

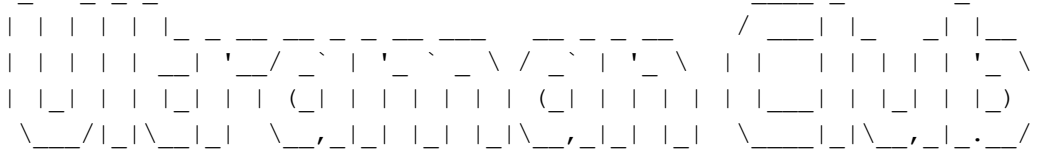
# Ultraman Club: Kaijuu Dai Kessen!! (Import) FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Dec 19, 2009

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Kaijuu Dai Kessen!!

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:

<http://faqs.retronintendo.com>

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## Table of Contents

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1. - Controls.....UC1 | Please Note - This entire FAQ/Walkthrough
2. - Walkthrough.....UC2 | has been designed for easy access. To
3. - Special Attacks.....UC3 | easily reach any section, use the search
4. - Bosses.....UC4 | function of your browser (ctrl+f) and use
5. - Enemies.....UC5 | the code to the right of the section name
6. - Disclaimer.....UC6 | in the Table of Contents.

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1. - Controls UC1

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D-Pad	- Move		Start	- Pause/Menu
A	- Jump		Select	- No Use
B	- Attack		Up+B	- Special Attack

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2. - Walkthrough UC2

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\*Please Note - All enemy names are unofficial, use my enemies section [UC5] for more information on them.

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## Stage 1

Move to the right until you reach the first platform, there will be a mole enemy there. Jump over the next elevated platform. You will see two small trees in the background and a jumping bat jump down. There will be falling debris that will hit the ground right at the second small tree. As the platform drops to the lower section, some more debris will fall at the very end of the low section. Keep moving to the right and you will see some flames on the ground in

between elevated platforms. Those flames will rise up so make sure they just go down before trying to jump over them. Jump over the next couple of flames and you will eventually reach a rhino. There will be more falling debris in this area right after the rhino. Again, it will drop in front of the second small tree and at the end of the lower platform. Keep moving to the right for another jumping bat. Keep moving to the right for an Electroman as you climb the platforms. Kill him and drop down when you reach the drop. Move to the right for the next screen.

There will be an armadillo on the platform to the right of you, kill him and continue to the right. Watch the rising flames in the cracked pipes you jump across. Kill the jumping bat when you reach it as you continue to the right. Jump on the rising platform when you reach it and fall down the drop. Watch the flames on the top of the screen in this room because they will drop some embers you will have to avoid. After those flames is a rhino to kill. Watch for some more rising flames and kill the electroman when you reach him. Hop on the moving platform to get over the flames when you reach it. When you reach the end, climb the platforms to the left and there will be a mole at the top. Move to the right and jump over the charger when he attacks you. Move across the next set of flames on the moving platform and kill the rhino waiting for you. Continue further to the right for a jumping bat, then go down the drop to the next screen.

Immediately upon landing, a charger will attack you. Jump over him and continue to the right. There will be falling rocks from all the holes in the ceiling in this part of the stage so pay attention. You will see a section where you climb up some platforms and go up instead of right. Take that path and at the end will be an electroman to kill. Jump over there and you will see a door on a higher platform. Stand on the block below it and hit the switch to the right to reach the door for a bonus room. Hit the balloons as they go up in this room for a power up. Fall down the gap and move to the right. Go down the platforms when you reach the drops. Kill the armadillo at the bottom and climb the platforms to the right for a mole. Continue to the right for a charger almost immediately. Further to the right will be the boss.

This boss is obviously going to be an easy one considering it's the first boss of the game. What he does is shoot two fireballs and then he'll take a few steps towards you. He will simply repeat that process for the entire fight. Duck below the fireballs and give him a few punches or range attacks before backing off as he moves forward. You can easily jump over him so when he pushes you to the side of the screen, simply jump over him and repeat the process until he falls over and dies.

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## Stage 2

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Look at the ceiling and you will see a hole to the right. A rock will fall from there so make sure you avoid it. Kill the troll after the falling rocks and continue to the right. There will be two force fields almost immediately. You will see an electric current going from the ground to the ceiling that will hurt you. Simply wait for it to go away before continuing to the right. Move to the right until you see the charger. Run back and jump to safety to avoid him. Climb the platforms and avoid the rising flames when you reach them. Jump across the conveyor belts here and avoid the force fields. Make sure not to hit the exposed wires on the ground because they will hurt you. Kill the alien when you reach him and continue to the right. Continue to the right for another rhino and go to the next screen.

