

Daiku no Gen-San 2: Akage no Dan no Gyakushuu (Import) FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Aug 11, 2008

~~~~~

## Daiku no Gen-San 2

---

~~~~~

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>

~~~~~

## T A B L E O F C O N T E N T S

---

~~~~~

1. - Controls
 2. - Walkthrough
 3. - Bosses
 4. - Items
 5. - Disclaimer
-

~~~~~

## 1. - C O N T R O L S

---

~~~~~

D-Pad - Move
A - Jump
B - Attack
Start - Pause
Select - Use Item

~~~~~

## 2. - W A L K T H R O U G H

---

~~~~~

Stage 1

Jump over the parked bicycles to the right. You will see a couple of enemies walking towards you, kill them quickly with your trusty hammer. Keep moving to the right and kill the enemies in your way. Look for the light that is coming down from the ceiling. As you approach it, it will fall from the ceiling. Avoid it as best as possible and jump over the next parked bicycles for some more of the enemies. There will be another light fall from the ceiling shortly after the parked bicycles.

As you continue to the right, you will notice a new type of enemy. They will throw rocks at you from a distance. If you go quickly, you can just hit him before he hits you. You can also hold down and attack to make him bounce to stop his attacks. There will be another falling light from the ceiling shortly after him. Break the next box you see for the Spiral Attack power-up. This power up will allow you to attack all around you instead of just in front of

you.

Move to the right and avoid the next falling light from the ceiling. Almost immediately past it, a new enemy will appear and throw knives at you. You can duck under these attacks. You will also see bouncing enemies and quick enemies on bicycles. Kill those with your trusty hammer and jump over the next bicycles. There will be another light falling above the bikes and a box to break that will have a bomb for you to use. Continue to the right and kill the enemies.

You will soon run into a new type of enemy that will pop out of the manhole. They will hop out and throw the manhole cover at you. You can hit the manhole cover away or simply jump over it. Hitting it isn't very reliable so jump over the manholes and then hit them. Kill a couple of bouncing enemies as you jump over more bicycles to the right. After the higher platform, break the box for a hard hat power up. Kill a couple more manhole monsters and bouncing enemies as you continue to the right and fight the boss.

Immediately start to run to the right to go under the first attack where he breaks the item towards you. Keep your distance as he shoots two shots from his head to avoid those. Quickly run in and hit it a couple times, anywhere above the treads. Once he starts the first attack, just repeat that simple process.

Stage 2

Move to the right and jump onto the ladder to climb onto the higher beam. Jump up two beams and you will come across two enemies, one on each side of the screen. They will scale down the walls and then jump at you so hit them with your hammer quickly. Keep jumping up the platforms and kill the enemies that you cross along the way. You will eventually climb another ladder to reach a higher support beam. Break the box there for a hard hat.

You can only reach one platform here. Be quick because it will fall if you stand on it too long. If it falls, go down the ladder until it goes off the screen and then go back, it will reappear. Jump up these two quickly to the left and climb the ladder. Jump to the right across those quick platforms and climb the ladder over there. You will see an enemy on the ladder to the left. He will throw a screw at you and then jump at you. Keep your distance and avoid the screw, then quickly kill him.

Head over to the left side of the screen and climb the left most ladder. This will give you plenty of distance from the next enemies. Kill both of them and climb the left most ladder again. Jump up the quick platforms and climb the next platform on the left. Break the box there for a big hammer and then jump to the right and climb the middle ladder to the top. Climb these platforms and take your time since they won't fall. As you make your way to the top, screws will fall down from the top, avoid those as best as you can.

After a while, you will see the enemies dropping screws. Kill whichever one you are next to and just ignore the other one. Climb these platforms that will fall again and kill the enemies that scale down the wall as you approach them. Climb the next ladder and break the box on the right up there for a health pick up. Climb some more platforms and climb the ladder at the top for the boss of this stage.

This boss is pretty fun. Keep your distance and he will raise the wrecking ball. It will swing back and forth a few times and then the ball will break off the chain and bounce towards you. Jump when it's at his height and hit it back

at him to hurt him. After you do that, he will jump to the other crane while throwing four bombs at you. Avoid those bombs and simply repeat that process until he falls.

After this boss fight you will enter a bonus stage. You have to hit all of the guys in the windows. Don't hit the girls or you will lose points.

