

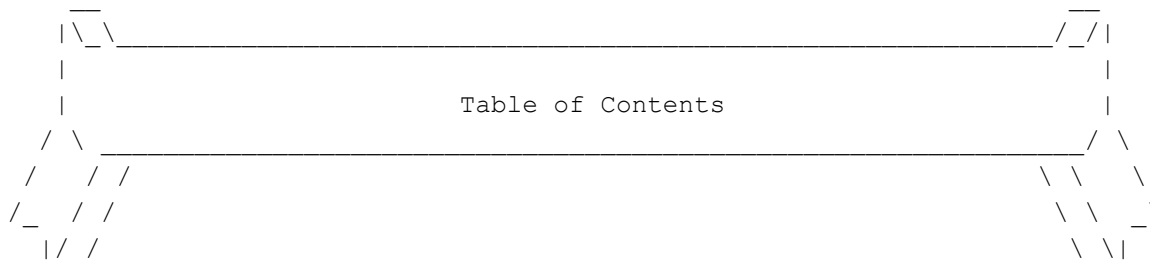
I-Ninja Kyza FAQ

by SayainPrince

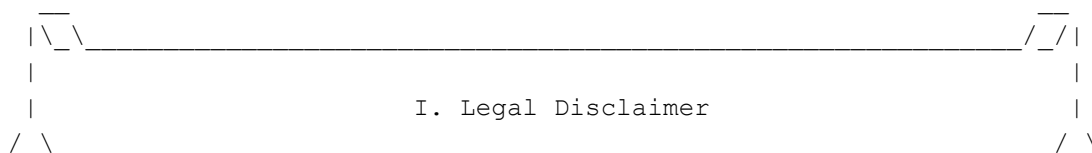
Updated to v1.02 on Feb 11, 2005

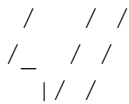
This walkthrough was originally written for I-Ninja on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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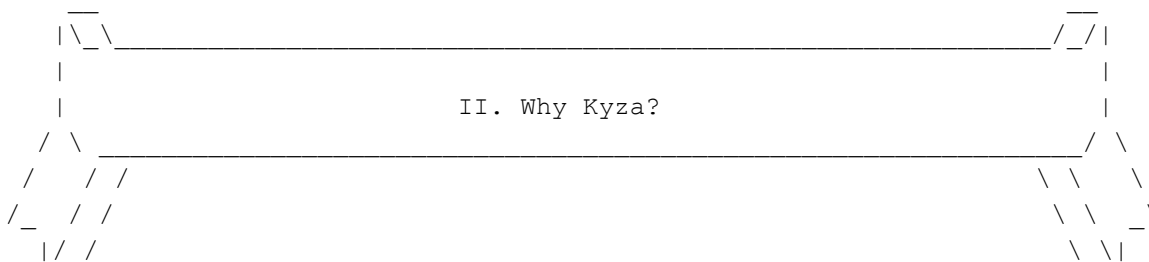


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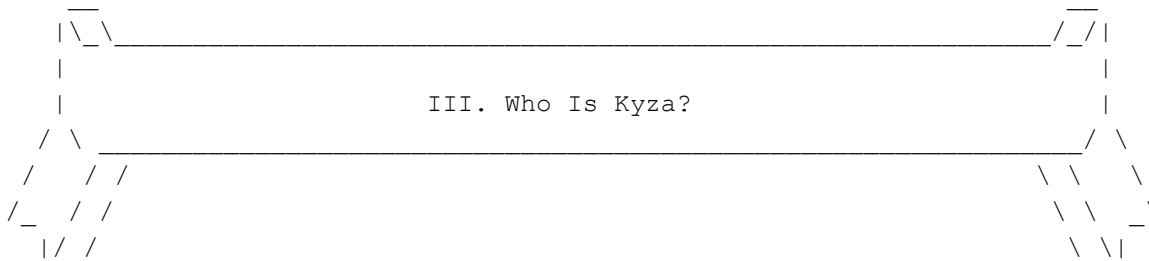
It can be used on the following sites:

- www.Gamefaqs.com
- www.Neoseeker.com
- www.IGN.com
- www.TheGenie.Net
- www.EvermoreForums.com
- www.GamerHelp.com



Why did I choose to write a guide on Kyza? Why did I choose him, over any of the other bosses - or all of them? Well, there was already a Boss FAQ, so I chose my favorite boss - which brings us to Kyza. I love the fight, because It reminds me of the days where I'd play Punch-Out!! back on the NES. Ok, enough history...

The Boss FAQ didn't go in to deep on strategies for Kyza (no offence, to the author though.) So, I'm going to try to accomplish this in my FAQ. Also, note, possibly the hardest secret mission, "Egg Shell Skull", involves fighting with Kyza (more info in section VI) so, this guide may actually help some people out.



Kyza is the boss of Robot Beach. When you fight him, it will be done in a giant robot, with boxing capabilities. That's right, you face Kyza in a boxing match!