Avoid the electric currents at the beginning of this area and continue to the

right. Kill the charger at the end of this path and jump up the platforms. Avoid the rising flames and keep an eye on the left wall for a missile that will shoot straight to the right as you get closer to it. Go up the moving platform and there is a bonus room to the left if you choose to go in it. You have to stand on the small trampoline to the right and hit the switch to the left with one of your ranged attacks. Continue up from here and kill the shooter enemy. Watch for another rocket on the left wall and move to the right when you reach the top. Avoid the force fields and jump across the conveyor belts. Kill the shooter at the end and watch for the hole in the ceiling to avoid the falling objects. Climb up the platforms at the end and avoid the missiles on the walls and rising flames. There will be fans that try to blow you off the platforms here, just run towards them and you won't fall off. stand on the trampoline to the right when you can't jump any higher and hit the switch to advance further up the platforms. Avoid some more rockets and kill the shooter at the top of these platforms. Avoid the rising flames and force fields as you continue to the right. Kill the charger and advance to the next screen.

Kill the shooter to the left and fall down the hole. There will be two powerful fans to the right so hold right and jump in order to move. If you don't jump, you'll run in one place and you don't want to hit the force field to the left. Continue down and duck under the missiles that shoot from the wall. Hug the left wall as you fall to not hit the sparks and just ignore the shooter to the right. Quickly jump down into the hole and continue downward. At the next large drop, hug the right wall to land on a platform. Ignore the shooter to the left and jump down the hole to continue downward. Avoid the rising flames and the next big drop will lead you to the boss.

This boss isn't too difficult but the fight can be very time consuming which makes it seem difficult and doesn't leave too much room for error in the terms of movement. There will be four parts to this boss that come in along the top of the screen and float around for a bit. You can't hurt these, simply avoid them the best as you can. After they form a robot, it will shoot one shot to the left or to the right, whatever side you're standing on, and then run in your general direction. He will stop when he runs to the other end of the screen and repeat the process of breaking into four parts and floating around. You have to attack him when he is a complete robot so avoid his first shot and go after him.

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### Stage 3

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Jump over the charger to the right and across the platforms. Kill the caterpillar when you see it and continue over the spikes. You will run into a bird and then you need to drop down some platforms. Watch for the falling icicles as you go down so you don't get hurt. Kill the bird when you see it and fall down close to the sides to land on platforms instead of spikes. Kill the rhino at the bottom and move to the right. Kill the birds when you see them and jump over the spikes when you see them. Run off the screen and into the next area when you reach the end of this path.

There will be a charger that attacks you right from the start, jump over him and continue to the right while avoiding the falling icicles. Avoid the force field and jump over the spikes. Kill the bird when you reach it. Jump up the platforms when you reach the end and watch the missiles on the right wall. Kill the bird as you go up and avoid the missiles. Kill the bird when you start moving to the right again. Fall down the hole when you see it, there's a bonus room to the left here. Continue to the right and avoid the falling icicles and the charger. Kill the next charger and avoid the force field and spikes. Kill

another shooter and continue to the right until you hit the next screen.

This section will be a sort of obstacle course, you have to either duck under the blocks or jump over them. There's plenty of time for you to see where the block will be and avoid it. You will eventually hit the next screen which is the boss room. This boss is really simple. His movements are to the left and to the right, he will keep walking until he hits the wall and turns around. When you are on the ground, he will shoot an ice bolt at you which you can duck under. When you are on the platforms, he will jump and make some icicles fall from the ceiling. Simply attack him and avoid those two attacks depending on where you are for an easy boss fight. The only thing that makes this fight a challenge is he has a considerable amount more health than the previous bosses so the fight will last longer.

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#### Stage 4

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Kill the shooter to the right and make your way to the right. Jump over the spikes and rising flames. Watch for the holes that will be on the very top of the screen, they will drop rocks on you. Kill the shooter and the charger when you reach them and continue to the right while avoiding the obstacles. Kill the shooter when he jumps down onto the screen and go down when you reach the end of the path. Avoid the spikes being launched from the wall as you make your way down. Kill the rhino to the bottom and avoid the rising flames. Look at the holes on the ceiling for falling rocks. Kill the shooter and enter the next screen.

