

Live-A-Live Ninja Chapter Kills Guide

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LIVE-A-LIVE

Ninja Chapter Kills Guide

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This guide provides an easy-to-read, information-packed list of all possible enemies in the infamous Ninja chapter of Live-a-Live, including notes on what is necessary to get 100 kills, zero kills, or simply optimize carry-overs to the final chapter.

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COMPOUND MAP

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6th Floor
  |
  |
5th Floor -----+
  |               |
  |           4th Floor Attic (Traps)
  |               |
4th Floor -----+
  |               |
  |           3rd Floor Attic (Kickers)
  |               |
3rd Floor -----+
  |               |
  |           2nd Floor Attic (Holes)
  |               |
2nd Floor -----+
  |               |
  |           1st Floor Attic (Belts)
  |               |
+----- 1st Floor -----+
|               =|=

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HOUSE 1		Location	Activates	Neutralizes	Kill triggers
[5]	Guard	East room	--	--	--
[6]	Samurai	Center room	--	--	--
[7]	Prince	Hallway	--	--	--
[8]	Guard	South room	--	--	--
-1-	Geisha	South room	--	--	No Inrou

EQUIPMENT: Chain Mail

CENTRAL COURTYARD		Location	Activates	Neutralizes	Kill triggers
[9]	Prince	Courtyard	--	--	--
[10]	Prince	Courtyard	--	--	--
[11]	Merchant	West of House 2	--	--	--
[12]	Guard	House 2 door	--	Password	--
[13]	Guard	House 2 door	--	Password	--

HOUSE 2		Location	Activates	Neutralizes	Kill triggers
[14]	Prince	South hallway	--	--	--
[15]	Prince	South center room	--	Attic scene	--
[16]	Merchant	South east room	--	--	--
[17]	Ninja	South east room	Enter south	Password	--
[18]	Ninja	Attic	Enter east	--	--
[19]	Ninja	West center room	--	--	--
[20]	Ninja	West center room	--	--	--
[21]	Old Man	West center room	--	--	--
[22]	Prince	West hallway	--	Password	--
-2-	Old Man	West west room	Peep west	--	Geisha runs
-3-	Geisha	West west room	Peep west	Kill old man	No Inrou
[23]	Samurai	South center room	--	--	No att. scene
-4-	Geisha	South west room	--	--	No Inrou
-5-	Geisha	South west room	--	--	No Inrou
-6-	Geisha	South west room	--	--	No Inrou
-7-	Geisha	South west room	--	--	No Inrou
-8-	Assassin	South west room	--	--	No Inrou
-9-	Geisha	North west room	--	--	No Inrou
[24]	Merchant	North east room	--	Peep east	--
[25]	Samurai	North east room	--	Peep east	--

EQUIPMENT: Suijin Tabi, Money

MISC. COURTYARD		Location	Activates	Neutralizes	Kill triggers
[26]	Prince	Main house yard	--	--	--
[27]	Guard	Main house door	--	--	--
[28]	Guard	Main house door	--	--	--
[29]	Goninja	South shed attic	--	--	Money, G gnt.
[30]	Ninja	South shed	--	--	--
[31]	Ninja	South shed	--	--	--
[32]	Ninja	South shed	--	--	--
[33]	Ninja	South shed	--	--	--
[34]	Ninja	South shed	--	--	--
[35]	Ninja	South shed	--	--	--

[36]	Ninja	South shed	--	--	--
	Lost Soul*	North shed	Re-enter	Kill Okyo	--
	Okyo	North shed	--	--	No Lost Souls

EQUIPMENT: Genji Tabi, Genji Gauntlet, Money

The Lost Souls in the North Shed will regenerate unless you have killed Okyo. They are the best source of experience if you wish to level up enough to defeat the two optional bosses.