Stage 3

Jump to the left to reach the top of the next platform and run across it. Jump to the next large pipe that you see and you will see some pipes that come out of the top. Flames will be shot out of those pipes so avoid them as best as possible. Jump to the next higher platform and avoid the flames that shoot out of the pipe. Watch the enemy on the next platform with a flamethrower. Kill him and continue to the right.

Break a box when you come across it for a hard hat. Jump to the highest platform by this box and continue to the right. Jump across the platforms and kill the flame thrower enemies. Try not to fall in the hole because the lava raises and falls so it's not safe to walk across. Continue to the right while jumping the gaps, avoiding the flames, and killing the enemies. Break the next box for a spiral attack power up.

Once again, jump to the higher platform and kill the enemy on it. You will eventually see a box on the ground by lava. Jump on top of the box and wait for the lava to go down. Quickly break the box and grab the wristwatch. Jump onto the higher platform and continue to the right. Stick to the higher platforms while avoiding the flames and enemies. When you reach the sinking platforms on the lava, jump on the middle one a few times until the flames above the right one go away. Just run to the right after those for the boss.

Immediately jump onto the elephants trunk. He will fly towards you and then jump on the elephants head. Hit him once and quickly jump off to the left. He will throw four bombs at you that you will have to avoid. He will then move backwards and flap his ears that will just shoot wind, it will push you back but won't hurt you. After he gets back to the left, he will throw a bomb out of the elephant's trunk. After that he repeats the process until he falls.

Stage 4

This level can be a bit difficult. The train is moving and you have to get to the front of it quickly. Avoid the birds and jump to the right. You will see a large red robot chained down on a car that will sit up and shoot at you. Avoid those shots and then quickly jump onto the robots head and then on to the next higher box car. The next robot will do the same thing but you won't have to jump on him to reach a higher platform. Break the box there for the jump boots.

The next blue robot you reach will have a boxcar proceeding it. That means you will have to avoid the robot's shots, then jump on him to jump to the roof of the boxcar. The next red robot will have a crate behind his head that will have a spiral attack if you can get it quickly enough. You will have to jump on the robot to jump on to the roof of the next boxcar as well. Avoid two more robots and break the next box for a hard hat. Avoid two more robots and the train will reach the station. Run to the right for the boss of this stage.

This boss is incredibly simple, the only thing that can hurt you is the water,

or maybe the time limit. All he does is shoot three bubbles out of his mouth. They will float to the bottom of the screen and you can jump onto them. They will float to the top of the screen and if you stay on it too long, you will die. So jump on the bubbles, attack him a few times, and jump back to the platform to the left. Repeat this process until you defeat this boss.

After this boss, you will enter a bonus stage where you bounce across the trampolines and attack enemies.

Stage 5

Jump to the right and avoid the bullets from the ceiling as you jump onto the conveyor belt. Kill the floating monster on this conveyor belt and avoid the bullets to the next conveyor belt. Crouch under the wall and jump to the next platform. Avoid the bullets and kill another floating monster as you reach the next conveyor belt. Crouch to go under the next wall. Be careful because there's a glitch that shoots you further to the right than you want to go so move to the left as you fall.

Avoid the next bullets and jump to the next conveyor belt. Make a big jump to the next platform. Avoid the bullets and kill the floating monster to reach the platform with the box. Break it for a hard hat. Avoid the next few bullets from the ceiling and the ground and jump across some conveyor belts until you reach the end, or what appears to be the end. You can enter the elevator to enter the next section of this stage.

Break the box to the right for a wrist watch item. For the first time this game, you have to move to the left. Jump over the gap and you will see some hooks on chains. They will drop as you pass them so be careful. Break the next box for a spiral attack power up. Avoid some more hooks as you move to the left and you will reach an elevator. Go up that elevator to reach the next section of this stage.

Move to the right and break the box you see for a big hammer power up. Keep moving to the right and jump the gaps. These platforms move to the left and every other one will stop to be crushed by the huge crushers you will see along the top. Just avoid those crushers as best as possible as you move to the right. The damaged robots on the platforms can't hurt you so don't try to avoid them. After several platforms, you will reach the boss of this stage.

This boss will grab you if you get too close and throw you into the crusher behind him. However, that shouldn't be a problem. If you still have the wrist watch power up, use it now. Crouch and slam the ground with your hammer. This will cause the robot to bounce onto the crusher behind him. Give him a few whacks of your hammer to make sure he gets crushed. As you slam the ground, parts will fall down from the ceiling you will have to avoid. When the crusher glows, that means it will crush in a second. Move to the left to avoid the robot as he pops out of the crusher. Repeat this process three times until he dies.