Jump over the spikes and the charger. Continue to the right and you will see a split. The top half will have a health pack at the end. There will also be spikes being shot from the wall at the end of the high path. Take the low path to continue throughout the stage and kill the rhino. Break through the wall and kill the shooter. Jump onto the moving platforms to get past the spikes. There will be a bonus room after the spikes, you'll have to hit the switch with a ranged weapon. Avoid the rising flames and charger. Go up the platforms when you can and kill the shooter half way up the platforms. Take the right path at the split and continue up while avoiding the obstacles. Go to the right when you reach the top and kill the shooter. Watch for the holes in the ceiling for more falling objects. Jump quickly across the platforms at the water falls because they will fall in a second after you land on them. Continue to the end and enter the next screen.

This boss only runs on the ground. He will run around for a bit and stop every now and then. He doesn't actually have any attacks until you make him angry by attacking him a lot. He will grow twice in size before he starts attacking. His attacks will be two fireballs to the left or to the right, whatever side you're standing on. Avoid the fireballs and get a couple attacks in every time he stops moving until he dies.

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#### Stage 5

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Start to jump over the platforms and rising flames to the right and kill the rhino when you reach it. Jump over a couple more gaps and kill the mole. Kill the shooter when you reach it and start to go down the platforms when you reach the end of the path. Avoid the arrows shooting from the walls and use the moving platform to make it to the bottom when you reach it. Make sure to avoid the lava and arrows as best as you can and continue to the right when you hit the bottom. Kill the bird and use the moving platform to get over the lava.

Avoid the falling rocks from the ceiling and kill the rhino while avoiding the rising flames. Kill the shooter at the end and walk into the next screen.

Kill the charger and avoid the rocks falling from the holes in the ceiling. Jump quickly across the platforms because they will fall a second after you land on them. Kill the bird when you reach it and continue to the right. Climb the platforms here and kill the dino at the top. Avoid the falling rocks from the hole in the ceiling and you will see a bonus room ahead. Hit the switch with a ranged attack to get in it. Kill the mole and go down when you reach the end of the path. Avoid the arrows as you make your way to the bottom of this area. Watch for the falling embers from the fire on the top of the screen. Jump quickly across the falling platforms when you reach them. Avoid some more falling stones and a charger. Go up when you reach the end of the path. Kill the mole at the top and avoid the falling rocks. Avoid the arrows under the large machine and continue to the right. Kill the bird when you reach it. Drop down into the next screen. Avoid the rocks in this area on the cart as you make it to the end of the screen and enter the boss room.

This boss will run around on the ground. He will shoot fireballs to the left or to the right when you are on the ground. If you are on a platform, he will shoot a projectile right at you that will come back to him in the same pattern that it shoots from him. Make sure not to let it hit you on the way back to the boss. Attack him in between his attacks and movements like you have to the other bosses in the stage until he dies.

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### Stage 6

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This stage will just be a repeat of every boss you have gone through in the game. If you don't remember any of the bosses, check out the bosses section of this guide [UC4]. The sixth boss will be a new boss though. It will be you to start and it just shoots boomerangs at you. After a few attacks, it will grow to a bigger size. At this point, he will only run around and his attack will be climbing the ladders on the sides and throwing rocks at you. He only climbs the ladders when you do some damage to him. The platform will also protect you from his attacks so he's actually very simple.

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### Stage 7

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This boss will fly in diagonals up and down and side to side around the screen. He will randomly shoot small orbs of light at you. It doesn't matter how much damage you do because for the first part of the game, he is invincible. You have to let the boss kill you. This is ok if you don't even have any extra lives because it won't use a life. You and your friends will shoot him with a special attack and he will now become weak. Attack him a few times and he will die.

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## 3. - Special Attacks

UC3

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This section was made to introduce each type of weapon and explain how to use them. As you have probably already figured out, B is your standard melee attack. However, if you hold up while you press B, it will use one of four different special range attacks. To choose from the special attacks, press start and cycle through them, they are mostly the same except some will do more damage than others. Obviously, the attacks that cost more energy will do more

damage. This is the section that will answer everything you will need to know.

SL This attack will shoot a boomerang straight out in front of you.  
It will cost one point of energy.

AT This attack will shoot a sonic boom straight out in front of you.  
It will cost two points of energy.

US This attack will home in on an enemy on the screen.  
It will cost four points of energy.

SP This attack will shoot some lasers straight out in front of you.  
It will cost eight points of energy.

