

Hi no Tori: Wagaou no Bouken (Import) FAQ/Walkthrough

by Da Hui

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--=          Hi no Tori - Houou Hen - Gaou no Bouken          ==
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<http://faqs.retronintendo.com>

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Please Note - This whole FAQ is searchable. That means you could easily find whichever section you are looking for. Just press ctrl+f and type in the name of the section or the password (the four digit number to the far right) and press enter. It will bring you straight to that section.

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----- 1. - Controls -----
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- * D-Pad - Move
- * A - Jump
- * B - Attack
- * Down+B - Drop Block
- * Start - Pause
- * Select - Suicide

You could aim up or down when shooting by holding those directions on the D-Pad.

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----- 2. - Walkthrough -----
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                          Stage 1
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You will start your quest on your pirate ship manned with only your spear for a weapon. You have to move across the lands while collecting treasures and solving any obstacles in your way. Go to the right and you'll immediately be welcomed with a treasure chest. Open it by throwing a spear at it and continue to the right. Keep moving to the right until you reach a mighty jump that you can't reach by yourself. You will eventually reach the pier guarded by the

treachurous pirates along with a few birds.

When there's a fence in your way, just destroy it! Keep moving to the right afterwards until you reach a wall you can't jump without a little help. How do you jump that high you ask? Simple! Press Down+B to drop a few blocks, use that to jump over the walls. Now keep moving to the right over any obstacles in the same manner. You will finally reach the wretched boss. All it does is move up and down while slowly moving to the left or right. When they reach the highest possible point, they will drop two rocks. Just don't touch it or the rocks and you'll be fine.

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Stage 2
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After the first stage, you will find yourself in a big field. There's really nothing to this stage. Just move to the right while being cautious for the many snakes roaming across the grass and avoiding the humans. There is also a new enemy that will float around but will cause as a small threat. Keep going to the right until you reach a cave blocked with rocks. All you have to do is break the rocks with your mighty spear. Get rid of the blocks making a path to the upper right, drop a few blocks yourself if you need to. Shoot at the rocks under the symbol and it will drop down into your possession.

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Stage 3
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You will then be sent to the mountainside, but don't worry, these mountainside creatures aren't as treacherous as you may think, you will face the same common enemy as the previous levels. There will be a lot of deep pits though. If you ever fall in one, drop a block below you before you fall to the bottom, you may even fall to your doom at the bottom of some. You will eventually reach the rockman of a boss. All he doest to start is roll towards you then jump. Start off by dropping a block high in the middle so you could jump over him whenever he rolls. Keep attacking him and he will eventually start jumping side to side while throwing rocks at you. Avoid the rocks and keep attacking him until he drops the puzzle piece.

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Stage 4
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You have passed through the valley and are now in the creepy woods. The enemies however aren't very creepy at all. You could however take a different path than down on the ground. You guessed it, up in the trees. Either way you will still have to fight off the same old enemies but there are more items in the trees. Keep going to the right through whichever path you would like and you will reach a magnificent waterfall. Stay as high up over it as possible to avoid the fish. Continue to the right until you reach the flaming head. The fastest way to beat this pathetic excuse of a boss is only helpful if you have full health. Jump under him and drop a block. Just aim up and throw your spears as fast as possible. Let him hit you and keep attacking, if you have full health, he'll die first. If you don't have full health jump and attack while avoiding his attacks.

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Stage 5
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Now you will be in the village over run by the likes of evil. You have to defeat the hideous monster at the end so make your journey to the right. While in the woods, there will be a lot of foxes hopping around. Avoid them or attack them. After that you will be back in the village. In this section you could take a high path or a low path. The high path has a lot of items along with a lot of enemies. Just keep going over the statues until you reach a large rock wall. Destroy the lower part of it and walk through the hole. Destroy the ceiling on the right side and climb to the top with your bricks. Now just go to the left and keep attacking the face while avoiding the little heads it spawns.

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Stage 6
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Now you are on the mountainside trying to defeat the evil demon at the top, but since it's a side scroller, the demon will be to the right. Go to the right and watch the bridges. After the first bridge, planks will fall off. So watch those bridges! After you pass the bridges, you will reach a lot of canyons. Around there, you have to build blocks to make routes. You will eventually get to the demon who simply flies in a figure eight and shoot at you. Nothing too hard.

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Stage 7
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You will now be in the old mine shaft. This level is really straightforward, nothing fancy. Just go to the right and always take the high paths. If you want the chests in the rocks you have to destroy both stalagmites and destroy the chest as it falls. Keep going until you reach the boss. It's an easy boss. Get close and keep going up with blocks. When you are level with it, just keep attacking it until it dies.

