

# Cowboy Kid FAQ/Walkthrough

by Da Hui

Updated to v1.3 on Aug 6, 2006

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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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**\*\*NOTE\*\***

If you want to find a certain section quicker, just hit ctrl+f and then type what section you're looking for and it'll bring you right to it. You can also search for the code that is on the right side of the Table Of Contents.

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1. - Version History [CK.01.01]  
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[07/21/04] v. 1.0

-Finished everything I need to call it a full FAQ/Walkthrough and even added a little more extras.

[08/17/04] v. 1.1

-Fixed the maps and updated the disclaimers.

[08/31/04] v. 1.2

-Fixed a few mistakes and also made it a lot more organized. You can now easily find any section.

[03/12/05] v. 1.3

-Added the ASC header.

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2. - Controls [CK.02.01]  
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D-Pad - Move

B - Attack

A - Jump

Start - Pause

Select- Change Weapons

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3. - Walkthrough [CK.03.01]  
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Right when you start, you will have to go into the first doorway you come across. You will get a knife as a weapon. When you get out, there will be a lot of people trying to kill you. Either kill them or try to avoid them. It's up to you. Hit all the treasure chests you see for money. When you get \$60 go to the store. Buy a key and go back out. Skip the next two buildings and go to the two doors that are locked. Walk through and you will become the sheriff. Just choose 'yes' when he asks you if you want to be sheriff and you will have to catch the six wanted people. You can choose in any order you like but I am going to list them from left to right, next row, left to right.

-----  
3.1 - Slash Joe, the Knife Expert [CK.03.10]  
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Keep going to the right and killing people along the way. If you wish, you can take the money and other things on your journey. When you get to the first path going down, go through it. Get some bread if you need it. Buy the ladder if you have enough money. If you don't then get more money from outside. Keep going right but skip the first house. All the person in there will say is what the ladder is used for. Go down the next path you get a chance for again. Don't go in the house to the left. There is nothing in there. You can go in the first

building to the right though. If you go in you will have to pay to play a game. The game is one of those test-your-strength games. It is different every time you play it so I can't really tell you how to beat it. You can win either \$150 or \$200 depending on where it stops. It can only land within a one block radius of the target. If you hit the target, you will get \$200 and if you get one off you will get \$150. Keep going right and you will reach your sherriff office. Go down the stairs and make sure you have the ladder. It will let you out at any time. To use it press pause and hit A. You can only use a ladder once though. Go down the first path for a key. Now go down the second path you can. Go all the way down for a key. When you get there use the ladder to get out safely. Open the door to the right of you. Now go back to the store. Get health if you need it and keep going to the left. You will come across a shooting range. It's really not worth it to play but if you do you only have to avoid the girl targets and hit the cowboys. He will challenge you after all of your shots to hit 80% of the targets but they move quickly and go away quickly so I suggest you skip this buidling. You can go into the next building which is the saloon and you can play blackjack. This is a lot easier than the shooting practice so I suggest you play this one for money. Keep going left for another store. But whatever you want. Go down and you don't have to go down to the left. All that will be there will be a lot of treasure chests and a house. All he will tell you in the house is how to use the maps. Go right and down. Go to the left and unlock the first house you come across. To the left will only be a hotel and a waste of time. Go back to the Railroad station to stop Slash Joe.

Get on the train. You will be on the top and you will have to get to the front of the train. Go to the right jumping in between the gaps going to the front. You can kill the Indians along the way and be careful for the ones on horses. They will just onto the train or shoot arrows at you. Just keep going to the right until you reach the front. You will see the screen go black and you will get off the train. Kill all the people around you because you can't go anywhere else. Once you kill them Slash Joe will come out. He will jump around and every once in a while he will stop and throw knives in all directions. You will have to hit him about fifteen times before he dies. After you will see a nice little cut scene of your character riding on a horse back to town and you will get money for every second you had left.

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3.2 - The Mad Brothers, The Duo of Evil[CK.03.20]  
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Right from the start, go up. Go left and go to the cave. Keep going right in the cave and go into the first entrance you see to the right. You will eventually get a pistol. Go into that door that you came in and go all the way to the left. You will get a key in that room. Go back to where you started now. Go to the left. Skip the first house because it is a time waster. Go up through the next path going up. Open the first locked door on your left. Keep going in and out of the building until you get enough badges to fill up your health meter as far as it will go. Also get money while you're in there. You can actually do this too because the timer won't go down while you're inside buidlings. Just make sure you don't touch a skull. Go to the left for a store and another test-your-strength game. Go up the first chance you can. Go all the way to the right and go into a church. Go up and talk to the priest and go back to the town. Now go left for a hotel. Go in if you need it. Keep going left for another target range and another house that wastes your time. Go down the first chance you get after the hotel. Go left and talk to the people in the houses along the way. Go up the first chance you get and you will enter a cave.