MOAT		Location	Activates	Neutralizes	Kill triggers
[37]	Ninja	Moat	--	--	--
[38]	Ninja	Moat	--	--	--
[39]	Ninja	Moat	--	--	--
	Ryanosuke	Secret passage	--	--	Muramasa
	Lord Iwama	Moat	--	--	Suijin Scale

EQUIPMENT: Muramasa, Suijin Scale

Ryanosuke and Lord Iwama are optional bosses who are far stronger than the regular bosses of the scenario. Beating them generally requires using a recurring battle to level up -- the easiest to use are the Lost Souls in the North Shed. You will also want to grab the best available equipment first, including duplicates from Goemon if you are able to.

DUNGEON		Location	Activates	Neutralizes	Kill triggers
[40]	Samurai	Lower cells	--	--	--
[41]	Elite	Upper cells	--	--	Basement Key
[42]	Prince	Upper cells	--	Ryoma escape	--
[43]	Merchant	Upper cells	--	--	--
[44]	Weirdo	Upper cells	--	--	--
[45]	Weirdo	Upper cells	--	--	--
1	Goemon	Lower cells	--	--	No refills
	Lost Soul*	Catacombs	Wait	Kill Shiro	--
	Shiro	Catacombs	--	--	Escape, Veil

EQUIPMENT: Money, Maria's Veil

Releasing Goemon will replenish a number of treasures in the scenario. This robs you of a kill, but provides extra copies of some great items. Goemon is also a relatively tough enemy, so in either case you will want to wait before dealing with him.

Regarding Shiro and Ryoma, you have two options:

- 1) Defeat Shiro and rescue Ryoma. He will join your party immediately. You also get Maria's Veil. Necessary if you want 100 kills.
- 2) Ignore Shiro and Ryoma. Ryoma will join your party just before the end of the scenario, neutralizing 8 enemies you would otherwise have to kill. Necessary if you want 0 kills.

If you are not going for either kill total, you may as well rescue Ryoma.

FLOOR 1		Location	Activates	Neutralizes	Kill triggers
[46]	Ninja	Northwest room	--	--	--
[47]	Ninja	Northwest room	--	--	--
[48]	Old Man	Northwest room	--	--	--
-10-	Geisha	West side room	Use cloak	--	No Inrou
[49]	Samurai	South hallway	--	--	--
[50]	Samurai	South hallway	--	--	--
[51]	Samurai	South hallway	--	--	--
[52]	Elite	South hallway	--	--	--
-11-	Okame	South center room	--	--	No Inrou
[53]	Prince	North hallway	--	Password	--
[54]	Old Man	North center room	--	--	--
-12-	Geisha	North center room	--	--	No Inrou
-13-	Assassin	North center room	--	--	No Inrou
	Wood Trap*	North east room	Sit down	Trap Master	--

EQUIPMENT: Kotetsu, Money

FLOOR 2		Location	Activates	Neutralizes	Kill triggers
-14-	Assassin	Northwest room	--	--	No Inrou
[55]	Ninja	West side passage	Use cloak	--	--
[56]	Elite	South hallway	--	--	--
	Omike	South west room	--	--	--
[57]	Elite	South hallway	--	Password	--
[58]	Elite	Northeast room	--	--	--

EQUIPMENT: Money

FLOOR 3		Location	Activates	Neutralizes	Kill triggers
[59]	Prince	North room	--	--	--
[60]	Elite	Hallway	Turn corner	Wait	--
[61]	Elite	Hallway	Turn corner	Wait	--
[62]	Elite	Hallway	Turn corner	Wait	--
[63]	Elite	Hallway	Turn corner	Wait	--
[64]	Hannyamaru	Hallway	Turn corner	Leave	--
[65]	Priest	South west room	--	--	--
[66]	Old Man	South center room	--	--	No 10 heals

EQUIPMENT: Money

FLOOR 4		Location	Activates	Neutralizes	Kill triggers
[67]	Kyoshiro	Southwest room	Talk a lot	--	--
[68]	Elite	East room	--	Password	--
[69]	Ninja	Downstairs south	--	--	--
[70]	Ninja	Downstairs middle	--	--	--
[71]	Ninja	Downstairs middle	--	--	--
[72]	Ninja	Downstairs middle	--	--	--
[73]	Ninja	Downstairs middle	--	--	--
	Yodogimi	Downstairs middle	--	--	--
	TrapMaster	Tea room	Talk a lot	--	Many things