Stage 6

This is a shooter level. All you really have to do is kill the enemies in your way and avoid their attacks. The jet pack enemies will take two shots and the robots will take one. Press A to use the special attacks you can pick up from the floating crates. The first power up will shoot a straight shot, the second

will shoot two shots, one up and to the right and the other down and to the left, and the last will fall and shoot across the ground. I suggest holding onto the second one throughout the stage.

This boss can be pretty tough. It will keep shooting shots at you from three guns on the ship. There is a hammer in the front to avoid and every now and then he throws a bomb down to the ground that will shoot three shots at you. As you avoid everything, you have to shoot the driver of the large contraption. The tricky part is shooting him only when he is revealed and isn't being blocked by the protective steel. Just keep attacking him until you defeat him.

After this boss, you will enter a bonus round where you have to hit the balls being shot out of the cannons along the walls.

Stage 7

This is another shooter level. The small bugs are hard to hit but will die in one hit. The bugs that slowly crawl from the ground take two shots. Avoid the green fish monsters that fall from the ceiling and dart across the screen. The end of this stage doesn't seem to make sense. Just keep shooting everything in the screen including the garbage that falls from the ceiling until the door opens and you go through it automatically. You will enter the next stage which is back to regular platformer aspect of the game.

Move to the right and kill the enemies. Break the box for a bomb power up. You will eventually come across a beaker on a bunsen burner. You have to break the bunsen burner with three hits but quickly jump away because it will explode. Go under it and kill the enemies as you continue to the right. Break two more bunsen burners and then the box for a bigger hammer. Now the bunsen burners will break with one hit so be even more careful.

Keep moving to the right and kill more enemies. The next box will contain a health power up. Shortly after that box, you will see a tube coming down from the ceiling. Be careful because an electric shock will shoot down from it. Avoid a couple of them as you continue to the right. You will then reach a new obstacle, the coils. They will charge up and glow when they hurt you. Run across them when they don't glow. Avoid a couple until you reach the end. Break a few robots until the doors open to finish this stage. That's right, there's no boss in this stage.

Stage 8

This stage is similar to the train stage except the screen moves to the top. This is much more difficult though because if you miss a jump, you're dead. Jump onto the first two platforms and a platform will drop to the right, hop on to it. As you reach the top of the screen, another platform will appear to the left, jump on to that one. You will then reach another stationary platform. Jump on to that platform to reach the next moving platform. Jump on to the next stationary platform again and then on to the next moving platform.

It will make a circle and then a platform will appear to the left as you approach the top of the screen, jump on to it. This part is a bit confusing because you will then see three platforms. Jump on to the one that only moves left and right. Wait for the platform above you that goes up and down and jump on to it. Break the next crates for a bigger hammer and a spiral attack. Jump on to the platform to the right that moves up and down.

As this platform approaches the top of the screen, jump on to the stationary platform in the middle of the screen. Jump on to the moving platform to the right. As it reaches the top, jump across the falling platforms to the left. Then jump on to the platform that moves straight up on the left. Break the next crate for a hard hat. Climb these platforms and then up the two moving platforms. Now they will start to fall. Jump to the right side of the screen and instead of using the platforms, climb up the ladder. Jump across the falling platforms at the top to climb the ladder to the left. Hop onto the elevator to the right when you reach the top.

This boss actually isn't difficult for a final boss battle. The evil doctor will float across the top of the screen and will eventually float down to the ground on each side of the level. If you have the spiral attack, you can jump and hit him as he floats. If you don't have it, wait for him to come down. The three attacks are shots fired from the top of the screen, a flame thrower shooting from the middle, and bombs dropping from the middle as well. The bombs will only hurt when they explode so you can go through them until they blow up. Just keep avoiding all of the hazards and hit the boss when you can until he dies.

~~~~~

### 3. - B O S S E S

---

~~~~~

Stage 1 Boss - Tank

This boss is pretty simple once you get the attacks down. It moves side to side a little along the right side of the screen and only has two attacks. The first attack is he tosses up what appears to be a pancake from his little frying pan and then hit it with a hammer. It breaks up into three pieces and flies towards you. Try to remain close for that attack. The other is shooting two shots from his head. Once you avoid the first attack, move away to avoid this attack with ease. Now he pauses for a few seconds which is your time to attack. Then he starts again with the first attack, just keep using that pattern until he dies.