Go up the bridge to the left. When you get to the top, you will be able to jump onto the other ledge. Go into the entrance and go to the right of the screen. There will be health waiting for you. Go hit it and then climb up the rocks.

You will eventually reach the Mad Brothers. You will talk to them and tell they will ask you to join them. Say no and you will have to fight them. Just stay where you are and keep jumping and shooting. Once he starts kicking you will have to take out your knife and go after him. Just keep knifing him until he falls and avoid his kicks. When he dies the other will come down. Just keep jumping and shooting at him from the same spot you shot at the first one. After a while he will die a drop a money bag with \$500 in it. Grab it and you are done.

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3.3 - Billy Morgan, Gun For Hire [CK.03.30]  
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From the very start go down. Go all the way to the right and go into the mayor's house. Watch the person hide behind the door and wait for the other one to talk to you. Go back to where you came from now. Go all the way to the right stopping along the houses along the way. Go down at the end and go through the woods. Go all the way down until you reach the corner of the fort. Now just start going to the right. You will reach the gatekeeper and he will say it costs \$1000 to get in. Open the gate and go in.

The first house will just be a person talking to you. Go to the second house for a store. Go in and buy the key and the bullet-proof vest. Also if you need it buy some hot dogs to fill up your health. Go into the second building from the store to the right. It is a saloon where you can play blackjack. Play if you want to get your money back and if you think you have a chance at actually winning it back. Go all the way to the right and go down. Climb up all the way and go through the doorway. Go up the stairs and through the doorway to get outside again. Go to the left and jump the little gap. Go in the door and down the stairs. Go to the last room with an open entrance. This is where you will have to fight Billy Morgan. It should be very easy if you bought the bullet proof vest it's very easy. Just keep moving around shooting him. After a while he will give up and let you in the next room. Go to the large pillar and shoot at either of the sides on the big cracks. After a while it will fall and the fort will collapse. Now go to the left when you get out of that room and dodge the falling debri. Go down the stairs and Billy Morgan will be shooting at you. Just keep running up and shooting at him because you won't get hurt by gun fire. Just keep going up until you reach the stairs. You will see a quick conversation. After that you will be in the mayor's house again and Billy Morgan will shoot the secretary. Go after him and run into the next room. You will have to chase after him by jumping over the rocks coming at you. After a while he will fall into the water and die.

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3.4 - Coyote Jim, The Desert Hermit [CK.03.40]  
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Watch the little cut scene of yourself riding into town on your horse. You will see a bird bring you a letter from the judge telling you where Coyote Jim is. I can't really help you in the riding the horse part though. Just ride the horse up the road shooting or dodging everybody you come across. Once you reach the gate to the other end of town, indians will come after you. They will all be on horses shooting arrows at you.

After a while you will see Coyote Jim on a horse-drawn wagon. He will throw barrels at you. Just keep shooting at him and avoid the barrels he throws. The only hard part of this level is to beat it within the time limit.

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3.5 - Wild Wolf Chief, The Bad Indian [CK.03.50]  
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Right from the start go up. Go left on the bridge and just keep running and shooting. Don't stop but just keep shooting. Go up and enter the indian village. Go left and skip the teepees. Go into the fourth teepee for a store. Get health if you need it. Go left and go up onto the cliff.

Go right and go up to the boulder. Run into the boulder and hold B. It will look like the game froze but just keep holding it. The boulder will be moved and you got the entrance open. Go into the entrance you just opened and go to the right. Skip the teepees except for the third teepee, it is a store. Buy food if you need health and keep going to the right. Go all the way to the right for another store. This store will have a bullet proof jacket. Take it if you want it and only take the food if you only need to restore little health. Go down and the first building will be a hotel. Kind of odd that a hotel is in the middle of nowhere but it still helps. Go right and go on the upper bridge. Jump over all of the gaps and you will get a musket. Just jump onto the lower bridge from where you are now. Go down and cross the river, Frogger style! Now go all the way to the left and go in the last teepee. He will ask you if you want the dam blocked. Say yes. Now go up until you reach the next river. Get on the right side of the trees. Go down and go into the first teepee to the right. He will ask you if you want the water blocked and say yes. Now backtrack to the beginning to the level. Go on the waterfall and go through the doorway in the left side of the waterfall. Now you have to fight the Wild Wolf Chief. Just stand to the left or right of him and keep shooting at him with your musket. It will kill his buddies he gets after you and it will still hit him. After a while he will get up and start running around really fast. Just keep avoiding him and shooting at him.

