

# Ikki (Import) FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on Mar 29, 2006

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|                                     Ikki                                     |  
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Version 1.0 (08/4/2005)

## Version History:

-3/27/2006, added lup as a host.  
1.0: Basic Guide Complete - (08/4/2005)

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|                                     I1: Intro                                     |  
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```

I had to do this game, I just had to. Like some of my first guides, I played this on a multi-cart as a kid but unlike those other games I didn't know what the game was actually called. You see, I know Ikki as "Zinja" and all searching I conducted towards finding the game Zinja so I could submit it was ultimately fruitless. It wasn't until I was browsing some NES screenshots last night that I said "Oh man oh man oh man, it's Zinja!"

So you've got Ikki, a game of collecting cash and evading ninjas. The levels are typical NES fare - short and in short amount, with a loop at the end. But I have enjoyed playing this game for years, it's fun and quirky enough to keep me interested. Not to mention all those two-player games I've played in it, it is as many other NES games are: brilliant in simplicity.

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|                                     I2: Enemies                                     |
=====
```

I'm going to cover the enemies now, just so that I can talk about them easier throughout the guide.

**Black Ninja:** A Ninja that walks onto the screen, from any of the directions. When he stops, he will throw a shuriken. Try to defeat it before it stops, and avoid the shuriken when it stops.

**Crazy Man/Woman:** I can't really tell the gender, it could work as both. This enemy runs up to you and either starts slapping your face or smooching you, again I've always found it hard to tell. But I digress, the problem with the enemy is that it stops you in your tracks. You can still attack enemies, but you can't move. Press the buttons to dislodge the crazies easier. You cannot actually defeat this enemy.

**Ghost:** There are a variety of ghosts in the game but they all do the same thing. You can tell a ghost because they emerge from a puff of smoke, and float through obstacles after you. You can't defeat these either, just run. If a ghost catches you, it will latch onto your head and you cannot attack. If you get latched onto by a ghost, just concentrate on avoiding enemy attacks. They will leave you eventually. The ghosts are cool, you'll mostly see a green hag, but other times something different like an orange cycloptic ghost.

**Gunner:** Guys who try to gun you down. Walking over them doesn't seem to harm you. You can't kill them and they don't move.

**Red Ninja:** Like the Black Ninja, only much faster. Keep an eye out for them as they wildly bound around the stage. These can disappear from the screen if they are on it too long as well. The biggest risk with these guys is running into them.

**Vanish Ninja:** A Ninja that teleports onto the screen, and then vanishes. Keep this in mind: He throws his shuriken after teleporting and immediately teleports away. Most of the time, if you try to attack him he will die but so will you. So unless you know how to time your shots to hit him, avoid him.

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=====
|                                     I3: Items                                     |
=====
```

**Donut:** Collect these for 100 points each in the Bonus Stage.

**Flame:** I'm not sure, there is no noticeable effect.

Leaf: Collecting the leaf will make you split in two like "Blink" spells from some RPGs. While you are in this form Ninjas cannot harm you, but the others can still effect you (crazies and ghosts).

Pole: This is a weapon you can pick up. Basically, you face the top of the screen thrusting this bamboo pole up and down. This will kill Ninjas, but also makes you vulnerable to hits from the side and back. So what's the use? It lets you attack when you have a ghost on you, and that's valuable enough.

Radish: This little radish will make you run faster.

Scroll: This is a one-up.

Yen: Pick eight of them up to clear the stage!

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|                                     I4: Basics                                     |  
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```

The game is played by collecting money on the ground and attacking Ninjas that want to kill you for some reason. Collect eight pieces of money to progress the game, after two levels you'll play the Bonus round.

Control Pad: Move Player

A: Throw

B: Throw

Both A and B will throw your blade. You do not have to aim this, it will be thrown towards the nearest Ninja.

One of the great things about Ikki is the two player simultaneous action. Give it a try some time.

Finally, here's how the screen's going to look.

```
+-----+  
| 0          | <- Player 1 Score  
|           |  
|           |  
|           |  
| Yx0       | <- Yen count  
|           |  
|           |  
|           |  
| 0          | <- Player 2 Score (if playing)  
+-----+
```

Yes, the HUD is kind of inconvenient, taking up the whole screen as it does. But then it's not that hard to read.

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|                                     I5: Levels                                     |  
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```

Legend:

X: Impassable

W: Water

B: Bridge

S: Stairs

E: Elevated Edge

G: Gunner

There's talk before the levels of secret letters. I'm not certain what they mean but considering even the bonus stage has a secret letter and the movement therein is quite restricted I'd say they aren't essential if even there. If you know anything, let me know.