EQUIPMENT: Zenmai

Killing the Trap Master must be done to continue. It triggers the following:

- All mechanical traps in the scenario are deactivated (with the exception of the trap holes near O-Robo and the trap holes in the secret attic chamber). This allows you to:
 - * Leave the tea room
 - * Use the stairs to Floor 5
 - * Obtain the Castle Gate Key and 2 Fuma Shuriken on Floor 2
 - * Obtain the Money in Ryoma's cell IFF you did not already rescue him
- All combat traps in the scenario are neutralized, including the repeatable battle on Floor 1.
- If you have not already rescued Ryoma, he escapes on his own. As a result, you cannot fight Amakusa Shiro, and you will miss 8 kills due to Ryoma's reappearance on Floor 5.
- If you killed all the Electrodes in battle, you will receive the Zenmai.
- The elevator just north of the tea room becomes usable. You can insert a total of 4 Money to reach, and then return from, O-Robo. If you earned the Zenmai, you can use it to recruit O-Robo. (That is its only use.)

ATTIC

The main house has 4 attic floors, which connect to the main floors of the house in many places. The attic has no human inhabitants and no enemies, aside from the trap battles on the 4th floor. The attic contains powerful equipment. However, the traps on the 2nd and 3rd floors are fairly annoying, so I recommend defeating the Trap Master before plundering the attic.

2nd Floor: Shinobi's Gauntlet, This's Awesome (hidden in the lowest, leftmost non-trap pit)

3rd Floor: Genji Helm

4th Floor: Genji Armor

FLOOR 5	Location	Activates	Neutralizes	Kill triggers
[74]	Monk Entrance	--	Have O-Robo	No O-Robo
[75]	Monk Entrance	--	Have O-Robo	No O-Robo
[76]	Monk Entrance	--	Have O-Robo	No O-Robo
[77]	High Guard Main Room	--	No Ryoma	--
[78]	High Guard Main Room	--	No Ryoma	--
[79]	High Guard Main Room	--	No Ryoma	--
[80]	High Guard Main Room	--	No Ryoma	--
[81]	High Guard Main Room	--	No Ryoma	--
[82]	High Guard Main Room	--	No Ryoma	--
[83]	High Guard Main Room	--	No Ryoma	--
[84]	High Guard Main Room	--	No Ryoma	--
	Musashi Main Room	--	--	Exit
	Yodogimi Narrow Hallway	--	--	--

UPPER TIER	Location	Activates	Neutralizes	Kill triggers
-15-	Assassin Entrance	Women Alive	Accept Gift	No Inrou
	Ode Iou Main Room	--	--	--
	Frogsnake Roof	--	--	--

COMPARISON OF KILL GOALS

Zero kills:

- Always use the password
- Do not rescue Ryoma
- Recruit O-Robo
- Can use Goemon to get O-Robo better equipment for the optional bosses
- Earns Medicine Box and Yoshiyuki

100 kills:

- Never use the password
- Rescue Ryoma
- Do not bring O-Robo to Floor 5
- Can recruit O-Robo (temporarily)
- Cannot use Goemon
- Cannot earn Medicine Box or Yoshiyuki

Mixed kills:

- Can rescue Ryoma
- Can recruit O-Robo
- Can use Goemon to get allies better equipment for the optional bosses
- Can earn Medicine Box
- Cannot earn Yoshiyuki

GOAL	Ryoma	O-Robo	Iwama/R party	Goemon	Rewards
Zero Kills	Ignore	Recruit + Keep	O-Robo	Goemon	Inrou, Yoshiyuki
100 Kills	Rescue	Recruit + Dump	O-Robo + Ryoma	No	None
No Goal	Rescue	May Recruit	O-Robo + Ryoma	Goemon	Inrou

The Inrou (Medicine Box) is worth finding to bring to the final chapter. Yoshiyuki, on the other hand, is useless if you are going to fight the optional bosses anyway. Therefore, not going for either kill goal is the easiest way to optimize for the final chapter, as you can use both sidekicks for the fights with Lord Iwama and Ryanosuke.

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