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3.6 - Keith, The Hawk Master [CK.03.60]  
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You start this level in dramatic fashion. You have to kill Keith because he hurt a person since he let Keith's Hawk loose. Get out of the house. Go down and walk into the bomb. Now go back out and to the right. The first building will be a store. Jump over the gap in your way. Just keep going right until you have to go into a cave. Just keep going right and go down on your first chance. Jump over all of the gaps and go right. Go in the house and go on the tracks. Go down the tracks until you fall in a big hole. Go to the ledge under the key. Don't jump off because you won't get back up. Jump straight up and hold up. You will jump on a ladder that is hidden behind the rocks. Grab the key and fall down. Go out of the cave. Go all the way back to where you got on the train except instead of going right go left and open the door.

Go back to the train tracks and now you won't fall. Go all the way down until you have to stop. Here is the way you have to go. Go up, down, down, down, up, up, and keep going down and then on the last cross go up. Then it doesn't matter which tracks you take and you will reach the end. Go up into the forest. You can jump over the stumps and diagonally in between trees. Go all the way to the right for a power up. Now go to the left and go up the first chance you got. Climb up the cliff and when you reach the top enter the forest. You will encounter Keith. Just keep shooting at him while he jumps around and avoid his birds. You may now think you are done with the game but you're not. There is still more to go.

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3.7 - Scorpion Master, The Ruler Of Nature [CK.03.70]  
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Right from the start, go right. There is nothing if you go down. The first building will be a store. Buy whatever you want and move on. The next will be a saloon, a quick way to get money. The next is a Target Range. Go down and the first building will be a test-your-strength game. Keep going for another saloon. Now just keep going until you can go up. There will be a house and a hotel on the way there. Go to the left and into the cave. Go right and through the exit of the cave. You will be outside and you will be in water. Just keep going up until you reach the next cave. Go all the way up to get into another cave. Go up until you see a house in the horizon and go up.

Just keep going right until you reach a locked door and a guard in front of it with a mace. He's very easy to beat. Just move to the other side of the screen when he gets near you and keep shooting at him with the musket. When you kill him a key will appear. Take it and open the door in front of you. Go right going into every door. there will be a store in the second door. Go up the only chance you get. Go up and go up the stairs. Go up the last chance you get. Gou left and in the first room you see. Fight the scorpion in there with your gun. Grab the key that appears. Now go down the stairs and down again. Go up when you get a chance and go up the two flights of stairs. Unlock the door. Go right and up. Keep doing that until you can only go up from there. You will see the Scorpion Master. He will pull a trick and make you fall. Go to the right and go in the room. You will have to fight a scorpion. After you kill it go up. Go up the stairs and go down again. Go find the last key and come back here to unlock the door down this hallway. Open the door and everybody will be freed. Hit the switch and grab the key. Go back to where you fell in the pit and meet up with the Scorpion Master again. He's really hard to beat but all you have to do is keep shooting at him.

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Congratulations! You are the new Cowboy Kid in town. You have just shown that you should be sheriff in town. Good Job!

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4. - Bosses

[CK.04.01]  
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Here are all of the bosses you will come across in the game.

All of the levels of difficulty are rated on a 5-star system.

Slash Joe:

Level of Difficulty: \*\*

Weapons to use: Knife.

What to do: Just attack him for a while then back away and avoid his attacks.

When he starts to move again then start to attack him again.

Attacks he uses: He stops and throws knives in all directions every once in a while.

Movement: He will move diagonally left and right going up or down each time.

The Mad Brothers:

Level of Difficulty: \*\*\*

Weapons to use: Pistol and knife.

What to do: Stay on the side of the screen jumping and shooting. After a while with the first brother you will have to attack him with a knife. When he dies you can just go back to where you came on from so jump up and down and shoot at him. After a while he will die.

Attacks they use: Kicks and Rolls. They will also shake the ground so you will have to jump or you will fall and hit the ground.

Movement: Move side to side and up and down.

Billy Morgan:

Level of Difficulty: \*

Weapons to use: Pistol.

What to do: Make sure you bought the bullet-proof vest from the store. He won't be able to hurt you if you did. Just keep shooting and he will leave. You'll reach him again when escaping. You should still have the vest so just keep running up shooting at him. Chase after him and jump over the rocks that move. If you still have the vest you don't even have to jump.

Attacks he uses: Gun shots.

Movement: He just moves side to side.