Kyza has even more moves than you do in this fight, so you'll have to parry, dodge, and counter his moves. You'll even have to deal with his unfair tactics between the rounds, and make use of your own laser. How will you do this? Well, that's what this FAQ is hear for. I'll give you the strategies to beat him, and the mini-game that he appears in again, later in the game.



IV. Getting to Kyza

Kyza is the boss of the first world, Robot Beach. After you obtain three or more grades, you'll gain access into the foot of the large metal robot. You'll head out to the water, and you'll enter the mission.

When you begin, you can choose to download the tutorial program. If you're new to the Kyza fight, it's a good idea. When it's done explaining; Or if you skip ahead, you'll begin the battle with Kyza.

V. Controls

In this boss fight, you are in a giant metal robot, and you are about to take on Kyza in a boxing match! The following is a chart of the moves and techniques you can use in the fight:

Button	Effect
B	Left Punch
X	Right Punch
Y	Uppercut
A	**Fire/Charge Lasers (If Crosshair is Showing
Down	Duck
Left	Parry Left
Right	Parry Right
Start	Pause

** When you hit Kyza with a punch, you're laser gauge - the green cylinder on the right and left sides of the screen - will gradually fill. When it's filled the crosshair will form, and you can shoot the lasers.

VI. Fighting Strategies

A. Round 1

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When you begin, do a left-right-left combo. As soon as he recovers, do it again; Repeat it, and you'll charge your laser gauge; Don't use it though. By this time he'll be almost out of round one, so just load it, and fire it immediately, and you should cause his right eye to shatter. He'll back off, but shoots three waves of missiles at you. As they near you, use a left to take out the first three, a right for the second three, and an uppercut for the third three. Now, he'll come back for round 2!

B. Round 2

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He'll parry your punches at the start, so you'll need a new strategy this time. Wait until he goes to punch, and notice that an arrow lights up either on the left, right, or bottom of the screen. When it does, push the control stick in the corresponding direction to parry. While you're dodging, take a punch at his face. When you build up your laser gauge, immediately hold A to take aim, and wait for him to punch. During your parry release it on him! If he's not punching you can even shoot him before you parry. When his health reaches half way, his nose ring will come off, and he'll back off again. He'll shoot some more missiles. This time, use an uppercut, a left, a right, and another uppercut to take them out. He'll reapproach for round 3.

C. Round 3

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In round 3, used the same strategy you used in round 2. He fights with the same strategy, except appears to be slightly more aggressive now. When he backs off again, this time he fires five waves of missiles. Use a right, a left, an uppercut, another right, and another left - in that order - to take him out. He'll come back for the final round!

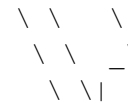
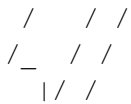
D. Round 4

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Now, the arrows on your screen will fade, and you'll have to defeat him by judging his punches based on how he moves his body. The following chart may help you to determine how to react to him. When using the terms "Left" and "Right" it means in the way you see it on the screen.

His Body Signal	Punch	How to Dodge
Both Arms Back	Double Punch	Duck
Right Arm Back	Right Punch	Parry Left
Left Arm Back	Left Punch	Parry Right
Right Arm Down	Right Uppercut	Parry Left
Left Arm Down	Left Uppercut	Parry Right

Be careful though, as he may chain combos together, and you won't have as much time to prepare. Once you have the hang of dodging and countering his moves, proceed to take him out. And make sure, to use your laser, once it's powered up. When you defeat him, he'll take on a drunken look, and finally fall into the ocean.



A. What is Eggshell Skull?

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Egg Shell Skull, is a secret mission, where you rematch Kyza. What's different? Well, now there is only one round, but you start out with an extremely low amount of health - One punch, and you're out, so be careful. It's one of the trickier goals in the game, for most people.

B. How do I get It?

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After you defeat Malakai, in Mountain Gorge, you can buy a challenge called "Mega-chain Challenge", from Zarola. Beat that, and you can purchase Egg Shell Skull from her. She is located just left of the transport stone (left as seen when you enter from Jungle Falls.)

C. Fighting Tips

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When you face Kyza in Egg Shell Skull, it will play much like the first one, except, since you can't get hit, you'll want to take advantage of every opening you get, to hit him. The following are some tips that can prove useful:

/\ When the fight begins, do several Left-Right-Left combos. Link them
\ so that when he becomes "ready to hit" again, that you nail him.

/\ When you get your first laser gauge loaded, don't use it. Keep
\ punching him until his eye breaks, and use it as soon as he is ready
to attack again.

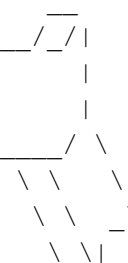
/\ Even though this fight isn't broken into rounds, the patterns he uses
\ change from the first to the ones beyond; You can't keep using the
Left-Right-Left combo on him.

/\ The arrows will never vanish this time, so make sure to keep an eye
\ on them, and use them to their fullest.

/\ After the first laser gauge, any more should be used directly after
\ you parry a punch, just as you recenter yourself in front of him.



VIII. Credits



- All info, headers, and ASCII by SayainPrince (Me)

- Checked x MJ x's I-Ninja walkthrough to confirm some names, while I didn't have access to my gamecube.