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Stage 1 (Revisited)
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You may be confused because you are sent back to this first level. You should be, just keep heading to the right and into the docks area of the stage. Look at the gates on the side of each house. Break through the second gate to reveal a hidden portal, press up to enter it. Keep moving to the right here and you will reach a wall. Drop blocks to climb to the top of it to continue to the right. You will reach another tall wall after a tall waterfall. Wait for some heads to smash through the wall towards you. You have to be quick to avoid the heads and bust through the wall for the next puzzle piece on the other side of this thick wall.

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Stage 2 (Revisited)
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Right away you will tell that this is not stage two, but for some reason the game lists it that way. Just go to the right like usual. You will see a tall wall that will have an exposed area in it with fireflies. Don't smash through it, build a sort of ladder with the blocks to get completely over it. That's the only noteworthy part of this level. At the end just quickly build a ladder before the bombs blow away the level so you can get the next puzzle piece.

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Stage 3 (Revisited)
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Move to the right as usual. The only noteworthy part of this level is that you will see what is sort of like tubes or teleporters. It looks like you can jump through them in the middle, but you have to jump on top of them. After a while you will reach the boss. Just make a stair case with blocks and shoot the boss at the top right corner, forget about the other minion.

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Stage 4 (Revisited)
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Nothing is special in this stage compared to the other stages. When you get all the way to the right end of this level, you will see a large wall of blocks. Start breaking through the blocks. After you reveal the whole screen, it will flash and an orb will float around the edges of the cleared out area. You can shoot him once to get rid of him easily. Afterwards just grab the puzzle piece.

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Stage 5 (Revisited)
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Keep moving to the right as usual. You will eventually reach a tall wall. Start to build near the top of it and there's a section around the top you can break. Smash through it to advance to the end of the stage. After a while you will reach the boss. He just shoots rollers around the screen so jump and drop a block under him. Keep aiming up to shoot the center where the rollers come from.

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Stage 1 (Revisited)
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Go to the right until you reach the first bridge. Fall onto the platform directly below the gap in that bridge. Fall off to the side and drop a block right next to this platform as low as possible before you die. Shoot out the top half of the platform. Hop and the platform and hold down while tapping the jump button so you will smash through this platform. It will take a couple of jumps to reveal the portal to the next stage.

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Stage 2 (Revisited)
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This is another straightforward stage, just keep running to the right while avoiding the obstacles. You will eventually reach a dinosaur skeleton boss. If you have plenty of health, just stand right under the skull and hold up while attacking. If not avoid his attacks and attack the skull.

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Stage 3 (Revisited)
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This level looks a lot like the second time you were at Stage 2. The only tricky part is that it's icy so you slip on the platforms, just be careful. Keep running to the right. At the end quickly build a stair case or ladder with your blocks to the top right corner before the bombs blow up the level to grab the next puzzle piece.

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Stage 1 (Revisited)

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Make your way across the tree tops and cliffs in this stage. There's no gimmicks anywhere, just make it to the end. Again, at the end of this level, you will have to make a stair case or ladders with your blocks to the top right to grab the puzzle piece before the bombs blow out the rest of the level.

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Stage 2 (Revisited)

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This is the same as the last Stage 2, just run to the end and fight off the dinosaur skeleton.

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Stage 3 (Revisited)

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Go to the right and climb on top of the entrance of the first cave. Keep going to the right and enter the next cave. Fall down to the lower platform and turn around to the left. Smash through the wall and you will see the top half of another portal. Jump on top of the blocks covering the lower half while holding down to enter it.

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Stage 8

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This stage is full of all of the enemies you have encountered so far in the game. Just keep running to the right avoiding all of the obstacles. At the end, just build a stair case or ladder with your blocks to grab the last puzzle piece in the top right corner. This is the final piece of the puzzle that will unleash the Bird of Fire, the Phoenix, which is the rough translation of the name of the game.

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----- 3. - Enemies -----

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- Bird - These will float up and down while moving to the left.
- Snake - These will just walk towards you.
- Pirates - These will just walk around.
- Fox - These will just hop around.
- Demon - These will just float to the left.
- Fish - These will jump out of the water every few seconds.
- Fireflies - These will float up and down while moving slowly to the side.
- Blob - These will just walk slowly side to side.
- Chomps - These bounce across the screen in one direction.
- Roller - These will fly at you and then start to roll.

- Octo - These will walk towards you and shoot a laser when they see you.
- Frog - These will bounce around the stage.
- Turtle - These will slowly move from side to side.
- Dino - These will walk side to side and shoot fireballs at you.

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----- 4. - Disclaimer -----
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