-----  
I5.1: Stage 1  
-----

Stage 1 is very straightforward. In the alcove just above the left bridge there is going to be a pole. You can try it out if you want, but it's not really necessary because unless you've looped the game it isn't likely that there's going to be a ghost. And even if there is a ghost, the yen are so obviously placed around that you can just run for them.

The bridges are there for a reason, so use them. You can wade through water but it slows you down, so please only try it when you have to. Make sure you check out the road at the top of the screen, you can walk on it and there's usually yen.

```
+-----+
|                                             |
|                                             |
|                                             |
|               XXX                          |
|               X                            |
|      XXXX                                   |
|      X  X                                  |
|                                             |
| WWWWWWBBWWWWWWWWWWWWWWBBWWWWWWBBWW |
| WWWWWWBBWWWWWWWWWWWWWWBBWWWWWWBBWW |
|                                             |
|                                             |
|                                             |
+-----+
```

As you can see there's not a whole lot to interrupt your flow. Ninjas mainly come from the North but sometimes from the sides. Open fields liek this, believe it or not, are probably worse for fighting ninjas due to lack of cover.

-----  
I5.2: Stage 2  
-----

Stage 2 offers some interesting challenges in that there's a lot more you can't walk on, and there's a higher chance of Ghosts. A point of interest in the low right corner are the four gunners. These guys can be walked on and such but if you move around in front of them, they will fire. There will probably be a yen around here, so run past the firing squad and grab it. You could also try going to the right of them and walking down beside them, but if the yen is in their sights making a break for it may be prudent. there is a certain delay before the firing begins, however, and the bullets aren't overly difficult to dodge. It's the Ninjas that cause trouble here, so as you dodge shurikens and return fire, don't forget about the firing squad!

This corner also seems to have a high ghost incidence. One will likely form if you linger... it's best to finish your business quickly. If the ghost chases

you, and you think you can keep it at a distance, run on unhindered terrain. They will catch you if you wade through water, and probably if you weave around fences. Ghosts are very persistent, if it catches you at least you have a lot of space to try and shake it off.

One other point of interest is the top left pond. There's a scroll on that little island which will grant you a one-up. Now, wading out to it will make you a sitting duck, no questions asked. Approach from the shortest distance of water.

Usually, there is a radish near the houses. This can speed you up, I suggest using it to either collect the scroll, run by the gunners, or to put some distance between you and the ghost.

```
+-----+
|  WWWWWW  |
|  W  WW   |
|  WWWWWW  XXXX  |
|  WWWWWW  XXXX  |
|    WWW    XXXXXX XXXX  |
|           |
|           XX   XX  |
|  XXXXXXXXXXXX  XX   XX  |
|           |
| WWWWWWBBWWWWWWWWWWWWWWWWWWBBWWWWWWW |
| WWWWWWBBWWWWWWWWWWWWWWWWWWBBWWWWWWW |
|           |
|  XXXXXXXXXXXX  |
|           GGGG  |
|  X XXXXX  XXXXX  |
|  X           XX  |
|  XXXX XXXXX  XX  |
|  X           XXXXXXXX  |
|  XXXXXXXXXXXX  |
|           |
+-----+
```

The placement of the gunners allows them decent reign over the bottom right corner but they're overall not too much of a threat. The stage is a mishmash really, with walls and houses and the such, mainly just a way to introduce obstacles. You can use the impassables as cover - enemy attacks won't penetrate them but neither will yours. Keep in mind that a Ninja adjacent to a wall can toss a shuriken over it.

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### I5.1: Stage 3

---

This stage is mostly a maze. And by maze I mean a random scattering of walls. There's not really as many points of interest here as the last stage, you'll mainly have to look out for the enemies.

Along with a moderate incidence of ghosts, those crazies are bound to appear in this stage. They will run up to you and smack you in the face again and again (or at least that's what it looks like). Well, the point is you won't be able to move, but you can attack. They are fast, you can barely keep ahead of them without a radish and they follow you relentlessly. They will not leave the screen until either you scroll them off or they get you and leave on their own. If you can: try and get one stuck behind a wall and make a break for it. If you are going to get caught anyways, try to do so in a relatively protected area.

If you can get an area, that has good coverage just try and hit the ninjas that come near. But I can't guarantee anything, especially with the vile sneaky techniques some employ with their vanishing and such.