Coyote Jim:

Level of Difficulty: \*\*

Weapons to use: Pistol.

What to do: Just keep shooting straight at him and avoiding his attacks.

Attacks he uses: He only throws barrels at you.

Movements: Side to side.

Wild Wolf Chief:

Level of Difficulty: \*\*\*\*

Weapons to use: Musket.

What to do: At first go to the right or left of him and shoot him with the musket. It will kill his buddies he sends after you too. He will then get up and start running around. Just keep shooting at him and avoiding him.

Attacks he uses: Sends his buddies after you and runs after you.

Movements: All around the cave.

Keith:

Level of Difficulty: \*\*\*\*

Weapons to use: Musket or Pistol.

What to do: Just keep shooting him and his birds. You can avoid his birds too but they get annoying after a while.

Attacks he uses: Sends his birds after you.

Movements: Jumps down and onto branches.

Scorpion Master:

Level of Difficulty: \*\*\*\*\*

Weapons to use: Musket.

What to do: Just dodge his shots and shoot at him.

Attacks he uses: Shooting at you.

Movements: Side to Side.

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## 5. - Weapons

[CK.05.01]

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Here are a list of all the weapons you will get in the game as you progress, what they do, and where they are located.

Knife

-Close range weapon.

You get it when you start the game.

Pistol

-Shoots bullets across the screen.

You can get it in "The Mad Brothers, The Duo of Evil" level.

Musket

-Shoots bullets across the screen. This one will go through one enemy and into the next behind him.

You can get it in the "Wild Wolf Chief, The Bad Indian" level.

Here's a list of all the items you can get throughout the game. The items that are listed are the items you will find and you can buy.

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|Items you will find: \

Item	Effect
Coin	Gives you a very small amount of money.
Money Bag	Gives you \$20.
Sheriff Badge	When you collect five, you will get one more heart.
Skull	Takes away a heart after you touch one.

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|Items you have to pay for: \

Item	Cost	Effect
Key	\$60	Opens locked doors.
French Fries	\$10	Restores health. (Restores one health)
Hot Dog	\$10	Restores health. (Restores one health)
Fried Chicken	\$10	Restores health. (Restores one health)
Cheese	\$20	Restores health. (Restores one health)
Bread	\$30	Restores health. (Restores two health)
Fish	\$30	Restores health. (Restores two health)
Chicken	\$80	Restores health. (Restores four health)
Hamburger	\$80	Restores health. (Restores four health)
Meat	\$500+	Fills your health after you die.
Map	\$300+	View the area.
Ladder	\$100+	Let's you get above ground from under-ground.
Hat	\$400+	Extra Life.
Bullet-Proof Vest	\$700+	Makes you pretty much invincible.

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There aren't that many buildings in the game but here is a list of them.

House- A place where somebody lives and they will give you tips. You don't have to go in any of these because they will only tell you stuff that is already in my guide.

Saloon-A place where you can gamble by playing blackjack. You can bet up to \$999. This is a great way to get a lot of money fast. It's just hard because if you lose one hand you will lose a lot of money depending on how much you bet.

Hotel- A place where you can restore all of your life or some depending on the room you get. The more expensive rooms will cost more so if you're running low on money you should go for the cheaper rooms.

Arcade-Well, this really isn't an arcade but that's what I'll call it. It's just the test-your-strength game. It costs \$100 to play. You will get



\$200 if you get it to stop on the perfect spot, and you will get \$150 if you make it stop one spot off. You won't win anything if you miss within a one spot radius of that spot.

### Shooting Range-

Practice shooting. Pretty fun to play but it's hard if you make the bet with the manager. I don't know how much money you will get if you do win.

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### 8. - Maps

[CK.08.01]

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I made this section so you can save money instead of buying the maps seperately. All of the locations will be right above the spot on the map.

Legend : \  
|-----|  
| ### | Path you can go on. |  
| RR | Railroad Tracks. |  
| S | Sheriff's Office. |  
| \* | Start Point. |  
| C | Church. |  
| M | Mayor's House. |  
| F | Fort. |  
| W | Waterfall |  
|-----|  
|\*NOTE not all points will |  
be on each map.

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### Slash Joe:

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RR
*#####
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# # S
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### The Mad Brothers:

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C
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# # #
# ##### ###
# # #
# #####*
# #
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### Billy Morgan:

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*#####  
# M ##### #  
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# F  
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-----  
Wild Wolf Chief:  
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##### #  
# #####  
# #  
##### #  
# #  
##WW#* ###
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Keith:  
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9. - Disclaimer

[CK.09.01]  
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