Stage 2 Boss - Wrecking Crew

This boss is pretty fun. He will sit in his wrecking ball machine and you will see his chain pull up a wrecking ball. Keep your distance and he will swing it back and forth. After a couple of swings, the ball will fly off and bounce towards you. Hit it back at him and it will hurt him. After that wrecking ball is done, he will jump to the other machine and throw four sticks of dynamite at you. Avoid those bombs as best as you can and just keep repeating that process for a total of three hits to defeat this boss.

Stage 3 Boss - Elephant

Immediately start this boss battle by jumping on to the elephants trunk. After he moves to the left, he will jump onto the elephants head. Quickly hit him once and then jump off to the left. He will throw four bombs that you will have to avoid. After those bombs, he will move to the right and blow wind from his ears. It will push you back but it won't hurt you. Once he reaches the right side again, he will throw a bomb from his trunk. After that, it's rinse and repeat.

Stage 4 Boss - Sea Horse

This boss is simple, only the water on the ground can hurt you. He shoots three bubbles out of his mouth and they will float to the bottom of the screen. Jump onto them and attack the boss a few times. As the bubbles start to float back to the top of the screen, jump back to the platform to the left. Just repeat this process until the boss dies.

Stage 5 Boss - Throwbot

This boss will grab you and throw you into the crusher if you get too close. Start by crouching and slamming the ground to make him bounce into the crusher. Avoid the parts that fall from the ceiling because you slammed the ground. Give him a few whacks to make sure he stays in the crusher. When it glows red, it will crush in a second. When that happens, run to the left so he won't pop out into you. Repeat this three times and he will explode.

Stage 6 Boss - Large Robot

This boss can be pretty tough. It will keep shooting shots at you from three guns on the ship. There is a hammer in the front to avoid and every now and then he throws a bomb down to the ground that will shoot three shots at you. As you avoid everything, you have to shoot the driver of the large contraption. The tricky part is shooting him only when he is revealed and isn't being blocked by the protective steel. Just keep attacking him until you defeat him.

Stage 8 Boss - Evil Doctor

This boss actually isn't hard for a final boss, especially if you have a spiral attack power up. You can hit him as he floats along the top of you have the spiral attack, if not, wait until he comes down on either side of the screen. The attacks are shots from the top to avoid. The others are flames that shoot from the center and a bomb that will explode, also shot from the center. The bomb will only hurt you when it explodes, so you can walk through them before they blow up. Just keep hitting the evil doctor until he falls and you defeat him.

~~~~~

#### 4. - I T E M S

---

~~~~~

- | | |
|---------------|---|
| Spiral Attack | These are very useful power ups. What they do is make your character, which I can only assume is named Harry, swing his hammer in a circle instead of just in front of him. This helps your survivability a lot since you can attack enemies above and below you as well. |
| Bomb | These bombs will kill any normal enemy on the screen with a push of a button. Yes, it is that easy. Once you have the bomb in your inventory, you can just press select whenever you'd like to, to clear the screen of enemies. It doesn't work on bosses though! |
| Hard Hat | The hard hat is good for basically an extra health point. They are passive so you don't have to activate them. But, whenever you only have one health left and get hit, the hard hat will take the damage of that hit for you. |
| Big Hammer | The big hammer will give your attacks an extra punch. It's not even noticeable against regular enemies since they die in one hit but they are handy to use against bosses if you can hold onto them for that long. |
| Health | The health pick up is a small heart. The nice thing about this is that you can hold onto it if you have full health. To use it, simply press the select button whenever you want to use it. |
| Wrist Watch | The wrist watch will cause the enemies on the screen to slow |

down. This is great for when there are numerous enemies on the screen to easily take them out.

Jump Boots

The boots will change the color of your outfit for no apparent reason. They will allow you to jump higher than usual whenever you jump.

~~~~~

#### 5. - D I S C L A I M E R

---

~~~~~

This FAQ/Walkthrough is copyrighted ʘ 2008 to Frank Grochowski. International Copyright laws protect this FAQ/Walkthrough. You cannot sell this FAQ/Walkthrough for a profit of any kind. You cannot reproduce this FAQ/Walkthrough in any way with out my written consent. You are however allowed to download this FAQ/Walkthrough for personal use. You can also post it on your web site as long as you give me full credit, don't change it in any way, and it is free. The latest version will always be found at:

<http://www.GameFAQs.com>

This document is copyright Da Hui and hosted by VGM with permission.