Their should be a leaf in the maze, if you get it you will be invincible. Use this grace to possibly try and get some of the yen out in the open at top. But you should keep in mind that leafs only protect you from ninjas.

```
+-----+
|      WWWWW      |
|                  |
|      XXXXXXXXXXXX|
|      XX          X|
|      XX  XXXX    X|
|      XXX  XX  XXXXXX|
|  XX      X      XX  XXX  X|
|  XXX  XXXX      XXX  XXX  X|
|  XXX  XX  XXXXXX  XX  X|
|XXXX  XXXXX  X  X  XXXX  |
|      X  X          |
|  XXXXX  XX X  X  XXXXXXXX|
|XXXXXX  XX X      XX  |
|      XX X      XXXXXX  |
|      XX X  XXXX      XX  |
|  XXXXX  XX X  X  X      XX  |
|X  XX  XXXXXX  X  XXXXXXXXXXXX  |
|X  XX  X  XX  XX          X|
|XXX  X      XX  XX          X|
|  XXXXXXXX      XXXXX  X|
|      XXXXX  XX  XX  XX|
|      XX  XXX  X|
|      XXXX  XXX  X|
+-----+
```

As can be seen, the bulk of the stage is a maze. The open portion at top is useful for shaking ghosts, however it is also most dangerous. The strip of water is a deathtrap, make no mistake. There's no point in going into it, it only serves to leave you vulnerable.

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#### I5.4: Stage 4

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This is a multi-level stage. You can only access the right half via the stairs though enemies have little problem jumping up onto the platform.

Before entering the building, you should go to the bottom right corner. There will probably be some yen and a leaf down here. If you do get the leaf think about how you play better, either get the yen in the open or in the building, whatever you're most comfortable with. You won't get all the left or right with the leaf however - you get it too far away from the goods.

In the building, you'll notice that crazies are pretty frequent. The inside is riddles with doors and screens which hinder movement. There's plenty of cover but also plenty of ways to get in at you. If the crazies get you then again, try for some good cover. There's some places with only one point of entry, but again, just keep throwing your blades and hope for the best.

If you've scrolled to the top of the stage inside the building, there will be some doors with a little space that you can't get into. Well, this is a point

of entry for ninjas, and when you're in the building at this point, this is the point of entry for any ninja that could cause you harm (besides Vanishers of course).

There's a radish in the northend of the level, use it to help with the last of the eight yen.

```
+-----+
|           EXX  XXXXXXXXXXXXX|
|           E                |
|           E  XXXXXXXX      |
| WWWWWWWW  E  XXXXXXXX  XXX |
| WWWWWWWW  SS                XXX |
| WWWWWWWW  SS                |
|           WWW  E  XXXXX  XXXXXXXX|
|           E  XXXXX  XXXXXXXX|
|           E                |
|           E  XXXXXXXXXXXX  XX|
|           E  XXXXXXXXXXXX  XX|
|           E                |
|           E  XX  XXXXXXXXXXXXX|
|           E  XX  XXXXXXXXXXXXX|
|           E                |
|           E  XXXXXXXX  XX  |
|           WWW  E                XX |
| WWWWWWWW  E  XXXXXXXXXXX  XXXX|
| WWWWWWWW  SSE XXXXXXXXXXX  XXXX|
|           SSE                |
|           EEEEEEEEEEEEEEEEE|
|                               |
+-----+
```

The ponds aren't recommended for your treks, but don't be scared of them if you need to move into them for evasion. The perimeter of the building can't be walked on from the outside, but I suggest watching out at enemies seem to have little trouble gaining access to the building - especially crazies.

-----  
I5.5: Bonus Round  
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The Bonus Round is very, very simple. A dude will be throwing donuts at you, collect them for 100 points each. He will throw up to ten.

Bonus rounds appear after every two stages.

-----  
I6: Scoring  
-----

Black Ninja: 100 Points  
Crazy: N/A  
Ghost: N/A  
Red Ninja: 100 Points  
Vanish Ninja: 100 Points

Donut: 100  
Flame: 0  
Leaf: 0  
Pole: 0

Radish: 0  
Scroll: 0  
Yen: 200

-----  
| I7: Credits |  
-----

Alright, thanks go out to the hosts for letting you see this. Also to SunSoft, I've held out wring this guide because the real name had eluded me for so long. But now I know, and knowing is half the battle. I had found Zinja's true form, and it was good.

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