King to get the Ultra Cape (ウルトラマント) and Ultra Bracelet (ウルトラブレスレッド). Return to base where you will learn that an enemy ship has arrived. New Ultraman and Ultraman Ace have already gone ahead to scout. The ship is North of the castle.

Inside the alien ship, make your way to the top-right of the screen to find a door leading to the second screen. On the second screen, you will fight a series of bosses as you progress along the path. None of the bosses other than the final one are particularly hard. It's mostly a matter of making sure you're stocked up on Gavadon capsules for healing after every one or two battles. Here is the list of bosses in order:

First boss: Jumbo King (ジャンボキング). From episode 52 of the Ultraman Ace series.

Second boss: Alien Temperor (テンペラー星人). From episodes 33 and 34 of the Ultraman Taro series.

Third boss: Pandon (パンドン). From episodes 48 and 49 of the Ultra Seven series.

Fourth boss: Black End (ブラックエンド). From episode 51 of the Ultraman Leo series.

Final boss: Alien Baltan (バルタン星人). From episode 2 of the original Ultraman series. This boss has a really powerful missile attack that can cause you a lot of problems. Use Ultraman's Electric Barrier when you can, perhaps use a Bullton capsule to raise your defense, and try to hit him with Ultra Seven's Paralyze Ray which will make the battle really easy if it hits. Remember that Ultraman Taro has a Relive Ray that will revive dead party members.

When you win the battle, you warp outside with the Plasma Energy (プラズマエネルギー) in hand. Go to the town South of your base and search the blue tile near the entrance to restore the Plasma Energy to the Plasma Spark and finish the game!

- - - = = = ===== = = = - - -
- - - = = = === Conclusion === = = = - - -
- - - = = = ===== = = = - - -

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!

This document is copyright LastBossKiller and hosted by VGM with permission.