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#### 4. - Bosses

UC4

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##### Stage 1 Boss

This boss is obviously going to be an easy one considering it's the first boss of the game. What he does is shoot two fireballs and then he'll take a few steps towards you. He will simply repeat that process for the entire fight. Duck below the fireballs and give him a few punches or range attacks before backing off as he moves forward. You can easily jump over him so when he pushes you to the side of the screen, simply jump over him and repeat the process until he falls over and dies.

##### Stage 2 Boss

This boss isn't too difficult but the fight can be very time consuming which makes it seem difficult and doesn't leave too much room for error in the terms of movement. There will be four parts to this boss that come in along the top of the screen and float around for a bit. You can't hurt these, simply avoid them the best as you can. After they form a robot, it will shoot one shot to the left or to the right, whatever side you're standing on, and then run in your general direction. He will stop when he runs to the other end of the screen and repeat the process of breaking into four parts and floating around. You have to attack him when he is a complete robot so avoid his first shot and go after him.

##### Stage 3 Boss

This boss is really simple. His movements are to the left and to the right, he will keep walking until he hits the wall and turns around. When you are on the ground, he will shoot an ice bolt at you which you can duck under. When you are on the platforms, he will jump and make some icicles fall from the ceiling. Simply attack him and avoid those two attacks depending on where you are for an easy boss fight. The only thing that makes this fight a challenge is he has a considerable amount more health than the previous bosses so the fight will last longer.

##### Stage 4 Boss

This boss only runs on the ground. He will run around for a bit and stop every now and then. He doesn't actually have any attacks until you make him angry by attacking him a lot. He will grow twice in size before he starts attacking. His attacks will be two fireballs to the left or to the right, whatever side you're standing on. Avoid the fireballs and get a couple attacks in every time he stops moving until he dies.

##### Stage 5 Boss

This boss will run around on the ground. He will shoot fireballs to the left or to the right when you are on the ground. If you are on a platform,

he will shoot a projectile right at you that will come back to him in the same pattern that it shoots from him. Make sure not to let it hit you on the way back to the boss. Attack him in between his attacks and movements like you have to the other bosses in the stage until he dies.

#### Stage 6 Boss

It will be you to start and it just shoots boomerangs at you. After a few attacks, it will grow to a bigger size. At this point, he will only run around and his attack will be climbing the ladders on the sides and throwing rocks at you. He only climbs the ladders when you do some damage to him. The platform will also protect you from his attacks so he's actually very simple.

#### Stage 7 Boss

This boss will fly in diagonals up and down and side to side around the screen. He will randomly shoot small orbs of light at you. It doesn't matter how much damage you do because for the first part of the game, he is invincible. You have to let the boss kill you. This is ok if you don't even have any extra lives because it won't use a life. You and your friends will shoot him with a special attack and he will now become weak. Attack him a few times and he will die.

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### 5. - Enemies UC5

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This section is where I will list each enemy and what they do. I don't have a manual to the game and doubt there's much information about it so I will just make up enemy names. If there are any enemies with two names, they have different models and will name them appropriately to their models, but their movements and attacks will be the same. For example, take a look at Rhino and Armadillo, they are two different enemies but they have the same description. I will use these names consistently in the walkthrough section.

**Mole**            These enemies will stand in one spot and simply throw something at you. The item he throws at you will drop fairly quickly so he can't hurt you from very far away but will hurt you if you are close and on a platform below him.

**Jumping Bat**    These enemies will drop down from the sky. They will shoot  
**Shooter**        something straight at you. It can go in any direction but doesn't  
**Bird**            change direction. Be careful because when you get close, they will  
try to jump away.

**Rhino**            These enemies will just walk back and forth in a small patrol area.  
**Armadillo**      When you get close, they will spin and try to hit your with their  
**Troll**            tail. That is their only attack so they should be easy to take out  
**Caterpillar**    if you have energy for ranged attacks.

**ElectroMan**    These enemies will stand in one spot and shoot two small static  
charges at you. The attacks will be like the jumping bats that will  
go straight at you but never change direction. After the two  
attacks, they will basically stand there for a few seconds before  
doing anything again, that is the best time to attack.

**Charger**        These enemies will sit in one spot and just charge you. You can  
simply jump over these enemies and let them run past you, they will  
never turn back around to attack you again.

**Alien**            These enemies will simply stand in one place and shoot in your

Dino general directions. Their shots always go either left or right, they are never angled so standing on a lower platform will be perfectly safe.

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6. - Disclaimer

UC6

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